

MODERN SOCIETY.

a game.
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DRAGON DAWN
PRODUCTIONS



Theme

Players are statesmen in a modern society. As statesmen, they want recognition for shaping that society, which is achieved by passing laws (earning victory points).

To be able to pass a law, a statesman must have gained enough influence with the public. A statesman gains influence by bringing topics (which are represented by cards) to public awareness, ie creating the “hot topics” of the day.

A clever statesman will raise the right topics at the most effective time, combining related issues to gain the most influence. Only with influence can they pass laws and thus out-shine their fellow statesmen (and win the game).

An important note about this version of the rules

Both the original rules and the revised rules made available after publication allow players a lot of flexibility in the order in which actions and scoring are resolved. Whilst this doesn't necessarily cause any issues in normal game play, it may have contributed to some confusion regarding the sequence of actions and how the game should flow.

This set of rules attempts to impose a strict order to all actions during the game in the hope that it makes learning the game more straightforward. However, once players become familiar with how the game mechanics work, players may prefer to return to a more “relaxed” turn structure and only return to the more rigid structure to resolve particular timing questions.

Getting Started

The following sections describe the different concepts and components of the game:

- A - The Society
- B - The Value Track
- C - The Law cards
- D - The Score cards
- E - The Topic cards

The game rules are then described in a step-by-step way in the section:

- F - Gameplay

Finally, there is a detailed example of how to play the game (in particular, scoring).

- G - Example of Play

A - The Society

The status of the society is shown by the relative importance of four Values:

The Red Value shows how much the people appreciate “softer and gentler” values like freedom of speech, human rights, and gender and race equality.

The Green Value indicates how environmentally-minded the people are, how much they care for nature and how much their society is governed by environmental values.

The Blue Value emphasizes the economy – how wealthy the society is and how much its actions are governed by economic values.

The Black Value shows how patriotic the people are and how much they appreciate the police, the army or hard discipline values in general.



As well as a colour, each Value also has an associated shape to help when reading the cards, i.e Red triangle, Blue square, Green circle and Black diamond.

B - The Value Track

Set up the Value Track in the middle of the table, using the five Value cards, as shown in the diagram below.

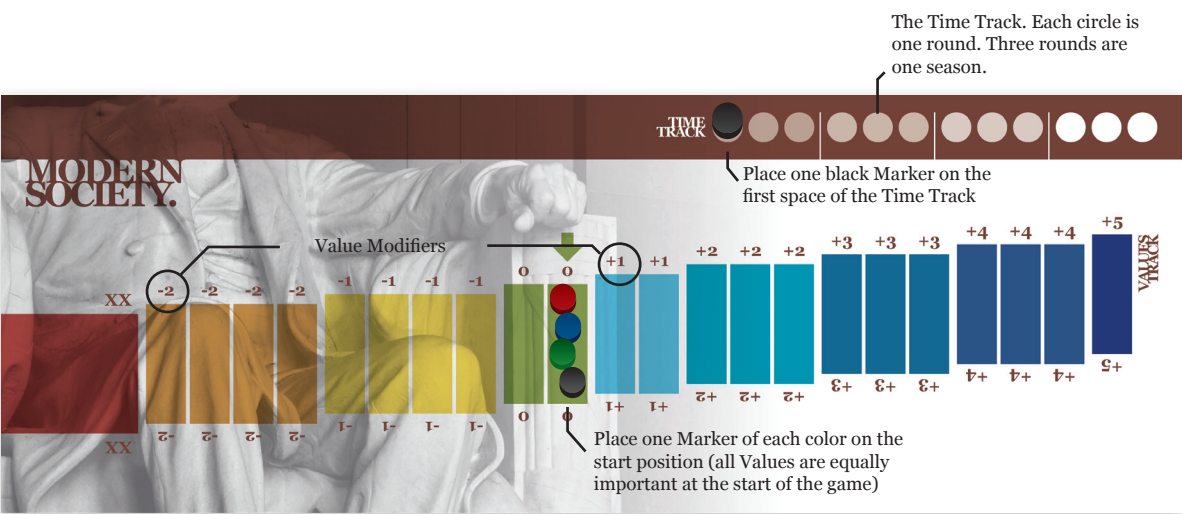


Diagram 1

When a Value becomes more important to society its marker is moved to the right. The Value Modifier becomes increasingly positive but can never increase beyond +5. The Value Modifier affects how many influence points a player receives when playing topic cards.

However, if a Value becomes less important, its marker is moved to the left and the Value Modifier can become negative. If a marker ever reaches the XX Value Modifier then the game will end immediately (and this will be explained in detail later).

C - The Law cards

Passing Laws is the only way for a player to gain victory points. A sample Law card is shown below:



Diagram 2

For each Value there is a set of 10 Law cards, i.e. 10 Red, 10 Blue, 10 Green, and 10 Black. In each set of 10 cards there are four that are worth 1 victory point (vp), three that are worth 3vp, two worth 6vp, and one worth 11vp.

NOTE: In games with fewer than 5 players, some of the Law cards are removed from the game during set-up.

In each Value, a player must pass Laws in sequence, i.e. 1vp, 3vp, 6vp, 11vp.

I.e. A player cannot pass a 3vp Law in a Value before they have passed a 1vp Law in that same Value. In order to pass a 6vp Law in a Value, the player must already have passed a 3vp Law (and so also a 1vp Law) in that same Value.

E.g. John has passed a 1vp Red Law, and both 1vp and 3vp Green Laws. He can now pass a 1vp Blue Law, a 1vp Black Law, a 3vp Red Law and a 6vp Green Law.

The Law cards can be thought of as a hierarchy. The hierarchy for a 5 player game is shown in the diagram below:



Diagram 3

NOTE: There are insufficient cards at each vp level for all players. Thus, in a 5 player game, only 4 players will be able to pass a Red 1vp Law. Of those 4 players, only 3 will be able to pass a Red 3vp Law, etc. This ensures that there will be competition between players to pass Laws quickly.

A player is not allowed pass two Laws in the same Value with the same vp score, e.g. Ben cannot pass two Red 1vp Laws.

LAW CARD DECKS

These can be placed face-up next to the Value Track as shown below. It is helpful to keep the cards in order, i.e. lowest vp cards on the top.

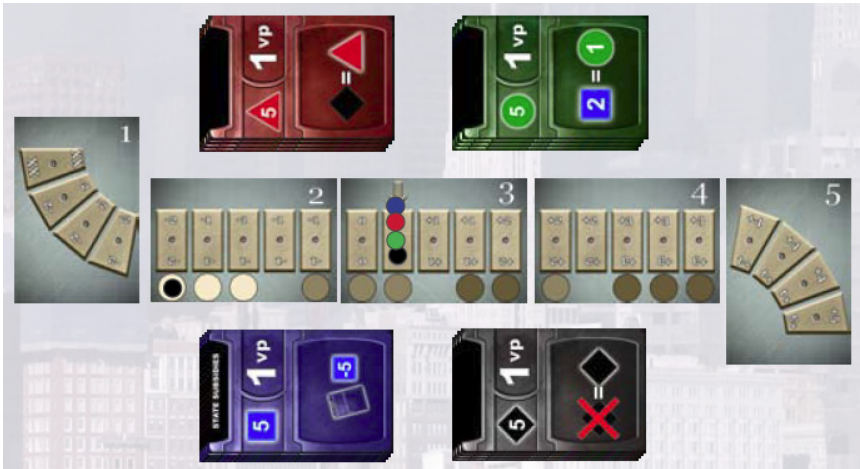


Diagram 4

Law card decks can be inspected at any time.

LAW CARD SPECIAL ABILITIES

When a player has enough influence to pass a Law there may be more than one Law card available of the appropriate Value and vp level. As each Law card gives a special ability to the player who passed it, the player will often have a choice of which special ability to gain. The player places the Law card he chooses face-up in front of him/her so that the card's special ability is visible to all players.

LIMITATION ON LAW CARD SPECIAL ABILITIES AND VICTORY POINTS (vp)

At any point in the game a player can only gain the special ability (and score the victory points) from ONE Law card from each Value, ie 1 Red Law, 1 Blue Law, 1 Green Law and 1 Black Law.

When a player passes a Law, he/she places the Law card on top of any others of that Value e.g. when Ben passes one of the 3vp Red laws, he places it on top of the 1vp Red Law he already has.

D - The Score cards

At the start of a game, each player must take a score card and one marker of each colour. When a player gains influence points, or later spends them to buy a Law card, they are recorded on the score card using the marker of the appropriate colour.

To pass a Law from a particular Value, a player must pay influence points in that same Value. The influence point cost is shown on each Law card but this cost can be reduced by some special abilities. Eg if John wants to pass a 1vp Green Law card he must pay 5 Green influence points. He reduces the green influence points on his score card by 5.

E - The Topic cards

Two example Topic cards are shown below:

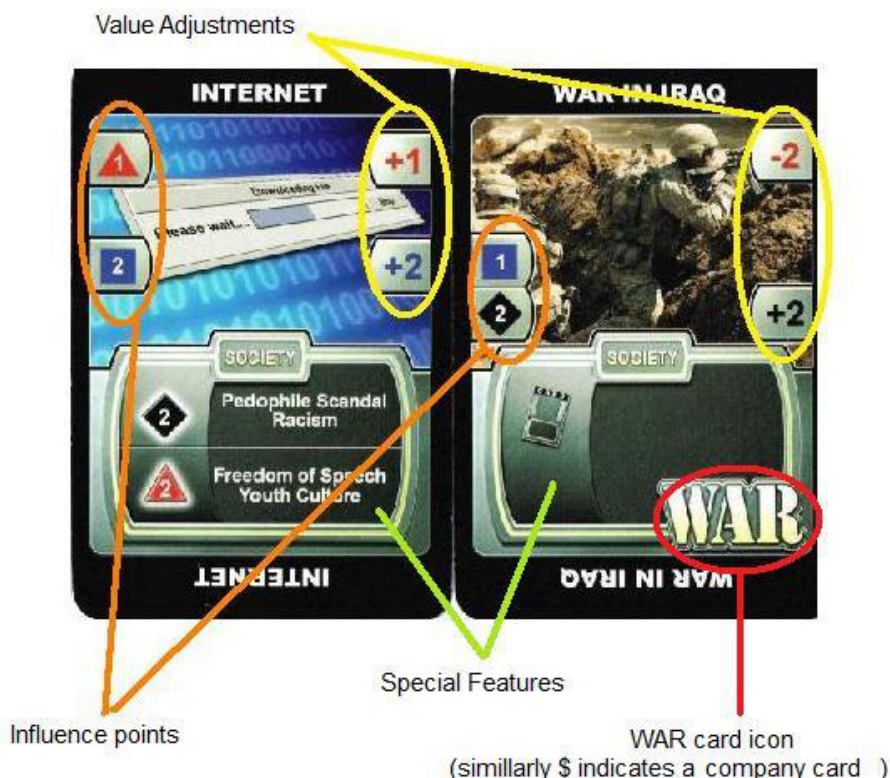


Diagram 5

During the game each player has a hand of Topic cards and will play these to gain influence points, use their special features and to affect the Value Track. Some special features allow the player to take a special action and others affect the scoring of influence points.

NOTE: on the Topic card “Internet” shown above, the special feature is split into two sides (which is typical of many Topic cards). On the left are the benefits and on the right are the conditions/criteria necessary to gain those benefits.

I.e. A player who has played the Internet card will gain:

- 2 Black points if the ‘Pedophile Scandal’ is in play,
 - 2 Black points if the ‘Racism’ is in play,
 - 2 Red points if the ‘Freedom of Speech’ is in play,
 - 2 Red points if the ‘Youth Culture’ is in play.
-

The War and Company cards are indicated by the appropriate icon appearing in the bottom right corner of the card. Special features often refer to these two types of cards.



The use of Topic cards is more fully explained in section F - Gameplay

F - Gameplay

PREPARATION

1. Prepare the Law card decks for 3 or 4 player games
 - For 4 players, remove one random 1vp card from each Law card deck.
 - For 3 players, remove one random 1vp card and one random 3vp card from each Law card deck.
2. Set up the Value Track, markers and Law card decks as shown in Diagram 4.
3. Each player takes a Score card, 4 markers (one of each colour) and 2 Help (quick reference) cards.
4. Shuffle the Topic cards and deal 5 to each player. Place the deck face down in the middle of the table with space for a discard pile next to it.

NOTE: except when specifically stated, a player with 8 cards in his/her hand may not take another.

5. Randomly determine a Start Player and give that player some form of token (e.g. a coin). Although it has little effect on the game, the Start Player will change each round, moving clockwise between the players. Whenever the rules mention “turn order” this means the Start Player and then clockwise around the table.

Game End

1. The game is played in Seasons. Each Season consists of three rounds. The circles on the time track (on the bottom of the Value Track) are used to record the rounds played and these are grouped into ‘threes’, indicating the Seasons.
 - For 3 or 4 players, the game ends after 4 Seasons.

- For 5 players, the game ends after 3 Seasons. (As a reminder, it may help to start the game with the black marker on the 4th circle of the time track)
2. If a Value marker ever reaches the XX Value Modifier then the game will end immediately.

Winning

1. After the last Season has been played, the winner is the player with the most victory points (vps).
 - Players can only count one Law from each Value (colour), i.e. 1 Red Law, 1 Blue Law, 1 Green Law and 1 Black Law.
 - If tied, the tied player with the highest number of influence points remaining (in any one Value) wins.
 - If any players are still tied, the tied players with the most influence points remaining in all Values added together wins.
 - In the unlikely event that there are still tied players, they are considered joint winners.
2. If the game ends immediately because a Value marker has reached the XX Value Modifier then the player who has passed the highest number of vps of that Value wins.
 - if tied, players share the win.

Unfortunately, XX also indicates that the Society has entered some form of anarchy, becoming unstable, and so the statesmen (players) should not feel particularly proud of themselves!

Round Sequence

1. Each player must play one topic card (if they have one) face down on the table.
 2. Cards are revealed simultaneously.
 3. Apply Value Adjustments
 - 3.1. Starting with Red, add up all the Value Adjustments on the cards played (top right of each card) and move the Red Value marker that number of spaces on the Value Track (to the right if positive, left if negative). The marker cannot go above the +5 space.
 - 3.2. If the Red Value marker reaches XX, the game ends immediately – refer to “Winning”.
 - 3.3. Repeat steps 3.1. and 3.2. for Green, then Blue, then Black.
 4. Use Topic card special features
- In turn order, players may apply any special feature (that is not related to scoring influence points) from the Topic card they just played. The following special features can be used at this time:



DRAW A CARD

The player may draw a card unless he/she already has a hand of 8 cards.

Drawing cards may depend on other Topic card(s) being on the table. The player may be able to draw multiple cards, if the condition is met multiple times, or no cards at all if none of the specified card(s) are in play.



STEAL A CARD

The player may draw a random card from another player's hand and keep it. A player cannot take a card if already holding a hand of 8 cards.



DISCARD CARDS

The player may draw a random card from every other player's hand and put them in the discard pile.



CHANGE CARDS

The player may randomly draw a card from the hands of the players to their left and right. At this point, the player is allowed to have more than 8 cards. The player must then choose a card from his hand to return to each of those players.

5. Play a second card during the round

Players may qualify to play a second card this round in one of the following two ways:

- If the Topic card they played first has the following symbol:



- If one of the Laws the player has already passed has a symbol of the type:



In this example, if the Topic card just played gives Red influence points (shown on the upper left side of the card) then the card is counted as a "x2" card.

NOTE: Influence points from special features of the Topic card do not count

If at least one player qualifies to play a second card, repeat steps 1. to 3.

However, only those players that qualify may actually play a card (although other players may be affected by any special features on the second Topic cards). Any player who is qualified to play a second card may choose not to, i.e. it is optional.

NOTE: A third card is never played, even if a second Topic card has the "x2" symbol.

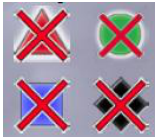
6. Scoring the round

Each player can score points based upon the one or two cards they played this round.

However, any cards played by any player during a previous round of the same season will still be face up on the table. These cards can be used to satisfy the conditions/criteria in the special features section of the Topic cards that were actually played this round.

E.g. the Topic card 'Youth Culture' was played by John during the 1st round of the Season. The card will remain face up on the table. During round 2, John plays 'Freedom of Speech' and Ben plays the 'Internet'. Ben will gain 2 Red points because 'Freedom of Speech' is in play and a further 2 Red points because 'Youth Culture' is in play from an earlier round.

6.1. Check if any of the Topic cards played this round have one of the following symbols that prevents scoring:



The Red crossed out triangle means that Red influence points cannot be scored this round by any player. Similarly, the Blue crossed out square means that Blue influence points cannot be scored, etc.

It is still possible for a player to score points in a Value that is prevented provided they have the appropriate Law card symbol in play.

E.g. The following symbol allows Red influence points to be scored (ignoring any restrictions from other cards):



There are corresponding symbols for Blue, Green, and Black.

6.2. Start with Red (if no player can score Red influence points, start with Green, etc).

In turn order, each player (who is not prevented from scoring Red points) takes the following steps:

6.2.1. Add up any Red influence points from the one or two cards played this round.

If the player has not played a card with Red influence points, go to 6.2.3.

6.2.2. For Green and Blue scoring, check if any player has played a topic card this round with the following special feature type:

Each Topic card that gives Green influence points will give 1 less.



E.g. Ben has played two cards this round (normally giving 1 and 2 Green influence points, so 3 in total). Ben now only receives 0 and 1 points. There is a similar feature that affect Blue points.

6.2.3. Add any extra Red influence points gained from the special features of the one or two cards played this round by the player.



E.g. The player will receive 2 Red influence points if either of the two cards listed on the right are face up on the table (even if they were played in an earlier round of this season, or were played by another player). The player could receive 4 points if both are face up.

6.2.4. Check if any player has played a topic card this round with the following special feature type:



When each player scores, they will lose 2 Red influence points for each condition/criteria that they meet.

6.2.5. If the player's current score from steps 6.2.1. to 6.2.4. is

- either positive or negative (i.e. not zero)

Or

- now net zero, but at least one positive score occurred, then adjust the total by the current Red Value Modifier shown on the Value Track.
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E.g. John played the card 'Equality' and Ben played 'Private Healthcare' this round. On the Value Tracker the Red marker has already moved 3 places above its starting position giving a Red Value Modifier of +2.

I. No cards were played that prevent scoring.

Starting with Red influence point scoring and John, because he is the Starting Player:

II. Start with Red

- a. John scores 2 Red influence points for 'Equality'
 - b. Only applies to Green and Blue scoring
 - c. John played 'Minority Rights' in a previous round this season so scores 2 Red points
 - d. John also played 'Aging Population' and 'Welfare Diseases' in a previous round this season and so scores -4 Red points because Ben played Private Healthcare.
 - e. John's current net score from steps a) to d) is zero (i.e. $+2 + 0 + 2 - 4 = 0$). However, as there is at least 1 positive score, the Red Value Modifier (+2) from the Value Track is applied. John gains 2 Red influence points.
 - f. Record the points scored by moving the appropriate Value marker on the player's Score Card.
 - A player cannot have negative points. The marker is simply removed from the Score card when a player has 0 points.
 - g. Repeat step II. for Green, then Blue, then Black provided that at least one player is able to score points in that Value.
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7. Buying a Law

Each player is allowed to buy ONE Law per round.

7.1. Start with Red.

7.1.1. In turn order, each player may decide to use an existing Red Law they have already passed to convert another colour of influence points (in this case it will always be Black influence points) into Red influence points. The Law will have the following special ability:



7.1.2. In order of most Red points now held, players decide if they wish to buy a Red Law. If they do, they reduce deduct the necessary Red influence points from their Score card and place the new Law on top of any previous Red Laws they already passed. If the last Red Law a player passed has the following symbol then they receive a 5 influence point discount to the cost:



7.1.3. Repeat step 6.2. for Green, then Blue, then Black.

8. Exchanging a card

In turn order, each player may discard a Topic card from their hand. If they do, they draw two cards from the Topic deck, keep one of them and discard the other.

9. Moving the round marker

- If the round marker is in the last circle of the Time Track, the game ends and players determine the winner as detailed earlier. If not, move the round marker to the next circle on the Time Track.
- If the round marker begins a new Season go to step 6.1. If not, go to step 6.2.1.

10. Ending a Season

After 3 rounds have been played the Season changes. All Topic cards that have been played on the table are discarded and players are dealt out 5 new cards (or as many as the hand limit of 8 allows). If some of the markers are on the positive or negative curves on the Value card track (i.e. Value cards 1 or 5) they are returned to the nearest point on the straight section (i.e. Value cards 2 or 4). Go to step 6.2.1).

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