Bismarck's Dance: The Balance of Powers 1870 – 1890   Player Aid

Turn Structure

1 **Influence Allocation Phase**
Distribute Inf. disks from the Influence Pool to Event, Diplomacy and Politics Pool freely

2 **Event Phase**

2.1 **Roll Dice**
On doubles execute Balance of Power events and reroll

2.2 **Execute Event**
Execute the effect of the card in the Event Card Row correspondong to the smaller die face if the card has no Inf. disks on it. Take it into your hand if it is an action card (hand limit 4), otherwise discard it. If the card has been cancelled, discard it without effect.

2.3 **Refill Event Card Row**
Slide remaining cards to the left Draw cards from the deck to fill all empty slots to the right

2.4 **Cap Influence Pools**
From the Event Pool, the Diplomacy Pool and the Politics Pool, remove Inf. disks to the Influence Pool until no single pool contains more Inf. than the bigger die from the final result from phase 2.1

3 **Action Phase**
Execute any number of actions listed in the corresponding box.

Before starting the next turn return any remaining Inf. from the Event Pool, the Diplomacy Pool and the Politics Pool to the Influence Pool.

Issue

- When an Issue Card 🏛 gets activated, execute its effect normally
- Conduct a **Support Check**: If less than 2 parties support you, lose the game

Crisis

- When a Crisis Card gets activated, addtionally activate all uncancelled crises in the Event Card that share a Theatre icon (🌐, 🟢, 🔴) with the original crisis. Every power present on at least one of these cards is involved in the crisis.
- From the involved powers, choose and support 1
- Move the supported power 1 step to the right, all other involved powers 1 step to the left
- 🇫🇷 cannot be chosen, if it is involved, move involved powers 2 steps instead of 1
- When 🇦🇹 is involved but not chosen, lose the support of C , when 🇫🇷 is additionally present, lose the support of both C and NL , siding with 🇦🇹 has no effect
- Conduct a **Crisis Check**: if the French Allies sphere contains strictly more active powers than the German Allies sphere, lose the game
- After the Crisis Check turn all powers to their active side
- Discard all activated cards

Actions

Cancel Cards Cancel a card by putting Inf. from the Event Pool on it. The leftmost card requires 1 disk, the 2nd 2 and the rest 3

Diplomacy Pay 2 Inf. from the Diplomacy Pool to move 1 power 1 step to the right over a dashed line. Movement over a solid line costs

$$\max\{\,3,\ 2 + |\,\text{🇦🇹 allies}\,| - |\,\text{🇫🇷 allies}\,|\,\}$$

Politics Pay 2 Inf. from the Politics Pool + 1 Inf. per 🏛 on uncancelled cards in the Event Card Row to gain the support of 1 party