

GLOBAL CRISIS RULES

Overview:

Global Crisis is a quick card game for 2 to 4 players. The goal is to secretly stockpile the most nukes and/or money before war is declared. Players take on the roles of any countries they want, real or imaginary, on the brink of all out nuclear war.

Getting Started:

Shuffle the deck. Deal 5 cards to each player. The player with next upcoming birthday goes first. Proceed clockwise.

Gameplay:

A turn consists of drawing 1 card, then playing 1 card face down and/or 1 card face up. Play a card face down in front of you only if it is a Nuke or Money card. Any other type of card is played face up. After the instructions on a card played face up have been followed, it is discarded unless it is a War card. War cards are played face up in the center in a line shared by all players called the War Line. If you do not have a card you wish to play on your turn, you can pass your turn after drawing.

Follow the instructions on each card when it is played, flipping or discarding opponents' cards as necessary. Flipped cards stay in play; they are simply no longer secret. The player doing the flipping chooses which card(s) to flip, without getting to look at what it is first. Flipped cards are vulnerable to being discarded by Sanctions or Economic Failure.

Game Over/ Scoring:

War is declared and the game ends when there are 7 War cards in the War Line, or when a card needs to be drawn but the draw pile is empty. Points are awarded for all Nuke and Money cards in play using the values on the cards, both flipped and secret. Cards in your hand are worth no points. The player with the most points wins, including the following scoring modifiers:

(see next page)

200 bonus points for owning the most Nuke cards.

300 bonus points for having the highest Money total using dollar values, not the number of cards owned.

200 point penalty for causing the War Line to be full.

This penalty is removed if that player also owns the most Nukes.

Any ties reward the bonuses to each tied player.

Card Clarifications:

Civil Unrest - The player who discarded their hand draws 6 cards instead of 1 at the beginning of their next turn.

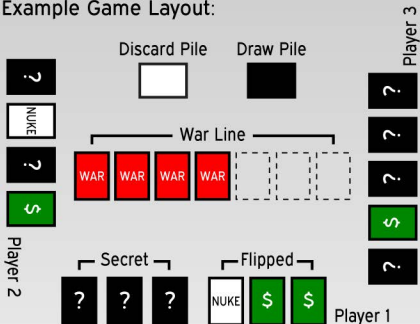
All War cards that would have been discarded must be placed on the War Line. If this causes war to be declared, the person who played Civil Unrest gets the penalty. The person who played Civil Unrest may immediately play one of the discarded cards as their own, face up even if it is a Nuke or Money card. They cannot put the card in their hand instead of playing it.

Inspection - This card may be played even if a player has no cards available to flip. They simply get skipped.

When a card says "up to", you must get as close to the number as possible, without going over.

Example: If a player has 2 \$250 Million Money cards and 1 \$100 Million Money card, an Economic Failure card would make them discard the 2 \$250 Million cards.

Example Game Layout:



Deck includes 70 cards:

8 \$100m Money cards

6 \$250m Money cards

3 \$500m Money cards

3 Civil Unrest cards

6 Inspection cards

4 Economic Failure cards

12 Nuke cards

3 Peace cards

4 Political Cover-up cards

5 Sanctions cards

6 Spy cards

10 War cards

SQUANDERED -POTENTIAL.com

© Gary McCarty 2014