



WAR & DIPLOMACY History Card Game

Objectives of the Game

War & Diplomacy History Card Game is about a game of survival and conquest. It aims to simulate the experience of governments during the turbulent era of 1918-1945 in making political decisions pertaining to invasion, trade, defence, the use of diplomacy, the demand for reparations etc.

The game is played by 3 to 9 players (ideally 7 players) divided into three camps. Hitler is the main character in the game. Ensure the number of Allies match the number of Axis players. You can select up to 3 Neutral countries.

Axis - Hitler, Mussolini, Tojo
Allies - Churchill, Roosevelt, Stalin
Neutrals - Hansson, Pibulsongkram and Franco

The main **objective** of the game is as follows:

1. The Allies are supposed to destroy the Axis.
2. The Axis are supposed to destroy the Allies.
3. The neutral countries are to survive at the end of the game without being conquered. (Neutral countries can take sides with the Allies, Axis powers or remain neutral.)

The **game ends** when the **last member of the Axis or Allies** is being **destroyed**.

Set up

1. Shuffle the Character Cards and deal 1 Character Card to each player face down. Each player is to look at their Character Card and is not supposed to reveal their character to other players. Only the player with the "Hitler" Character Card shall be revealed to all players.
2. Each player gets a territorial card to be displayed face up in front of them. The territorial cards display the number of territories a player has. Each player starts with 3 territories and 1 Capital City. The player with the "Hitler" Character Card starts with 4 territories and 1 Capital City (which is also the maximum number of territories a player can have.) Each player is to use their Character Card, face down, to place them over their territorial card to display the number of territories they have in their possession. As they lose a territory due to enemy action, they are to move their concealed Character Card upwards. The player is destroyed once he loses his Capital City. (The Capital City can only be lost by a successful troop invasion)
3. Shuffle the Resource Cards and deal 3 Resource Cards to each player face down. The remaining Resource Cards are placed at the centre of the deck.
4. "Hitler" begins first. Play in clockwise direction.



On your turn

Take 2 Resource Cards from the deck and hold it on your hand (including the first round). All Resource Cards have monetary value. If you do not have cash, you can convert your Political Decision or Establishment Cards to money to pay your creditors.

Resource Cards

Generally, there are **3** general types.

Type 1

Resource Card: **Political Decision**

You have the right not to reveal your Political Decision Cards to other players until they are used. Once a player uses their Political Decision(s) cards, they are not allowed to retract them. You can use up to 3 Political Decision Cards on your turn. These cards can only be use once and return to the deck after use.

Type 2

Resource Card: **Establishment**

You **MUST** lay all Establishment Cards face up in front of you once you get hold of them. Examples of Establishment Cards are Armament, Industrial City, Naval Base etc. These Establishments can only be destroyed by air raids of the enemy. There are no limits to the number of times these Establishment Cards can be used per turn unless stated otherwise on the card itself. (eg. Industrial City where you can only use it only once every turn.) You are not allowed to convert Establishment Cards into money while using them. Establishment Cards that are not laid out will be considered as Political Decision Cards. Make sure you have a few of them.

Type 3

Resource Card: **Money**

You **MUST** lay all Money Cards face up in front of you once you get hold of them. There is no restriction on the amount of money you can use on your turn. Money cards that are not laid out will be considered as Political Decision Cards.

Invasion

When a player loses a territory due to invasion, he/she must move up their concealed Character Card on the territorial card. **The winning player does not gain a territory automatically because of their successful invasion.** This is to ensure that the game does not drag too long.

Payment

Each Resource Card holds a specific monetary value. If the player fails to pay by Resource Cards, he/she must pay using territories which also have monetary value. For such payment, your opponent (if any) will gain one or more territories. No change is given. If the player is only left with Capital City, no payment is required.

Buying territory

The player is allowed to buy territories (as a political decision) during his/her turn according to the price stated on the territorial card.



Trade

The opponent has the right to conceal the details of his Political Decision Card(s) by only showing the back to the trading player. No private giving or exchange of cards is allowed throughout the game unless stated by the card. The player could stagger the trade of his/her cards in between the different political decisions during his/her turn (up to the max allowed number of times as stated in the card). He/she does not need to trade all his/her cards consecutively.

End of your turn

At the end of each turn, you **MUST NOT** have **more than 5 Political Decision Cards**. All extra Political Decision Cards can either be surrendered to the deck or converted to money. Once the Political Decision Cards are converted to money, they cannot be changed back to Political Decision Cards until they are returned to the deck or given to another player.