NUCLEAR WAR

for 2 to 6 players
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Introduction

Nuclear War is a game for two to six players. Each player represents a "major world power" and attempts to gain world domination through the strategic use of propaganda techniques or nuclear weapons. A sound strategy, however, is not always a guarantee of success. As in the real world, the results of strategic decisions are not predictable and such factors as the chance dispersion of deadly radioactive fallout particles may significantly alter the course of events.

Object

Each player seeks to gain world domination by eliminating the other major powers. This can be accomplished in two ways. The peaceful way is to persuade the population of opposing countries to join your superior form of government. The warlike way is to destroy the enemy (and his population) by using nuclear weapons. Population is therefore the measure of success or failure in the game. A player who loses his entire population withdraws from the game.

The game is normally played without partners. Multiple alliances can be formed, however, in order to defend against powerful aggressors, to annihilate weaker countries, or even to eliminate those players who are considered dull-witted bores by the majority.

Preparation

The starting population of each country is determined by shuffling and dealing the small *Population Cards*. The number of cards dealt is as follows:

Number of Players	2	3	4	5	6
No. of Population Cards to each player	15	10	8	7	6

The remaining Population Cards are placed in the "bank" (players of a more cynical nature may designate other obvious names to this area).

The owner of the game (who always deals and plays first) shuffles the *Nuclear War* deck and deals nine cards to each player. The remaining cards are placed face down in the center of the table.

Beginning Play

The owner begins play by removing all *Secret* and *Top Secret* cards from his hand, follows the instructions thereon, and places them on a discard pile in the center of the table. He immediately draws replacement cards from the center pile and proceeds to play any more *Secret* or *Top Secret* cards that he has drawn. The process continues until his nine-card hand contains no *Secret* or *Top Secret* cards. The player on his left then plays his cards in the same manner, and so on around the table (when a *Secret* or *Top Secret* card is drawn any time during the game, it is immediately played and replaced).

Each player then makes his first strategy decision by placing two cards face down on the table as shown in the diagram. Since these cards will be turned up on succeeding turns, the player has thus committed himself to a specific playing strategy for the first two turns.

The strategy followed will reveal whether he is:

—A warmonger who chooses to begin a nuclear holocaust;

—A cold-war antagonist who hopes to secure victory through propaganda;

—A clod who triggers war accidentally through careless strategy;

—A strategist who hopes to achieve his goal through devious tactics.

The player who chooses to prepare for war places a missile or bomber card in the #1 position and a compatible nuclear warhead card in the #2 position. Data on the cards themselves indicate how these may be combined. Only when the cards are positioned and played in this order can an attack be started.

Cold-war strategists will, of course, play *Propaganda* cards instead of weapon cards.

Once initial strategy has been determined, the owner draws a *Nuclear War* card from the center deck and places it in his hand. He then places a third *Nuclear War* card face down on the table behind the other two (thus making a further strategy decision) and turns up card #1.

—If it is a *Propaganda* card, he carries out the instructions against the enemy of his choice. The appropriate *Population* cards change hand and the *Propaganda* card is discarded.

—If it is a missile or bomber card, it remains face up until the next turn. If the next turn discloses a usable warhead card, the player is ready to attack. If the next card is not a usable warhead card, this missile/bomber card must be discarded.

—If it is a warhead card, it must be discarded since it was not preceded by a missile/bomber card.

—After the owner has completed his turn, play proceeds clockwise.

Attack

War is declared when one player turns up a warhead card which has been preceded by an appropriate missile or bomber card. He announces his "target" and spins the *Radioactive Fallout* dial. The population loss of the attacked country is the amount specified on the warhead card plus any specified by the spin of the dial (unique attack capabilities of the B-70 Bomber are explained later).

Defense

If the announced "target" possesses an *Anti-Missile* card of appropriate intercept capability (as indicated on the card itself), he may destroy the attacking missile or bomber by saying "intercept," after the attack has been announced but before the *Radioactive Fallout* dial has been spun. The *Anti-Missile* card is then discarded and a replacement drawn. When a player makes an "intercept," the next turn becomes his and play proceeds in a clockwise direction.

Deterrent Force

A player with a powerful weapon force in his hand may wish to display it in order to discourage an enemy attack. He may, as part of his turn, place one or two cards face-up in the *Deterrent Force* area shown in the diagram. A Saturn missile

and a 100 megaton warhead, for example, may cause an enemy to think twice before beginning a nuclear exchange. Cards in the *Deterrent Force* area remain as part of the player's hand, and must be put into play in the same way as his other cards.

The price the player pays for a *Deterrent Force* is the loss of any element of surprise in using the weapon force.

State of War

Once an attack has been made upon an enemy, a state of war exists, and peace is not restored until at least one player has been forced from the game through "annihilation" of his population. This is important because *Propaganda* cards are of no value during war. If a *Propaganda* card is played, it simply must be discarded. When peace is restored, *Propaganda* cards are usable once again.

When peace is restored, following war, each player may, if he chooses, alter his strategy by replacing the two face down *Nuclear War* cards with two others from his hand. He cannot replace a card that has already been turned face up.

Final Retaliation

Any player who has been eliminated through use of *Secret* and *Top Secret* cards or nuclear weapons, has the privilege of immediate final retaliation before retiring from the game (he does not have this privilege if he was beaten peacefully with *Propaganda* cards). This player combines each acceptable missile (or bomber) and warhead combination from the nine cards in his hand, announces his target and spins the dial (unless, of course, the enemy intercepts). He may concentrate his retaliation on a single foe, or he may scatter his attacks against all opponents. Cards in the player's hand that cannot be used in retaliation are discarded, and the player retires.

Ultimate Victory

The last player remaining in the game claims victory only if he has at least one million of his own population remaining. Thus, there may not be a winner in the *Nuclear War* game . . . just losers!

B-70 Bomber

The *B-70 Bomber* is the most versatile of all the delivery systems. It is capable of carrying up to 50 megatons in any combination, and may attack more than one opponent in a manner similar to flying from target to target. For example, a player who exposes a *B-70 Bomber* card on one turn may expose a 20 megaton warhead card on the next turn and attack an enemy. He may then expose another 20 megaton warhead and a 10 megaton warhead on the succeeding two turns and use them in attacks on the same, or different, targets. An "intercept" by an enemy, of course, destroys the bomber.

Answers to Questions Often Asked

—War has started the instant you turn up a warhead that fits on a missile previously turned up. It makes no difference whether it is a "dud" or "runs out of fuel" or is shot down.

—After you turn up a missile or a bomber, if the *next* card you turn up is not a warhead that fits on that missile or bomber, then the missile or bomber is immediately discarded. It cannot "fly around" until a warhead is turned up. Likewise, once a proper warhead is turned up, you must immediately attack someone with it. You cannot save it until a future turn, nor can you change your mind and not attack anyone.

—If you are wiped out by a *Secret* or *Top Secret* card that you turn up yourself, you *do* get final retaliation.

—You may *not* use an anti-missile to stop a missile being fired at someone else.

—If, during final retaliation, several people use anti-missiles, the last person to use one is the person whose turn it is next.

—If you play an anti-missile or a *Secret* or *Top Secret* card, you immediately draw another one to replace it. However, if you discover after your turn that you do not have 9 cards in your hand, you must wait until your next turn to draw replacement cards.

—*Population* cards used in making change should be exposed to all players during the change.

—If you must lose population and don't have the correct "change," you may trade cards with the "bank" until you have the proper combination. All such cards used in making change should be exposed to all the players. However, it is considered bad form to expose any of your remaining *Population* cards to any other player.

—If a player has his B-70 Bomber shot down by an anti-missile and has neglected to play two face-down cards after the bomber, the player who shot down his bomber has the option of requiring him to immediately play two warheads (if available) as if they were following the bomber.

Parts List for **Nuclear War** Card Game

1 rules sheet
1 spinner
1 deck of population cards (40 cards total)
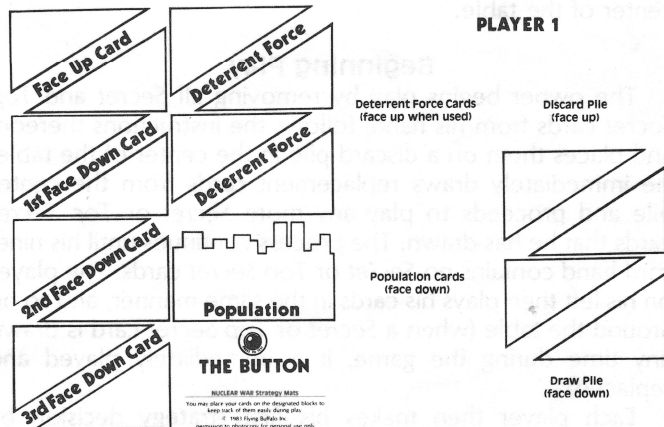2 decks of missile and warhead cards (100 cards total)
2 strategy mats

Replacement Parts Price List

Rules sheet: $1
Spinner: $2.50
Population Deck: $2.50
Complete set (100 cards) of missiles and warheads: $6
Supergerm T-shirt (specify size: S, M, L, XL): $7.50
Supergerm bumper sticker: 50¢
Change for 10,000,000 people bumper sticker: 50¢

You may order any of the items listed above by sending the price quoted, plus $1 postage and handling (per order) to:

PLAYING DIAGRAM

PLAYER 1

Face Up Card
Deterrent Force
1st Face Down Card
Deterrent Force
2nd Face Down Card
Population
THE BUTTON
3rd Face Down Card

NUCLEAR WAR Strategy Mats
You may place your cards on the designated blocks to
keep track of them easily during play.
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Deterrent Force Cards
(face up when used)

Discard Pile
(face up)

Population Cards
(face down)

Draw Pile
(face down)

Cover art by Gary Freeman   *Cards by Brian McCrary*