

Rules

MANIPULATE[®]

Are you playing or being played?

The how to play rules video can be found at
www.manipulategame.com/rules

Overview

You are power-hungry and trying to make it in the big city. But watch out, everyone else has their own agenda too.

Your goal is to have the most “Power” at the end of the game.

Take turns to make deals, extort your enemies, set up “Ventures” and use “Favours” to achieve greater Power, attack rivals directly or bluff and make threats to get your way...

Successful people don’t make it to the top by playing nice. **Make deals to profit.**

Make deals to get an edge. You can make any deal from loaning money at sky-scraping interest rates, to trading Ventures, to agreeing ceasefires. Be creative with your deals.

The only things you can’t trade are Power, “Skeletons” and “Super Favours”.

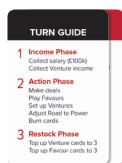
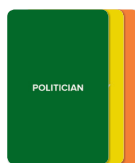
Power is gained by:

- Setting up Business Ventures, with bonus Power for those aligned to your Character Bio.
- Stockpiling cash (£100k = 1 Power at the end of the game).
- Playing specific Favour cards.

Power can be lost if your Skeletons are uncovered, if you are attacked with Favours, or if you go bankrupt.

Components

Rules	39 Skeletons
Board	6 Character Bios
1 dice	12 SuperFavours
1 Turn Counter	6 turn guides
84 Ventures	6 Power Counters
90 Favours	120 Punchboard coins



The board

The board has 3 sections:



1. The Road to Power – A Power tracker inside the city skyline to help you keep track of who is in the lead. If you are shrewd enough to lap the board, put your Power counter on its side.

2. Draw piles – There are 3 draw piles for each type of card: Favours, Skeletons and Ventures. Once cards have been played or discarded, place them at the bottom of the draw piles.

3. Turn Tracker – Keep count of the turn number as you play. We recommend playing to 8 on your first game, but once you know the rules you can easily play for more or less turns if you want a longer or a quick-fire game.

Seize Power and Claim Victory

The aim of the game is to be the player with the most Power at the end of the last round.

You each use a counter to keep track of how far along the Road to Power you are. Track Power changes from Ventures, Skeletons and Favours as you play the cards.

Add Power from cash and any Character Bio bonus after the final round.

Cash in your hand at the end of the game is worth 1 Power per £100k.

Setting up the Game

Put the board in the middle of the table and then separately shuffle each set of Ventures, Favours and Skeletons.

Each player picks a Character Bio and Power Counter with the corresponding colour. Each player then secretly chooses from one of their character's unique Super Favours (again denoted by the Character Bio colour). For example, the Media Mogul will take the grey Power counter, and secretly selects one grey Super Favour."

Deal out the following to each player.

- £300k (3 x £100k)
- 3 Favour cards (deal face-down)
- 3 Venture cards (deal face-down)
- 1 Skeleton card (deal face-down)
- 1 Double-sided Turn Guide

Players should keep their cards and money in front of them, with cards not being revealed until played. Cards and money should remain above the table at all times.



Put the remaining cash in piles to the side of the board and all remaining Favours, Skeletons and Ventures face-down on the draw piles on the board.

Place Power counters on zero on the Road to Power and place the red Power cube on 1 on the Turn Tracker.

Finally, players roll the dice, with the highest roll taking the first turn. Play then proceeds clockwise.

Timings

Manipulate is best played as a fast-paced game, so plan ahead as much as possible before your turn to keep the game flowing and avoid downtime for other players.

Using a timer to limit lengths of each player's turn (for example 2 minutes) can help to keep the game moving, but is not a necessity.

TURN TRACKER

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

8 turns is recommended for a first game and the board's turn tracker can accommodate for shorter and longer subsequent games.

Taking your turn

- 1. Income Phase**
Collect your income



- 2. Action Phase**
Adjust power after each action
Discard unwanted cards
Set up new Ventures
Play Favours
Make deals with other players
Extort other players



- 3. Restock Phase**
Collect extra cards



Character Bio and Super Favours

Each player has a backstory with an accompanying Super Favour which has a single use per game.

The Super Favour acts as a normal Favour (see page 7) which can only be played on your turn, with the only difference being is that **it cannot be blocked, traded or stolen.**

The Character Bio contains your backstory and shows which colour Ventures you should try to collect for bonus Power. The amount of bonus Power you can get is shown on one side of the Turn Guide and increases with the number of Ventures you obtain.

Here you can see the Media Mogul Bio, the back of the Turn Guide and an example of a Venture the Media Mogul should aim to obtain.

MEDIA MOGUL

Scandals and character assassinations are your forte. You have the City eating out of your hand. But that hasn't quenched your thirst for Power. You are looking to expand your media empire by buying up all the other big papers in London.

Your mission is to set up and hold as many Media Mogul Ventures (grey) as possible by the end of the game.

EXTRA POWER

At the end of the game receive extra Power for each Venture that matches your character bio.

- 1 Venture = 1 Power**
- 2 Venture = 2 Power**
- 3 Venture = 8 Power**
- 4 Venture = 12 Power**
- 6 Venture = 20 Power**
- 8 Venture = 40 Power**

Also receive 1 Power for every £100k cash you have.

£400k **14** £20k



THE DAILY WHISPER

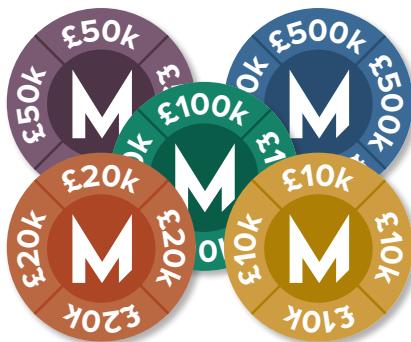
Start a newspaper to spread rumours and misinformation.

1. Income Phase

Collect your income

On your first turn you collect only your annual salary of £100k.

On top of your annual salary, some Ventures give you extra income in the turn following setup. The black bar on a Venture card (£80k on the Fake News card in the example shown to the far right).



2. Action Phase

This phase continues until you have taken all the actions you have planned. **You can play as many Favours as you wish, can set up as many Ventures as you can afford and make as many deals as you need to, in any order.** Adjust the Road to Power after each action.

Set up new Ventures (Optional)

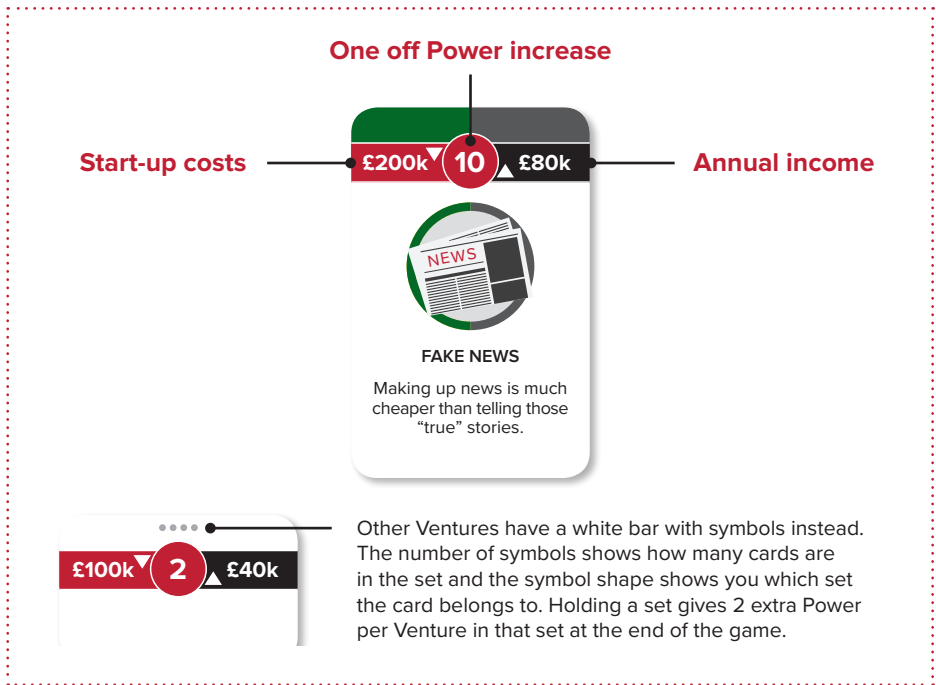
There are many types of Venture which can earn you varying amounts of income per turn and will increase your Power if you have them.

To set up a Venture, pay the amount shown in the red bar to the bank. Once set up, place the card face up in front of you (no hiding) and remember to collect extra income next turn. There is no limit to how many Ventures you can own.

Ventures with a coloured bar above the costs and income are the target of one or more Characters and will give that player extra Power at the end of the game. Any player can set up any Venture.



Cards in your hand provide no income or Power until they have been set up.



When a Venture is traded, the Power of that Venture will transfer to the receiving player. For Fake News, the seller would lose 10 Power and the buyer would gain 10 Power. If a Venture is destroyed, the owner loses the Power from that Venture immediately.

Make deals with other players (Optional)

You can make any deal you can think of, with the exception of trading Power, Skeletons or your Super Favour.

Ventures can be traded both before and after being set up. If you buy a Venture which has been set up by another player, it remains set up and the card transfers face up to you. You start to earn income from this Venture on your next turn and both players need adjust their Power immediately.

However, if the Venture is being sold from a player's hand, which has not yet been set up, this card will transfer to your hand and you still have to pay any associated start-up costs.

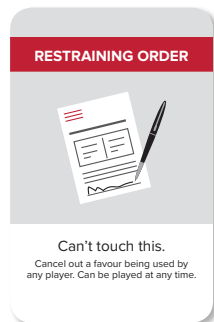
When buying cards from other player's hands, you can end up with more than 3 in your own hand. However, you cannot pick up any new cards until you have less than 3 in your hand.

You don't always need a Favour to get you out of trouble. **Bluffing, bribery, threats and extortion can all work equally well.** After all, the game is called Manipulate.

Deals are binding and cannot be broken unless you want to play "Hard Mode", see page 9.

Play Favours (Optional)

There are 2 types of Favours you can use to manipulate other players into doing your bidding.



1. Defensive (red title)

Play at any time

These Favours cancel out another player's Favour and can be used to defend yourself, or other players, if you want to gain their trust.

They do not work against Super Favours.



2. Offensive/Boost (black title)

Play on your turn only

These Favours damage other players by: unveiling Skeletons, reducing income, stealing cash from them or destroying/stealing their Ventures.

You can, of course, also bluff. For example, you might tell an opponent, "Give me £100k or I'll burn down your most lucrative business!", even though you don't have the Arsonist card.

Skeletons

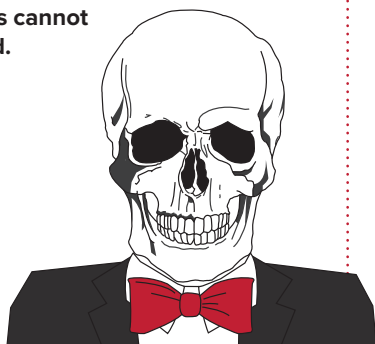
If you play a Favour and it features a skeleton symbol, pick up a Skeleton card and place face-down in front of you. You have acquired a Skeleton in your closet which can be revealed by competitors through the use of other Favours.

Skeletons represent the illegal or immoral activities in which you've taken part. If asked, you must say how many you have.

They remain face-down in front of you until revealed by another player.

If a Skeleton is revealed, pay any fines to the bank, adjust the Road to Power and place at the bottom of the draw pile.

Skeletons cannot be traded.



Favour combinations

Some Favours can be played together for interesting effects. For instance, you can play 2 tax consultant cards to get 4 times your income in the next turn (double and then double again). Favours which can be doubled have an **M** symbol.

This can also work against you, for example if you double your income and then someone plays a Burglar card, they will receive the doubled income.

Bankruptcy

If a player runs out of money and cannot pay a fine or money they owe as the result of a Favour then they are in trouble, but can negotiate their way out.

Ventures and Favours can be sold to competitors – **not to the bank**. However, if sufficient proceeds cannot be raised, all unresolved negotiations are cancelled and the player loses 20 Power to a minimum of zero. The bank pays out to cover unresolved debts to competitors or the bank.

The player then receives £200k from the bank to help recover and will receive any income from Ventures they still own as normal on their next turn.

Jail

Some Favour cards involve sending the victim to jail. In jail, you receive half income from salary and Ventures, but can still restock at the end of your turn.

You cannot set up new Ventures and cannot play any Favours except blocking Favours, which can be played at any time.

You can still make deals in jail.



Discard unwanted cards (Optional)

Once each turn, during the Action Phase, you can discard up to 2 cards. This can be 2 Ventures, 2 Favours or 1 of each. Just because you can, it doesn't mean you should.

Adjust the Road to Power (When necessary)

After setting up a new Venture, you should move your Power counter to reflect the increase and you should decrease your Power if you sell a Venture or lose it.

Skeletons being uncovered and Favours being played against you can also decrease your Power and you should adjust your Power each time.

Cash counts for Power at the end of the game, with £100k being equal to 1 Power, and shouldn't be tracked until then.

The minimum Power a player can have is zero and Favours or Skeletons cannot take you below zero. Playing "Whip Round" or "Leverage" allows you to trade Power for cash but if for example you only have 4 Power, you will only be able to lose up to 4 Power for £200k.

All the combinations are not listed as it's part of the fun of learning the game to work out what can be used together.

3. Restock phase

Top up your Favours to 3, not including your Super Favour.
Then top up your Ventures so you have 3.

Final round

Final round

Play proceeds clockwise until the last round (normally turn 8).

In the last round, all Favours and Super Favours can be played at any time.

At the end of each player's turn, do not restock your cards.

Following any final deals, count up your cash, round down to nearest £100k and adjust the Road to Power in turn order.

Finally, in turn order: add any bonus Power from Ventures aligned to your Character.

See 'End Game Draw' section if needed.

Hard Mode

If you truly want to destroy friendships, you can all opt to allow deals to be non-binding at the start of the game. Prepare for some sore losers...

End Game Draw

In the result of a draw, if one player has more Ventures aligned to their Character, they win.

If not, whoever has the most Ventures altogether wins.

If neither has more Ventures, then whoever has the most cash wins.

If neither has more cash, then call it a draw and walk away as friends.

Rules summary

Power	Seize it! £100k is worth 1 Power after Final round
Character Bio	Collect your colour, get from 1–40 extra Power
Card Burning	Burn up to 2 cards (Ventures/Favours)
Ventures	Red bar = cost, circle = Power, black bar = income
Deals	Can't trade Skeletons, Power or Super Favours, anything else goes...
Favours	Play on your turn unless it has a red title bar or it is the last round
Bluffing	You can bluff, threaten and Manipulate...
Favour combos	Look out for combos like Favours that give you cash and those which double your income
Bankruptcy	Lose 20 Power if you can't talk your way out
Jail	Half income, can't play cards but can deal and restock
Restock	Top up Ventures & Favours to 3

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