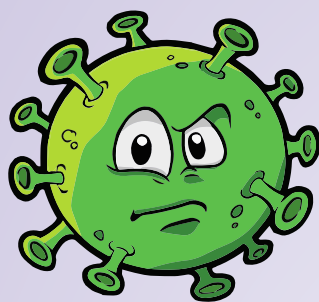


Unprecedented Times



Congratulations! You won the election by a landslide and have just been sworn in to office as the undisputed leader of the country. Today is the day to make real changes. Today is the day to set things in motion that will usher in a new age of prosperity for all. Today is January 20th, 2020 and nothing could possibly stand in your way...

Objective:

Survive the challenges of these Unprecedented Times and be the last player standing. But you say “How do we do this? How do we achieve ultimate victory?” You grow your population, protecting them from the plague and unprovoked attacks of other nations. You “proactively retaliate” against those who would do you harm or compete for precious resources. You stir up conflicts between your rivals allowing them to do the dirty work while your hands remain spotless. Now go out there and make Machiavelli proud!

Getting Started:

- Gather 3-6 hapless victims around a table.
- Interrogate all players, eliminating any who have not yet seen a full decade.
- Graciously distribute 100 People Points (PP's) to each player.
- Gently insert the Covid Classic wave table into a stand and place in the center of the table.
- Deal 5 cards to each player.
 - Plot Twist cards received in starting hands must be played at the beginning of that players first turn.
- Transform the remaining cards into the Draw Pile by neatly stacking and placing them next to the wave table.
- Determine which player most recently recovered from COVID and let them start the fun.

Order of Play:

1) Draw Phase:

- Draw the top card from the Draw Pile until you have 5 cards in your hand.
If a New Wave card is drawn it is played immediately, ending your turn and beginning the turn of the unfortunate soul you play it on.

2) Roll Phase:

- Roll 2 dice and consult the current Wave Table to determine the impact to your population.
- Competitive Edge cards may be played after the dice roll to change the result.

3) Action Phase:

- Play one card from your hand.
- If you are unable to play any cards from your hand you may discard up to 2 cards.

Notes

- Players draw cards only during the Draw Phase of their own turn.
- Competitive Edge cards can be played any time – even during other players' turns or after the dice have been rolled.
- After a card is played it is placed in the discard pile unless noted in the card type section.
- When the Draw Pile is depleted, shuffle the discard pile and keep the party going.

Fog of War (Rebecca's Rule)

Players may conceal their PP cards unless a Plot Twist card requires them to be shown.

Card Types:

Advantage Cards - Improve your Wave Table Results.

Played during the Action phase of your turn, they go into effect on your next turn.
Each player can only have 1 of each named advantage card in play at a time.
Advantage cards remain in play until destroyed.

Growth Cards - Increase your Population Points.

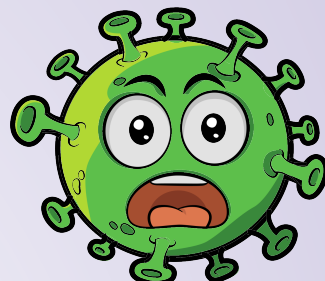
Played during the Action phase of your turn or as a Parting Gift on another player.

Attack Cards - Direct attacks on your rivals!

Played during the Action phase of your turn or as a Parting Gift.

Conflict Cards - Make your rivals fight!

Played during the Action phase of your turn or as a Parting Gift.
Combatants are named by whomever played the card.



Competitive Edge Cards - Improve 1 roll of the dice or reverse a specific Attacks.

Some impact Wave Rolls. Others impact Conflict Rolls.

If played to reverse an Attack, the attacking player suffers the consequences of the Attack.
Played at any time – even AFTER the dice are rolled.

Dynamic Cards - Effects depend on the Wave they are played in.

Dynamic cards describe the effect for each Wave.

What? You don't have any Dynamic cards? Sounds like you need some expansions...

Plot Twist Cards

Plot Twist cards must be played immediately when drawn.

The player who draws and plays a New Wave card skips their Wave roll and play resumes with whomever they played it on.

If a New Wave card is reversed it is as if the card had been played on the person who drew it.

Resolving Conflicts:

- 1) Combatants are chosen by whomever plays the conflict card.
- 2) Combatants roll the number of dice indicated on the conflict card.
- 3) Combatants can then play Competitive Edge cards and add the bonuses to the roll results.
- 4) Other players may assist by playing Competitive Edge cards on either combatant.
 - Players offering assistance do not roll the dice but they do enjoy the same consequences as the player they aid.
- 5) The combatant with the highest score “wins” the conflict.

Parting Gifts:

When a player loses their last PP they are eliminated from the game. However, on their way out they can play one card from their hand on a remaining player as a Parting Gift.

- If a conflict card is played and only 1 other player remains, that player suffers the Winners consequence.
- If more than one player is killed by the same event, their parting gifts are played in the order of play beginning with whomever would have gone next.
- If you manage to kill off the last remaining player with your Parting Gift then you have achieved the ultimate revenge and are declared the winner. All of Hades rejoices with you...