DR Congo
—Hope out of Horror—

The Rules

BANDUNDU

Bandundu

KINSHASA

Kinshasa

Contents

COMPONENTS

The Democratic Republic of Congo is the nineteenth most populous nation in the world, with enough natural resources to rival the productive capacity of most First World countries. From the Belgian administration of King Leopold II, through the torrid times of independence and the horrors of two 'Congo' wars, the country has seen its vast economic potential wax and wane and its citizens become some of the poorest in the world.

You will play the part of an Industrial Baron determined to see this nation rise up and take its rightful place in the world economy. You must realise the industrial potential of DR Congo and develop cities to help combat the Insurgent menace. You will bring Hope out of Horror!

The game itself is made up of four 'layers' and for ease of learning we have written the rules as four separate games, each of which can stand alone. All rules of previous layers apply to later layers unless specifically modified.

Charts, tracks and spaces are labelled on the map-board. Please familiarise yourself in finding: City Development / Medals track, International Market, Local Market, Turn Order chart, Game Phases track, Action Deck space, Support Deck and Discard spaces, Insurgents supply.

The map section below shows:
1. **Province name**
2. **Diamond province symbol**
3. **Town name**
4. **Province border**
5. **Railway transport space**
6. **Boat transport space**
7. **Crops industry space (double)**
8. **Hydro industry space (double)**
9. **Minerals industry space (single)**
10. **Oil industry space (single)**
11. **Export route**

There are four sets of cards: Action cards, Minister cards, Industrial Baron cards and Support cards. Each card is labelled on its reverse side. There are four Reference chits.

Each player's counter set includes:
x5 Crops industries
x4 Hydro industries
x3 Minerals industries
x2 Oil industries
x2 Boat transports
x2 Railway transports
x2 Truck transports
x5 Cities (two 1-point, two 2-point and one 3-point)
x1 Turn Order marker
x1 Medals marker

Each player has five Peacekeeper figures in the matching colour.

The Government counter set has fewer counters (*industries are reduced to two of each type*) and is designated by the star symbol. Government Peacekeepers are in the matching purple colour.

There are a number of other game play markers:
Crops resource cubes and Resource marker
Hydro resource cubes and Resource marker
Minerals resource cubes and Resource marker
Oil resource cubes and Resource marker
City Development marker
Game End Target
Game Phase marker and Phase Cycle marker

There are 10 Minor Insurgent figures and 5 Major Insurgent figures.

Finally, a supply of money, 20 plastic diamonds in a velveteen bag ... and one dice.

Core Game

Set—up

- Place the money in a bank next to the map.
- Place the resource cubes in a supply in the Local Market.
- Place the Government 3-point city counter on Kinshasa. Place a Government boat on the starred boat space above Kinshasa and a Government railway on the starred railway space below Kinshasa.
- Place the Phase Cycle marker on '1' on the City Development / Medals track.
- Place the City Development marker on '3' on the City Development / Medals track.
- Place the Game End Target on '30' on the City Development / Medals track.
- Place the Game Phase marker on 'Resource Dice Roll' on the Game Phases track.
- Each player takes a coloured set of counters, Peacekeepers, and Reference chit.
- Take each player's Medals marker and place it on '3' on the City Development / Medals track.
- Take each player's Turn Order marker and make a random draw, placing them in that order on the Turn Order chart.
- Each player takes a basic $10,000. The 2nd player takes a further $500, 3rd player a further $1000 and 4th player a further $1500.
- Place each Resource marker on its game start position *(red boxes)* on the International Market:
Crops on $600, Hydro on $800, Minerals on $1200, Oil on $1600.

How to win

Players build their industries and transports on the map and then produce and sell resources. The money raised is used to build further. Players also *(crucially)* develop cities for defence and to gain medals (players simply move their marker forward on the Medals track). At the end of the game further medals are awarded for the industries and transports built, for cities owned and for any remaining money. The player with most medals wins the game.

Raising extra capital

At any time a player may move his Medal marker back one or more spaces on the Medals track. For each medal deducted, the player collects $1000.

The Cycle of Game Phases

The game is played in cycles of game phases, recorded on the Game Phases track. Use the Game Phase marker to record progress. Overture phase, Elect Ministers phase and Support cards phase are not used in the Core Game.

Resource Dice Roll Phase

Any one of the players makes a single, shared dice roll to adjust the four Resource markers simultaneously:

> 1 or 2 – move each marker up one box.
> 3 or 4 – move each marker up two boxes.
> 5 or 6 – move each marker up three boxes.

Note: A Resource marker can never go higher than the $4000 box.

Action Phases

There are four Action phases in each phase cycle. In each Action phase and in turn order, each player makes one action or passes. There are five types of action (see Reference chit).

1.   Build Industry
A player may build one industry as an action. An industry may be built wherever there is a vacant, corresponding industry space on the map. Place the industry face-up *(the side having the image)*.
Costs to build industries:
Crops $1000, Hydro $2000, Minerals $3000, Oil $4000.
Important... it costs the same amount whether building onto a single industry space or onto a double industry space.
Pay the money to the bank.

2.   Place Transport
A player may place one transport as an action. Boats and railways may be placed wherever there is a vacant, corresponding transport space on the map. Trucks may be placed on borders between provinces. Only one truck is allowed per border between two provinces.
Costs to place transports:
Boat $2000, Railway $2000, Truck $1000.
Pay the money to the bank.

3.   Develop City
A 1-point city may be developed on a vacant town, provided a player has a face-up industry in the same province and has a 1-point city available. That industry is used to develop the city and is flipped to its reverse side. The 1-point city costs $2000. The value shown on the flipped side of the industry is deducted from the cost of the city. The city is placed on the town face-up *(the side having the image)*.
Pay the appropriate amount of money to the bank.

The player is then awarded ONE medal.

Important … Only one city is ever developed per province and each city may only develop one point at a time *(and only if the appropriate city counter is available)*.
Once a 1-point city has been developed, only the owning player may develop it further.

Rules for developing 2-point and 3-point cities have been combined below.

In order to develop a 2-point *(3-point)* city a player must have two *(three)* face-up industries of different types and

have a 2-point *(3-point)* city available. At least one of these industries MUST be in the province that the city occupies. The remaining industries may also be in that province or in an adjacent province*(s)*. Each industry used in development must be flipped to its reverse side. The combined values shown are deducted from the cost of the city. The 2-point city costs $4000 *(the 3-point city costs $6000)*. Pay the appropriate amount of money to the bank.

The player is then awarded ONE medal for a 2-point city *(ONE medal for a 3-point city)*.

Note: A city that has been flipped *(this relates to later rules when selling Hydro)* can still be developed. However when placing the new, developed city it will also be in a flipped state, and remains so until the **Reset** phase.

Finally… **Whenever a city is developed, the City Development marker is moved one step along the track.**

4.   Production

A player may produce resources on some or all of their industries that are face-up *(not flipped)*. Remember that a player may choose <u>not</u> to produce on an industry *(for example, in order that the industry can be used to develop a city later in the cycle)*.

ONE resource cube of the appropriate type is placed on each industry occupying a single industry space and TWO resource cubes of the appropriate type are placed on each industry occupying a double industry space. Flip those industries.

5.   Sell Resources

Generally players will sell their resources during the **Resource Sales** phase (see below), but sometimes a player will use the **Sell Resources** action for strategic gain. In **Sell Resources** a player may sell one of their 'sets' of resources (a set is all resources of the same type). This is carried out in the same way as in **Resource Sales** and so all the rules needed are in the following section.

RESOURCE SALES

Resources are sold in 'sets', a set being all resources of the same type. In turn order, each player sells one of their sets of resources. This is followed by a second 'round' when players sell one set each and then a third and then a fourth. Players will try to sell their resources to the International Market *(the main sales chart)* for the best price they can achieve.

Crops, Minerals and Oil

To sell to the International Market these resources must use an export route. Sometimes resources will already be in a province having an export route and sometimes they must be transported from one province to another using boats, railways or trucks in any combination until they reach an export route. Boats and railways can transport any number of the resources of a set. Trucks may transport just ONE resource of each and every set.

Highly important and rather unusual!
<u>Goods may be transported on transport belonging to any player. And all transporting of resources is absolutely free.</u>

International Market places his set in the box where that Resource marker is positioned. Only three resources may be placed per box. Any remaining resources must be placed in the box below. The next player to sell that type of resource to the International Market will place his set in the next empty box below that *(and so on)*. If the bottom box is filled, then the player must sell to the Local Market.

The price of Crops, Minerals and Oil will also vary depending on which export route was used. In order to collect the higher price shown in the box, these resources must be exported from Bas-Congo province *(broad arrow from the port of Matadi)*. If these resources used the export routes in Katanga or Sud-Kivu or Nord-Kivu or Province Orientale *(narrow arrows from the towns of those provinces)*, then they will only collect the lower price shown in the box. It is possible that resources in the same set will be sold for different prices on the International Market.

Sometimes it will not be possible to transport every resource of a set to an export route. In this instance those resources must be sold to the Local Market *(where prices are fixed at the lowest possible rate)*.
Note: A player may always choose to sell to the Local Market.

Collect the appropriate amount of money *(as shown in the International Market box and / or the Local Market)* from the bank for each resource.

Remember – a player will sell all resources in a set to one or both Markets.

Hydro

Hydro sells in a different way and does not use transport. One Hydro resource is used to supply one city. If there is an unsupplied city in the same province this city MUST be supplied first. Thereafter an unsupplied city in an adjacent province may be supplied. *i.e. if two Hydro resources have been produced, then one could be used to supply a city in that province; the other could be used to supply a city in an adjacent province.*

• If a 1-point city is supplied then the player collects the lower price shown in the box.
• If a 2-point city is supplied then the player collects the higher price shown in the box.
• If a 3-point city is supplied then the player collects both the higher and the lower prices shown in the box.

Each city supplied is immediately flipped to its reverse side and may not be supplied again this phase cycle. The Hydro resource is then placed in the appropriate box *(as before)* on the International Market. A Hydro that cannot supply a city must be sold to the Local Market.

Collect the appropriate amount of money from the bank for each resource.

Remember – a player will sell all Hydro resources in a set to one or both Markets.

Dropping out

After selling their last set of resources a player drops out. The player who drops out first places their Turn Order

marker in the new last position on the Turn Order chart. *(This is a good time to move Turn Order markers to just above their current positions on the Turn Order chart).* The second player to drop out is placed second last *etc. etc.*

When dropping out, a player may make a 'Contribution to the Nation' (i.e. the bank) to receive ONE medal. In the 1st cycle pay $1000, in the 2nd cycle pay $2000, in the 3rd cycle pay $3000 *etc. etc.*

RESET

1.   Adjust Game End Target

Move the Game End Target marker back the appropriate number of spaces (two or three) as indicated by the arrows in the space that the City Development marker has reached.

2.   Re-flip industries and cities

Any industry or city that has been flipped is now re-flipped back to its face-up side.

3.   Adjust Resource markers

Re-position the four Resource markers on the International Market. Place each in the box <u>below</u> the last set of 'sold' resources. However, the lowest permissible position is that of game start, *i.e. Crops on $600, Hydro on $800, Minerals on $1200, Oil on $1600.* Place all resources back in the Local Market.

4.   Move Game Phase and Phase Cycle markers

Return the Game Phase marker to 'Resource Dice Roll' on the Game Phases track. Advance the Phase Cycle marker one space on the City Development / Medals track. The next phase cycle is ready to start.

GAME END

The game end is triggered when the City Development marker (moving 'up' the track) reaches the Game End Target (moving 'down' the track). This may be when a city is developed in an **Action** phase or during **Reset** when moving the Game End Target.

In the former case, remove the Target marker and continue play to complete all four **Action** phases and the **Resource Sales** phase and then move to **Finale**. In the latter case, immediately move to **Finale**.

FINALE

Each player is awarded medals for their counters on the map:

For each industry receive 1 medal
For each transport receive 1 medal
For each 1-point city receive 2 medals
For each 2-point city receive 4 medals
For each 3-point city receive 6 medals

and each player receives...
1 medal for $3000 of money in their supply,
2 medals for $7000,   3 medals for $12,000,
4 medals for $18,000, 5 medals for $25,000 or more.

Note: If a player's Medal marker is moved beyond '30' on the Medals track, it is flipped to show '30+ Medals' and is re-positioned at the beginning of the track.

The player having most medals is the winner.

If there is a tie, then the player furthest left on the Turn Order chart is the winner.

MISCELLANEOUS

Kinshasa

Kinshasa is a special town in that the city is already built and therefore contributes the first three points to the tally on the City Development track.

Hydro can be supplied to Kinshasa city in the usual way.

No industries are ever placed in the Kinshasa province.

The Government boat and railway on the Kinshasa borders are placed in **Set-up**. This means it is already possible to transport from Bandundu province to Bas-Congo province and then export via the port of Matadi.

Reading the map

Lake Tanganyika sits between the provinces of Sud-Kivu and Katanga. However it does not affect placing of a truck, development of a city or supplying of Hydro on or across the border.
The Congo River becomes a series of rapids between Kinshasa and Matadi - we have merely shown its course.

Money

Players' money should be kept secret through the game.

This completes the rules for the **CORE GAME***.*

INSURGENT GAME

ADDITIONAL SET-UP

- Shuffle the Action cards and deal one face-down onto each of the four Action spaces. Place the remaining six Action cards on the Action Deck space, face-down.
- Place one Minor '4' Insurgent in each province *(except Kinshasa)*. Place the five Major '6' Insurgents in the Insurgents supply.
- Place the bag of diamonds beside the map.

ABOUT INSURGENTS

Insurgents occupy the map at game start and create a hindrance to all aspects of play. There are two types of Insurgent – Major '6' *(grey)* and Minor '4' *(white)*. The Major '6' Insurgents are actively hostile, unlike the Minor '4' Insurgents. Only one Insurgent ever occupies a province.

An Insurgent that occupies a province without a Peacekeeper being present is *'unsuppressed'*.

An Insurgent that occupies a province where a Peacekeeper *(of any player)* is present is *'suppressed'*.

An unsuppressed Insurgent prevents:

- Building of industries in that province
- Placing of transports on the borders of that province
- Development of a city in that province
- Use of industries for development of a city in a different province
- Production of resources in that province
- Transporting of resources by boat, railway or truck on the border of that province
- Exporting from that province
- Supplying of Hydro to that province.

- Its appearance will also cause any resources already produced in that province to be removed *(Ouch!)*.

A suppressed Insurgent prevents:
- Deduction of the flipped value of an industry when developing a city *(a city can still be developed)*
- Double production of resources in that province *(double industry spaces produce just one resource)*
- Transporting of more than ONE resource per set by boat or railway on the border of that province
- Exporting of more than ONE resource per set from that province
- Supplying of Hydro to an adjacent province *(check both provinces for suppressed Insurgents)*.

About Peacekeepers

Each player has FIVE Peacekeepers. Peacekeepers are used against Insurgents, either by removing Insurgents through combat or by occupying the same province, thereby suppressing the Insurgents. Any number of players may have Peacekeepers in the same province.

Peacekeeper activity takes place before the player performs an action.

Peacekeeper activity has two parts:
FIRST: Place Peacekeepers.
SECOND: Peacekeeper combat.
The player may carry out either of these or both or neither. Note: Once Peacekeeper combat starts, no more Peacekeepers may be placed during this turn.
The player then continues his turn by performing an action *(or passing)*.

Place Peacekeepers
In his turn a player may place Peacekeepers in one or more provinces. This may include removing a Peacekeeper from one province and placing it in another. Any number of players may have Peacekeepers in the same province. However each player may have a maximum of just TWO Peacekeepers in any province.

Pay $1000 to the bank for each Peacekeeper placed *(including any that are removed and placed)*.

Peacekeeper combat
A player may choose to initiate combat in any number of provinces where one of their Peacekeepers is present, but may only initiate combat once in each province. Other players' Peacekeepers in the same province MUST join the combat. Each such combat has a separate dice roll, rolled by the active player.

To determine the outcome of each combat, the player adds

together:
- the points value of a city *(even if flipped)* in that province
- the number of Peacekeepers present in that province
- the score of the dice roll

                                ……to give a total.

In a province where the total exceeds six, there is a defeat for a Major '6' Insurgent. Remove the Insurgent.
In a province where the total exceeds four, there is a defeat for a Minor '4' Insurgent. Remove the Insurgent.

If a Major '6' Insurgent is defeated, each player having one *(or two)* Peacekeepers in that province is immediately awarded ONE medal *(for Services to the Nation)*.

If the Insurgent is NOT defeated, then each player who has Peacekeepers present must remove one of those Peackeepers.

In some cases a province might already have seen some production of resources and these might still be sitting on industries. If after combat there is a suppressed Insurgent *(where a Peacekeeper is still present)* there will be no effect. However if after combat there is an unsuppressed Insurgent *(where no Peacekeeper is present)* this will cause the removal of those resources.

Diamond provinces
Ordinarily there is no reward for defeating a Minor '4' Insurgent. However if the combat takes place in a province marked with a diamond *(Katanga, Maniema, Kasai-Oriental, Kasai Occidental)* then a defeat of a Minor '4' Insurgent will result in money being awarded to each player having one *(or two)* Peacekeepers.

                    Just one player receives $500
                    Two players receive $300 each
                    Three players receive $200 each
                    Four players receive $100 each

A defeat of a Major '6' Insurgent in a diamond province will result not only in a medal *(or medals)* being awarded, but also any player with a Peacekeeper in the province will receive a diamond. The diamond can either;
            1. Be sold for $500 during a player's turn
                                or
            2. Be retained for extra medals at game end.

Action cards and Insurgents

In the **Insurgent Game** each **Action** phase begins with an Action card being turned over. The top half of the card shows three Insurgents *(a Major '6' Insurgent and two Minor '4' Insurgents)* and the provinces in which they appear.
In each case an Insurgent of the appropriate type will be placed in the province *(if one isn't already present)*. If an Insurgent is already present it may need to be changed to match the type shown on the Action card.

Note: Insurgents should be placed starting with the Major '6' and working down the card. If all five Major '6' Insurgents are on the map when another one is shown on the Action card, then that 'sixth' Insurgent is not placed.

Combat must now take place in any province that is occupied by a Major '6' Insurgent *(there may be others besides the one shown on the card)* and by at least one Peacekeeper.

Any player whose Peacekeeper(s) occupy the province may make the dice roll.

Combat is resolved in exactly the same way as described previously.

Where no Peacekeeper is present, no combat will take place and the Major '6' Insurgent will continue to occupy the province *(unsuppressed)*.

Note: Combat does not take place at this time in any province occupied by a Minor '4' Insurgent.

After completing the Action card activity *(just the top half here)***, each player takes their** Action **phase turn.**

ACTIONS AND INSURGENTS

1.   Build Industry
Remember ... an industry may not be built if the province contains an unsuppressed Insurgent – a player would first have to place a Peacekeeper in that province during their Peacekeeper activity.

2.   Place Transport
Remember ... a transport may not be placed if either province (check both) contains an unsuppressed Insurgent – a player would first have to place a Peacekeeper(s) in that province(s) during their Peacekeeper activity.

3.   Develop City
Remember ... a city may not be developed if the province contains an unsuppressed Insurgent – a player would first have to place a Peacekeeper in that province during their Peacekeeper activity.

Remember also ... that the flipped value of an industry may not be used to help pay for the development of a city if a suppressed Insurgent is in the same province.

Remember ... when developing 2-point and 3-point cities to check all provinces where industries are being used to develop the city. - a player may have to place a Peacekeeper(s) in that province(s) during their Peacekeeper activity.

4.   Production
Remember... production cannot happen in a province containing an unsuppressed Insurgent.

Remember... if there is a suppressed Insurgent in a province then only ONE resource cube is placed on a double industry space. (In other words, the double industry space is treated as a single industry space).

5.   Sell Resources
Again ... check Resource Sales and Insurgents *for modifications in the* Insurgent Game*.*

RESOURCE SALES AND INSURGENTS

No Peacekeeper activity is permissible in this phase *(any necessary preparations should be made in the fourth* Action *phase).*

Remember... if there is an unsuppressed Insurgent in a province, then resources may NOT be transported by

boat, railway or truck on the borders of that province. Hydro may not be supplied to that province.

Remember... if there is a suppressed Insurgent in a province, then just ONE resource per set may be transported by boat or railway on the border of that province (trucks continue to transport just one resource per set).

Remember... if there is an unsuppressed Insurgent in a province containing an export route, then resources may not be exported from that province.

Remember... if there is a suppressed Insurgent in a province containing an export route, then just ONE resource per set may be exported from that province. Any remaining resources in a set must use an alternative route or be sold to the Local Market.

Remember... a suppressed Insurgent will prevent Hydro being supplied to an adjacent province (check both the province supplying the Hydro and the province being supplied).

ADDITIONAL RESET

5.   Adjust Action cards
After the first phase cycle:
Take the six remaining Action cards and deal one face-down onto each of the four Action spaces (on top of the four face-up Action cards). Place the remaining two Action cards on the Action Deck space, face-down.

After the second phase cycle:
Collect together the ten Action cards and shuffle. Deal one Action card face-down onto each of the four Action spaces. Place the remaining six Action cards on the Action Deck space, face-down.

This sequence is repeated in each subsequent pair of phase cycles.

Note: Insurgents remain unchanged in this phase.

FINALE ADDENDUM

Players receive NO medals for an industry or city that is in a province containing an unsuppressed Insurgent.

Players receive 1 medal per diamond, to a maximum of 3 medals.

FURTHER MISCELLANEOUS

Kinshasa
No Insurgents or Peacekeepers are ever placed in the Kinshasa province.

Positioning Insurgents and Peacekeepers
We suggest that Insurgents and Peacekeepers are generally positioned together on the map, above or below the province name.

This completes the rules for the Insurgent Game*.*

Introducing the Government adds extra interaction and intrigue. Three Ministers enter play.

- The Defence Minister controls Government Peacekeepers, helping to combat and suppress Insurgents.
- The Interior Minister uses Government money to promote Government development on the map *(much the trickiest to use, but potentially the source of great benefit).*
- The Finance Minister influences the value of resources.

Players take part in an auction (**Elect Ministers**) to become Ministers. Players remain as these Ministers for the rest of the phase cycle.

ADDITIONAL SET-UP

- Place the Game Phase marker on 'Elect Ministers' on the Game Phases track.
- The Defence Minister, Interior Minister and Finance Minister cards are placed beside the map to indicate the Government's play area.
- The Government counters and Peacekeepers are placed in the same area.

The Government has fewer counters than players and does not use a Medal marker.

- The Government's Turn Order marker is placed to the right of the last player marker on the Turn Order chart.

THE GAME PHASES

The **Elect Ministers** phase is used in the **GOVERNMENT GAME**. These rules now explain that phase and then how the other phases are modified.

ELECT MINISTERS

In Turn Order, each player must make a single money bid or pass. The first bid is automatically the 'top bid'. To over-bid the top bid, a player must bid at least double the top bid. Otherwise players may bid any amount less than the top bid, provided the amount is different to any previous bid. A player may pass *(passing the chance to choose a Minister)* rather than making a bid. After one round of bidding the auction is complete.

In the 2-player game the 1st player bids or passes, then the 2nd player does the same, then 1st player again, then 2nd player again. Thus all Ministers are able to be taken.

The top bidder may now choose one of the three Ministers and places that card in front of themselves. The second highest bidder may then choose one of the remaining Ministers, followed by the third highest bidder taking the last remaining Minister. If a fourth bid was made then that player receives nothing, but pays nothing.

Each successful bidder pays the amount they bid to the bank.

ACTION CARDS AND MINISTERS

After placing Insurgents players should read down the Action card, resolving the Defence Minister's and Finance Minister's activity now. Money for the Interior Minister is placed now, with activities resolved during the **Action** phase.

FIRST: The Defence Minister's responsibility…
After placing Insurgents according to the Action card *(but before any Major '6' Insurgent combat)* the Defence Minister adjusts the positions of the Government Peacekeepers *(at no cost).*

Eight of the Action cards indicate that a number of Government Peacekeepers may be placed. The same number of Government Peacekeepers may also be removed. Government Peacekeeper(s) may be placed in or removed from any province *(not just those shown on the card)*. The Government may have a maximum of just TWO Peacekeepers in any province.

Two of the Action cards *(those with Peacekeepers crossed out)* indicate that a number of Government Peacekeepers MUST be removed and none are placed. (If there are not that many on the map, simply remove all that there are).

In addition to the usual combat against Major '6' Insurgents, the Defence Minister may now choose to initiate combat *(against Minor '4' Insurgents)* in any number of other provinces occupied by Government Peacekeepers. Each such combat has a separate dice roll.

Government Peacekeepers contribute in combat just like any other Peacekeeper.

Government Peacekeepers are removed by combat in exactly the same way as players' Peacekeepers.

Note: If the Defence Minister is not taken, then no Government Peacekeepers are placed or removed. Government Peacekeepers already on the map will remain in position, will contribute in combat and may be removed through combat. They may not initiate combat, except to combat Major '6' Insurgents during Action card activity.

SECOND: The Interior Minister's responsibility…
The Interior Minister carries out actions on behalf of the Government *(see **Actions and the Government**)*. Place the amount of money shown on the Action card on top of the Interior Minister card.

Note: If the Interior Minister is not taken, then the money is still placed on top of the card.

THIRD: the Finance Minister's responsibility…
If there is ONE resource symbol shown on the Action card then the corresponding Resource marker may be moved up one box on the International Market or be left un-moved. If there are TWO resource symbols shown on the Action card then one of the Resource markers must be moved up one box OR one of the Resource markers must be moved down one box *(just one marker MUST move).*

- If resources of that type are already on the International Market, then they also move up or down one box.

- A Resource marker may never be moved lower than its game start position.

Note: If the Finance Minister is not taken, then the following 'automatic' rules apply:
If there is one resource symbol shown on the Action card, then that Resource marker remains where it is.
If two resource symbols are shown on the Action card, then both Resource markers are moved down one box.

ACTIONS AND THE GOVERNMENT

In each **Action** phase, and in its turn order, the Government may make one action or pass *(if the Interior Minister is taken)*. The Interior Minister is responsible for each action and may use the money placed on the card to carry it out. The usual rules and costs apply when carrying out actions. Additionally ...

1. Build Industry.
In addition to building industries on industry spaces, the Interior Minister may also build one extra industry (single production) in any province where all industry spaces have already been built on. That one industry must be of the same type as one of the industries in that province.
After paying for any industry the player may take money from the remaining money on the Interior Minister card to a maximum of 50% of the amount paid.

2. Place Transport.
After paying for the transport the player may take money from the remaining money on the Interior Minister card to a maximum of 50% of the amount paid.

3. Develop City.
After paying for the city, the player may take money from the remaining money on the Interior Minister card to a maximum of 50% of the full cost *(i.e. the deduction that may be made for any flipped industry is NOT taken into consideration)*.

When the Government develops a city then the Interior Minister player is awarded ONE medal.

4. Production
The Interior Minister may produce resources on any number of available Government industries.

5. Sell Resources.
Whenever the Interior Minister sells resources, those resources are sold to the International Market or to the Local Market in the usual way. See **Resource Sales** below.

Note: The Interior Minister is NOT able to place Government Peacekeepers *(this can be quite restrictive)*.

RESOURCE SALES AND THE GOVERNMENT

The Interior Minister is responsible for selling Government resources. Again, this works in the usual way.

HOWEVER .... The money earned from selling resources is not placed on the Interior Minister card but remains in the bank. If a resource is sold to the International Market, the player receives money equal to its Local Market value.

When the Government drops out, its Turn Order marker is placed in the usual way *(i.e. in the next available position)*.

ADDITIONAL RESET

4. Return Game Phase marker
Return the Game Phase marker to **Elect Ministers** on the Game Phases track. The next phase cycle is ready to start.

6. Return Minister cards
Return the three Minister cards to the Government play area. Any money on top of the Interior Minister card stays with the card.

FINALE

This phase is exactly the same as in the **INSURGENT GAME**.

This completes the rules for the **GOVERNMENT GAME**.

RAGNAR GAME

Each player receives an Industrial Baron card. This card shows the basic amount of money a player receives at **Set-up** *(as opposed to always being $10,000)* and the player's 'start' province.

Support cards represent the interventions of countries in support of the Industrial Barons. The Support cards provide extra strategic elements to the game.

ADDITIONAL SET-UP

- Place the Game Phase marker on 'Overture' on the Game Phases track.
- Shuffle the deck of Support cards and deal three cards, face-down beside the East edge of the map. Place the remainder of the deck on its space, face-down.
- Deal one Industrial Baron card to each player. Each player takes the amount of money shown on the card.

OVERTURE

At the start of the game there is an introductory phase, entitled **Overture**. The **Overture** ensures that there are different 'openings' to the game.

In turn order, each player must place one or two Peacekeepers and must build one industry in the start province indicated on their Industrial Baron card.
Pay the appropriate amount of money to the bank.

Peacekeeper combat may NOT take place.

The **Overture** phase is not repeated during the game. Each subsequent phase cycle starts from the **Elect Ministers** phase.

ABOUT SUPPORT CARDS

After **Resource Dice Roll**, turn the three Support cards face-up.

Once per phase cycle, each player can take and immediately use *(or take and not use)* one Support card. This can take place at any appropriate time during a player's turn in **Elect Ministers**, **Action** phases or **Resource Sales**.
Note: a Support card may not be taken during Minister activity.

The card may only be used once and is then placed on the player's Industrial Baron card, thus keeping track of who has taken their Support card for that cycle. Another Support card is drawn from the deck and placed face-up so that there is still a choice of three cards.

Carefully read and carry out the instructions on the cards.

ADDITIONAL RESET

7.   Adjust Support cards
The three face-up Support cards together with those on each player's Industrial Baron card are placed on the discard pile.

Deal three new cards face-down beside the East edge of the map. Place the remainder of the deck on its space.

Note: If the Support Deck runs out, shuffle the discards and create a new deck.

FINALE

This phase is exactly the same as in the **INSURGENT GAME** and **GOVERNMENT GAME**.

FURTHER MISCELLANEOUS

Bolivia Support card
For example, the Action card might show

in which case the player could either:

1. Remove and place one Government Peacekeeper and could initiate combat with that Peacekeeper.
or

2. Collect $2000 from the bank and spend up to that amount on building a Government industry or placing a Government transport or developing a Government city. Or produce Government resources. Or sell one set of Government resources. The player collects the usual amount of money where possible.
or
3. Move either the Crops Resource marker or the Mineral Resource marker up or down one box.

Card images
The image on each Support card gives a general clue as to the card's usage, but the card cannot be interpreted without understanding the text *(i.e. non-English speaking players will not be able to interpret the cards without a translation)*.

This completes the rules for the **RAGNAR GAME**.

SOLO GAME

The **SOLO GAME** uses the rules of the **RAGNAR GAME** with the following changes:

1. In **Elect Ministers** the player decides Turn Order for the phase cycle. Instead of an election the player must decide which (if any) ONE Minister to play prior to each and every Action card being revealed. A player may choose different Ministers from phase to phase.

The dice is rolled at the start of each **Action** phase and the cost to choose a Minister is $100 multiplied by the dice score, plus an additional $100 in the first cycle, $200 in the second phase cycle, *etc. etc.* The player chooses a Minister (or may decide NOT to choose), pays the money to the bank and then the Action card is revealed.

Note: The player is always considered to be the Interior Minister during **Resource Sales**.

2. When selling resources only TWO resources are placed per box on the International Market.

3. The game lasts for a maximum of six phase cycles. For a Baronial Victory the player must score a minimum of 50 medals. For a National Victory the player must also ensure that the City Development marker reaches the Game End Target.

Note: We suggest you remove the Canada and Mozambique Support cards from the Support deck.

This completes the rules for the **SOLO GAME**.

CREDITS

SUPPORT CARDS

Angola Protection	When selling resources, all the resources in one set are permitted to use transport, unaffected by any Insurgents en route.
Argentina Bounty hunter	Receive $1000 after defeating a Major 6 Insurgent or receive $500 after defeating a Minor 4 Insurgent. Note: This card may be taken after winning the combat.
Australia Haulage	When selling resources, use a truck to transport any number of resources of one set. Note: This is still subject to restrictions caused by Insurgents.
Belgium Transport bonus	Collect $1000 for each of your transports on the map.
Bolivia Inducement	Obtain the services of one Minister using the instructions on the current Action card. Note: See 'Further Miscellaneous' on page 10 of the rules.
Brazil Co-operation	You receive $2000 from the bank and one other player (of your choosing) receives $1000 from the bank.
Canada Government advisors	When dropping out, put your Turn Order marker in 1st position. Re-position other markers to the right.
China Architects	When developing a city, pay just half the normal cost. Any excess money from a flipped industry stays in the bank.
Cuba Mercenaries	Re-roll the combat dice (just the once).
Egypt Marketing	When selling resources, one set may be sold at the prices in the box that is one above where you place those resources.
France Training camp	Place any number of your Peacekeepers for just $500 each.
Germany Efficiency	You may carry out two actions this turn, but the types of action must be different.
India Construction	The same types of industry may be used when developing a 2-point or 3-point city.
Iran Secret mission	Discard this card to take and use a card from the top five cards of the discard pile.
Israel Intelligence	Secretly examine the next three Action cards (face-down or from the deck) and replace them in any order. Note: It may be that there aren't three cards left to examine - but examine what you can!
Italy Missionaries	Collect $200 multiplied by the number of city points reached by the City Development marker.
Japan Transport bonus	Collect $2000 for each of your railways on the map.
Malaysia Urban investment 1	When developing a 2-point city, use one industry only (in that province) but at a cost of $5000. Note: the 2-point city must still develop from a 1-point city.
Mexico Skilled labour	Build any TWO industries in the same province in one action.
Mozambique Espionage	In one province any double resources on industries are reduced to one resource.
New Zealand Transport bonus	Collect $1000 for each of your trucks on the map.
Nigeria Redeployment	In one province all players with two Peacekeepers present MUST redeploy one Peacekeeper to a different province (at no cost).
Pakistan Engineering	When building an industry, pay just half the normal cost.
Poland Repeat production	Un-flip a flipped industry.
Portugal Take-Over 2	When building an industry, you may take over a FLIPPED industry belonging to another player or the Government. Pay the normal cost to that player or the bank. An industry with resources on it may not be taken over. Note: To 'Take Over' another industry, simply remove it and replace with your own of the same type. Your industry is placed flipped.

Russia Infrastructure	Place any TWO transports in one action.
Rwanda Ground troops	Add +1 to all combat dice rolls you make this Action phase. This card may be taken after any of the dice rolls.
Saudi Arabia Finance	Place an extra $3000 with the Interior Minister.
Singapore Urban investment 2	When developing a 3-point city, use one industry only (in that province) but at a cost of $8000. Note: The 3-point city must still develop from a 2-point city.
South Africa Trade partner	When selling resources, use an overland export route to sell one set at the higher resource price.
South Korea Systematisation	During production, all your industries in one province may produce TWO resources - even if a suppressed Insurgent is present.
Spain Take-Over 1	When building an industry, you may take-over an UN-FLIPPED industry belonging to another player or the Government. Pay DOUBLE the normal cost to that player or the bank. An industry with resources on it may not be taken over. Note: To 'Take Over' another industry, simply remove it and replace with your own of the same type. Your industry is placed un-flipped.
Sweden Peace Initiative	Collect 2 medals after defeating a Major 6 Insurgent or collect 1 medal after defeating a Minor 4 Insurgent. Note: This card may be taken after winning the combat.
Switzerland Banking	All players receive 1 medal for every $2000 they pay to the bank. Note: When a player takes and uses this card, then all players can pay money into the bank to gain medals. Remember: a player may choose to take and not use this card!
Tanzania Local influence	Switch one or two 'Insurgents', i.e. Major 6 becomes Minor 4, Minor 4 becomes Major 6. Note: You may switch before a combat dice roll, but not after.
Uganda Mutual support	Collect $2000 for each medal you reduce on the Medals track. Note: Simply move your Medal marker back one or more spaces on the Medals track and collect $2000 per space moved.
United Kingdom Stock Exchange	Raise or lower two resource markers on the International Market by one box each. Note: One marker may be raised while another is lowered.
United Nations UN mandate	Redeploy two Government Peacekeepers.
USA Air support	After you have rolled the dice, add +2 to the combat total in that province. Note: This card may be taken after initially losing the combat.
Venezuela Transport bonus	Collect $2000 for each of your boats on the map.

Defence Minister	May place and must remove Government Peacekeepers as determined by the Action cards. May initiate combat.
Finance Minister	May raise or lower Resource markers as determined by the Action cards.
Interior Minister	Receives Government money as shown on the Action cards. Responsible for Government actions and selling of Government resources.

DR CONGO
—HOPE OUT OF HORROR—