

DAWN OF
THE EVENSTAR

RULE BOOK

8th Edition
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Game Design
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1.0 INTRODUCTION

"As the world stands at the threshold of a new era, we find ourselves not in open war, nor in lasting peace, but in the relentless currents of a shadow rivalry. Dawn of the Evenstar is upon us—one force rising, another refusing to fade, and between them, the great contest unfolds."

— Hikado Miyako, 20XX.

In 1991, the great northern red bear, the Soviet Union, collapsed, and the cloud that had overshadowed the world for half a century finally dissipated. The once-dominant red flag over half of Europe was gradually replaced by the blue flag of the United States. America emerged as the final victor... or did it?

The ever-present Stars and Stripes stretch across the globe, with the United States standing as the unrivaled superpower. Yet, anti-American forces have not disappeared; they remain in the shadows, waiting for their moment. From the East, a rising power emerges—China, inheriting the Soviet Union's legacy and posing an even greater challenge to American dominance. Russia lingers in the ruins, while Europe and the rest of the world seek independence and self-determination. The world has barely taken a breath before the specter of a new conflict looms. Cooperation, competition, confrontation, war—anything is possible. Spies, politicians, soldiers, and traitors alike are drawn into the turmoil. Is the Evenstar flickering in the twilight, or is the Dawn breaking over the East? The bell of fate has rung—let the giants clash upon the stage!

Dawn of the Evenstar: Shadow Rivalry is a two-player game that simulates the history of U.S.-China rivalry, filled with intrigue and sporadic battles. The world is the stage for the power struggle between these two giants and anti-American forces, all aiming to establish a 'secure' world that upholds their respective ideologies and way of life. The game begins in 1991, with one superpower at its peak and another rising from the depths. Its course and ultimate conclusion are in your hands!

The core system of *Dawn of the Evenstar: Shadow Rivalry* is inspired by *Twilight Struggle*. Event cards cover a vast array of historical events, from the Gulf War and the dissolution of the Soviet Union to the 9/11 attacks, the United States War on Terror, the Taiwan Strait Crisis, and the Russo-Ukrainian War. The game incorporates various subsystems, including maintaining domestic social and economic status, where civil war or economic collapse can bring the game to an abrupt end. Do not forget the foundations of your nation—social stability and economic development are the bedrocks of power. Strengthen your homeland, then extend your influence across the world!

The rules are divided into numbered sections, with some sections further subdivided (e.g., 2.1 and 2.2). Throughout the rulebook, references to related sections are provided to aid understanding.

Additionally, terms that have specialized meaning within these rules, such as 'Influence' or 'Struggle States', are consistently capitalized to allude their specialized context within the rules.

2.0 COMPONENTS

A complete game of *Dawn of the Evenstar: Shadow Rivalry* includes the following components:

- One 24" by 43" Map Board
- One rulebook
- Various markers and counters
- 110 Basic Cards, 35 History Event Cards, and 8 Adjustment Cards
- Two 6-sided dice

2.1 THE GAME MAP

2.1.1 The game board is divided into five regions: Europe, Asia, Latin America, Africa, and the Middle East. Each region consists of geopolitically connected countries, typically located in proximity. Europe contains a subregion—the Fmr. USSR states. Asia also contains a subregion—Southeast Asia. Cent. Asia States belong to both Asia and the Fmr. USSR states subregion (but not Europe). Countries in the same region share a common background color, while subregions have shaded variations of the same color.

DESIGN NOTE: While geographically imprecise, Libya and Egypt are included in the Middle East for political reasons, while Canada, Turkey, Georgia/Azerbaijan, and Armenia are included in Europe.

2.1.2 Any event, rule, action, or card mentioning 'Europe' or 'Asia' includes the associated sub-regions.

2.1.3 Each space on the map represents a country, region, or bloc of countries (hereafter simply called a country). Each country has a Stability Number representing its overall stability, independence, and power. India is a special case and does not have a Stability Number (see 2.1.9.5).

2.1.4 Struggle States: Most country names are in white. However, since Struggle countries have different scoring rules (see 11.1) compared to regular countries, their name is highlighted in purple for easy recognition.

2.1.5 Strategic Zones: In Africa, the competition between China and the United States extends across multiple strategic regions. Therefore, all non-Struggle States in Africa are divided into three Strategic Zones: A, B, and C. Each non-Struggle State in Africa has a **mark (A, B, or C)** below its space to indicate which Strategic Zone it belongs to. These Strategic Zones represent the division of non-Struggle States in Africa and the distribution of influence, and they only take effect during regional scoring (see 11.1.2.1).

2.1.6 Non-Realignment Rolls States: At the start of the game, India and Taiwan are Non-Realignment Rolls States. Some event cards may turn other countries into Non-Realignment Rolls States. These country spaces are marked with a **Circled X Symbol** beneath them. While they function similarly to regular countries, they cannot be targeted (see 6.2.8) for realignment rolls (see 6.2).

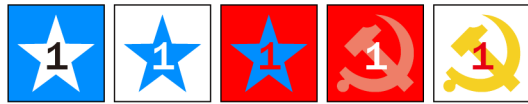
2.1.7 There are two spaces on the map representing the locations of the United States and China. They are out of play for Influence markers, but are considered to be 'adjacent to the target country' for the purposes of Events and realignments (see 6.2.4).

2.1.8 A country is considered adjacent to all other countries to which it is connected. Countries are connected by thick black, thin black, or red lines on the map.

- Thin black lines indicate connections within a region.
- Red dashed lines indicate connections between countries in different regions.

- Thick black lines indicate connections between countries and superpowers.

DESIGN NOTE: Adjacency reflects more than just geography. Many countries have geographic borders that are not connected in the game. This is not an error in the map, but part of the game mechanics and a reflection of the political state of affairs at the time.



US Control US Influence Anti-America Influence China Control China Influence

2.1.9 Controlling Countries: A country can be in one of two states:

- Controlled by one power.
- Not controlled by either player.

2.1.9.1 A country is considered to be **controlled by the United States** when **all** of the following conditions are met:

- US Influence points in the country is greater than or equal to its Stability Number, and
- The difference between that country's US Influence points minus that country's China Influence points is positive and greater than or equal to the country's Stability Number.

EXAMPLE: To control Israel (Stability Number 4), the US player must place at least 4 US Influence points in Israel and have at least 4 more US Influence points than China has in the country.

2.1.9.2 A country is considered to be **controlled by China** when **all** of the following conditions are met:

- China Influence points in the country is greater than or equal to its Stability Number, and
- The difference between that country's China Influence points minus that country's US Influence points is positive and greater than or equal to the country's Stability Number.

EXAMPLE: To control Iran (Stability Number 4), the China player must place at least 4 China Influence points in Iran and have at least 4 more China Influence points than US has in the country.

DESIGN NOTE: China Influence is considered to be China economic Influence rather than political Influence.

2.1.9.3 A country is considered to be **controlled by Anti-America** when **all** of the following conditions are met:

- The country has at least one Anti-America Influence point, and
- China does not control the country.

EXAMPLE: Iran has 1 Anti-America Influence points and 1 China Influence point. China does not control Iran, instead, Iran is under Anti-America control.

2.1.9.4 Anti-America Influence: If US Influence points in a country is reduced but does not completely meet the required reduction, the shortfall is replaced with an equivalent amount of Anti-America Influence points (such as through realignment (see 6.2), the Russian History Track (see 8.1), or event effects), or Anti-America Influence may be placed directly through event effects. For the US player, Anti-America Influence functions similarly to a negative US Influence. Therefore, when placing US Influence in a country, the existing Anti-America Influence points is reduced accordingly until it reaches zero. If a country has zero US or Anti-America Influence point, no further US or Anti-America Influence is placed.

EXAMPLE: Egypt has 2 US Influence points. Through realignment, 4 US Influence points needs to be subtracted from Egypt. After removing the 2 US Influence points, 2 Anti-America Influence points must be placed in

Egypt to represent the negative US Influence points.

DESIGN NOTE: A country with Anti-America Influence represents nations that oppose U.S. hegemony and resist American political and cultural influence. The magnitude of Anti-America Influence reflects the level of opposition in the country.

2.1.9.5 Controlling India: India is a country without a Stability Number. A player controls India if their Influence in the country exceeds their opponent's Influence. **India cannot have Anti-America Influence.**

EXAMPLE: To control India (no Stability Number), the US player must place more US Influence points than China Influence points. If India has 2 US Influence points and 1 China Influence point, the US controls India.

DESIGN NOTE: The absence of a Stability Number does not imply that India is politically unstable. Instead, it represents India's diplomatic isolation and strategic balancing in international affairs.

2.2 CARDS

2.2.1 Basic Cards

2.2.1.1 There are 110 basic cards in the game. Each card includes an Operation Point value, a Stage Marker, an Event Title, and an Event Description. The Operation Point value is represented by stars, with the number of stars indicating the Operation Point value. Only Scoring Cards have the note "Cannot Be Held". They must be played within the same turn they are drawn. At the end of the F. Action Rounds, no player may have a Scoring Card in hand, or they lose the game. If both players have a Scoring Card at the same time, the game ends in a draw (see 11.3.2).

2.2.1.2 Each card has a different color to indicate which superpower the event is related to:

- Red** cards are related only to China.
- Blue** cards are related only to the United States.
- Black** cards are related to both sides.

2.2.1.3 Each card has a Stage Marker in the top right corner, indicating when the card enters play:

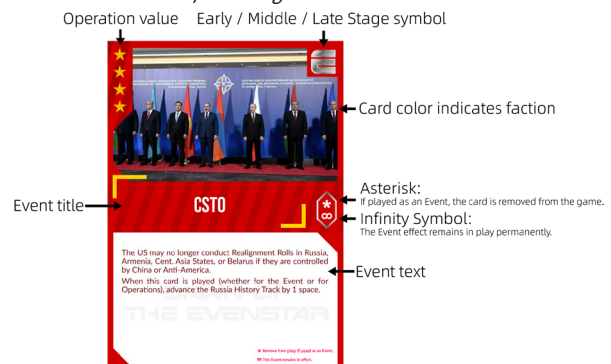
- E:** Early Stage
- M:** Middle Stage
- L:** Late Stage

2.2.1.4 Basic cards can be used in two ways: as an Event or as an Operation.

2.2.1.5 Cards with an asterisk next to the Event Title are permanently removed from the game after being used as an Event.

2.2.1.6 Cards with an infinity symbol (∞) next to the Event Title remain publicly visible beside the map after being played as an Event, reminding both players of their ongoing effects until they are canceled (or the game ends).

NOTE: Event cards that have been triggered and placed on the map are considered removed from the game.



2.2.1.7 Discarded cards (not permanently removed from the game) are placed face-up in a discard pile next to the draw deck.

2.2.2 History Event Cards

2.2.2.1 There are 7 History Event Cards in the game. Each card includes an Event Title, a Stage Marker, and four different Event Descriptions determined by dice rolls.

2.2.2.2 All History Event Cards are permanently removed from the game after use.

2.2.3 Adjustment Cards

2.2.3.1 There are four types of Adjustment Cards in the game, with two copies of each, totaling eight Adjustment Cards. Each player has four Adjustment Cards. Each card includes an Effect Title, an Effect Description, and a Cost Description.

2.2.3.2 Adjustment Cards can only be played during the History Event Phase.

2.2.3.3 The four types of Adjustment Cards and their effects and costs are as follows:

- **0 Adjustment:** No effect.
- **+1/-1 Adjustment:** Adjusts the History Event roll by +1/-1, and reduces the player's Forex Reserves by 1.
- **+2/-2 Adjustment:** Adjusts the History Event roll by +2/-2, and reduces the player's Forex Reserves by 2.
- **Counter Adjustment:** Cancels the effect of an opponent's played Adjustment Card, and reduces the player's Forex Reserves by 1.

2.3 MARKERS

The game includes various markers to assist in gameplay.



2.3.1 Forex Reserve Marker

The Forex Reserve Marker (\$) represents the available foreign exchange of a country's government.

DESIGN NOTE: Available foreign exchange does not strictly represent a country's overall economic condition; rather, it abstractly reflects the foreign exchange resources currently held by the government.

3.0 GAME SETUP

3.1 The China player sets up first by placing initial Influence Markers. They place a total of **14 China Influence markers** in the following locations: 4 in North Korea, 1 in Vietnam, 1 in Laos/Cambodia, 2 in Pakistan, 1 in India, 1 in Sudan/South Sudan, 1 in Tanzania, 1 in Angola, 1 in Algeria, 1 in Cuba. And then China places a total of **25 Anti-America Influence markers** in the following locations: 3 in North Korea, 2 in Vietnam, 1 in Myanmar, 3 in Iran, 3 in Iraq, 3 in Libya, 2 in Sudan/South Sudan, 2 in Serbia, 3 in Cuba.

3.2 The US player then sets up by placing initial Influence Markers. They place a total of **62 US Influence markers** in the following locations: 2 in Japan, 3 in South Korea, 3 in Taiwan, 2 in Philippines, 1 in Thailand, 1 in Malaysia, 1 in Singapore,

1 in Indonesia, 4 in Australia, 1 in India, 1 in Pakistan, 3 in Saudi Arabia, 4 in Israel, 2 in Egypt, 1 in Dem. Rep. Congo, 1 in Nigeria, 2 in South Africa, 4 in U.K., 1 in Benelux, 2 in France, 2 in Germany, 1 in Portugal/Spain, 1 in Italy, 1 in Scandinavia States, 1 in Baltic States, 1 in Poland, 4 in Canada, 1 in Turkey, 1 in Cent. America States, 1 in Nicaragua, 1 in Haiti/Dominican Rep, 2 in Panama, 1 in Colombia, 1 in Venezuela, 1 in Brazil, 1 in Argentina, 1 in Chile.

3.3 Place the following markers:

- The US Social Marker on space "8" of the Social Status Track.
- The China Social Marker on space "6" of the Social Status Track.
- The US Economic Marker on space "8" of the Economic Status Track.
- The China Economic Marker on space "6" of the Economic Status Track.
- The Round Marker on space "1" of the Round Track.
- The Russia History Marker on "Dissolution of the USSR" on the Russia History Track.
- The China and US Technology Race Markers at their respective "Start" space on the Technology Race Track.
- The Diplomacy Status Marker on space "3" of the Diplomacy Status Track.
- The Regional Security Status Marker on space "3" of the Regional Security Status Track.
- Assign counters to both players and set them to "0."

3.4 Each player receives 4 different Adjustment Cards. Divide the History Event Cards into separate decks based on their Stage Markers, then further subdivide these decks into a China deck and a US deck according to the respective superpower.

3.5 Shuffle the Early Stage Basic Cards and place them next to the board as the draw deck.

3.6 Each player receives 2 Forex Reserve Markers.

4.0 GAME SEQUENCE

4.1 *Dawn of the Evenstar: Shadow Rivalry* has 11 turns. Each turn represents 4 to 5 years, and will involve 8 basic cards plays by each player. During the E. Draw Phase, each player replenishes their hand up to 8 to 10 cards. At the beginning of turn 4, shuffle the Middle Stage cards into the draw deck. At the beginning of turn 9, shuffle the Late Stage cards into the draw deck.

4.2 At the start of the game, set aside the '1992 Southern Tour' and 'Rebuilding European Order' History Event Cards, as they will be triggered in turn 1. Also, set aside the 'Putin takes Office' History Event Card for later use. Then, shuffle the Early History Event decks for China and the US and set them aside for use. At the beginning of turn 4, shuffle the Middle Stage History Event decks for China and the US and set them aside for use. At the beginning of turn 9, shuffle the Late Stage History Event decks for China and the US and set them aside for use.

4.3 The Phasing Player refers to the player taking their Action Round (see 4.6.F).

4.4 If the draw deck is empty, immediately reshuffle all discards to form a new draw deck. Note that cards played as Events with an asterisk are removed from the game when they are played, and are not shuffled into the new draw deck.

4.4.1 Deal all cards remaining in the draw deck before reshuffling, except in turns 4 and 9 (see 4.5).

4.5 When moving from the Early Stage to the Middle Stage, or

from the Middle Stage to the Late Stage, do not shuffle discards into the draw deck. Instead, add the corresponding Middle Stage or Late Stage basic cards to the existing draw deck, then reshuffle. Discards remain in the discard pile until the next reshuffle.

4.6 A turn in *Dawn of the Evenstar: Shadow Rivalry* has the following structure:

- A. Upgrade Diplomacy Status and Regional Security Status
- B. Check Social Status and Economic Status
- C. History Event Phase
- D. Deal Cards
- E. Headline Phase
- F. Action Rounds
- G. Economic Phase
- H. Advance Turn Marker
- I. Final Scoring (after Turn 11 only)

A. Upgrade Diplomacy Status and Regional Security Status

If the Diplomacy Status level is below 3, upgrade it by 1 level. If the Regional Security Status level is below 3, upgrade it by 1 level.

B. Check Social Status and Economic Status

Check the current Social and Economic Status of the US and China. Based on the text below the current Social Status space, determine each player's card draw limit and special abilities for this turn. Based on the current Economic Status, determine the number of actions each player can take to improve Social or Economic Status this turn and place corresponding markers on the Improving Social or Economic Attempts Track (see 6.3.2).

C. History Event Phase

Only the current Stage's History Event Cards are used. Each turn, one History Event Card is drawn from both the China and US decks. **The US History Event Card is resolved first, followed by the China History Event Card.** In turn 1, 'Rebuilding European Order' and '1992 Southern Tour' must be played first. Before rolling dice for each History Event, both players simultaneously play an **Adjustment Card** to modify the roll. After playing Adjustment Cards, roll the dice to resolve the event. Each player rolls for their respective History Event Card. Add the Adjustment Card modifiers to the dice rolls. The final result determines the event's effect. Once both events are resolved, remove the two History Event Cards from the game.

- In turn 1, after resolving 'Rebuilding European Order' and '1992 Southern Tour', **each player must still draw and resolve one more History Event Card from their respective decks.**
- 'Rebuilding the European Order', '1992 Southern Tour', and 'Putin takes Office' **cannot be modified using Adjustment Cards.**
- If a History Event Card instructs the placement of Influence, the China player chooses how to place Anti-America or China Influence, while the US player decides US Influence placement.
- If a History Event Card instructs the reduction or removal of Influence in a specific region or country, the opposing player decides how the Influence is reduced—the US player chooses when it affects China Influence, and the China player chooses when it affects US Influence.

D. Deal Cards

Each player replenishes their hand up to their card limit based on their current Social Status (see 9.6).

E. Headline Phase

Each player **must** select one basic card from their hand. Both players reveal their chosen card simultaneously. These are known as 'Headline Cards' and their Events take place in this phase (and if the event title has an asterisk, are removed from the game normally). The Operations value on these cards is called the Headline Value. Compare the Headline Values. The

card with the higher value triggers first as an event, followed by the second card. If the Headline Values are tied, the Headline Event played by **China** player resolves first.

- Scoring Cards can be played in the Headline Phase, but their Headline Value is considered zero (0). If both players play a Scoring Card, the Scoring Card played by **China** player resolves first.
- Players must create a Headline event, regardless of whether the event helps them or their opponent.

NOTE: If playing an opponent's event during the Headline phase, your opponent implements the event text as if they had played the card themselves. However, the player of the headline card would be considered the phasing player for purposes of the Diplomacy Status (see 10.0).

F. Action Rounds

Each turn, both players have 7 Action Rounds each, taking turns to execute their respective Action Rounds. In each Action Round, both players must play one card. The US player always plays first, followed by the China player. All required actions associated with the played card must be completed before the next player takes their turn. The player currently taking their Action Round is called the 'Phasing Player'.

- Normally, players should have one card remaining after all Action Rounds. That card is called the 'held' and can be used in subsequent rounds. Scoring Cards cannot be held.
- If a player does not have enough cards to complete all Action Rounds in the current turn, that player must sit out of the remaining Action Rounds while the opposing player completes the turn.

G. Economic Phase

The Economic Phase consists of four steps:

- **Gain Forex Reserve Markers:** Each player gains Forex Reserve Markers based on the bracket of their current Economic Status space.
- **Upgrade Economic Status:** Each player may spend the required Forex Reserves (indicated by an upward arrow) corresponding to their current Economic Status bracket to upgrade their Economic Status by 1 level.
- **Downgrade Economic/Social Status:** Each player downgrades their Economic Status by 1 level. If a player's Economic Status falls below level 4, their Social Status also downgrades by 1 level.
- **Apply Economic Status Effects:** Each player applies the effects corresponding to the bracket of their current Economic Status space.

H. Advance Turn Marker

Move the Turn Marker to the next turn. After turn 3, shuffle the Middle Stage basic cards into the draw deck. After turn 8, shuffle the Late Stage basic cards into the draw deck.

I. Final Scoring

After turn 11, perform final scoring according to the scoring rules (see 11.3.3).

5.0 CARD PLAY

5.1 Cards may be played in one of two ways: as Events or Operations. Ordinarily, players will hold one card in their hand at the end of the turn. All other cards will be used for events or operations. Players may not forgo their turn by declining to play a card, or by discarding a card from their hand. **Before playing a card, each player may also use Forex Reserves to influence the current game situation.**

5.2 Events Associated With Your Opponent: If a player plays a card as an Operation, and the card's Event is associated only with his opponent, **the Event still occurs** (and the card, if it has an asterisk after the Event title, is removed).

NOTE: When playing a card for operations and it triggers your opponent's event, your opponent implements the event text as if they had played the card themselves.

- The phasing player always decides whether the event is to take place **before or after** the Operations are conducted.
- If a card play triggers an opponent's Event and also **advances the Russia History Track** by 1 space, the phasing player first decides whether the event takes place before or after the Operations are conducted, and then the Russia History Track effect is resolved last. If the card triggers their own event and also advances the Russia History Track by 1 space, **the Russia History Track effect is always resolved last**.
- If a card play triggers an opponent's Event, but that Event cannot occur because a prerequisite card has not been played, or a condition expressed in the Event has not been met, the Event does not occur. In this instance, cards with an asterisk Event are returned to the discard pile, not removed from the game.
- If a card play triggers an opponent's Event, but play of that event has been prohibited by a superseding Event card, then the Event does not occur, and the card remains in play for Operations points only.
- If a card play triggers an opponent's Event, but the event results in no effect, the Event is still considered played, and would still be removed if it has an asterisk.

EXAMPLE 1: The US player plays 'NATO Bombing of Yugoslavia', advancing the Russia History Track by one space. The US player chooses to resolve the Event first, so the China player conducts the corresponding event. Then, the US player carries out their Operations. Finally, the effect of the Russia History Track is triggered.

EXAMPLE 2: The China player plays the 'Emergency Economic Stabilization Act' card before the 'Global Economic Crisis' card have been played. The China player would get the benefit of the 1 Operations point, but the US player would not get the 'Emergency Economic Stabilization Act' event. However, despite being asterisked, the 'Emergency Economic Stabilization Act' card would not be removed from play. It would be placed in the discard pile to be reshuffled and possibly played after.

EXAMPLE 3: The China player plays 'Gulf War' for 2 Operations points. However, during his previous Action Round he played 'Iraq War' which prohibits play of 'Gulf War' as an Event. The China player would still conduct 2 Operations, but the US player would not get the benefit of the Event, and the card would not be eliminated from the game.

EXAMPLE 4: The China player plays 'Axis of Evil', however, North Korea, Iran, and Iraq are not controlled by China or Anti-America. Nevertheless, the Event is considered played, and the card would be removed from the game after the China player's Action Round.

EXAMPLE 5: The US player plays 'Hainan Island Incident' for Operations which would normally trigger the event, but the US player has no remaining cards in hand. The result is no effect and the 'Hainan Island Incident' card is returned to the discard pile.

5.3 When a card played as an Event requires the play or discard of another card of a specific value, a higher valued card will always satisfy the requirement.

EXAMPLE: The 'Hawk Trap' card requires the US player to discard a 2 Operations points card. If the US player plays a 3 Operations points card, the requirement is still met.

5.4 When an event forces a player to discard a card, the Event on the discarded card is not implemented unless the event explicitly states otherwise before the discard action (e.g., 'Public Intellectuals/Spies'). **This rule also applies to Scoring Cards.**

5.5 Except as noted in rule 9.1.4, card text that contradicts the written rules supersedes the written rules.

5.6 When a card mentions increasing or decreasing his or the opponent's influence, **Anti-America Influence is not considered to be China player's Influence** unless the card specifically states Anti-America influence. And if US Influence is added in a country with existing Anti-America Influence, **the corresponding amount of Anti-America Influence** is removed first. If insufficient, the remaining US Influence is placed.

5.7 If a card is marked with "Play this card (whether as an Event or an Operation)," then its subsequent instructions must be enforced regardless of whether it is played as an Event or an Operation. However, if the Operations is Technology Race (see 6.4.3) or Internal Disruption (see 6.5.3), the card is considered discarded. Discarding does not count as playing the card, so none of its effects will be triggered.

5.8 Using Forex Reserves: Before **playing** a card, Forex Reserves may be used to influence the game. There are three ways to use Forex Reserves:

- **Exclusive to the China Player:** Spend 3 Forex Reserves to advance the Russia History Track by 1 space. The effect of the new space takes effect after the player completes their Operations or Events (**including events associated with the opponent**) (see 5.2).
- **Exclusive to the US Player:** Spend an amount of Forex Reserves equal to the cost indicated on the next space of the US Technology Race Track to advance the US Technology Race Marker by 1 space. The effect of the new space takes effect before the player conducts their Operations or Events (**including events associated with the opponent**).
- **Shared by Both Players:** Spend 2 Forex Reserves to upgrade the Diplomacy Status by 1 level. More than 2 Forex Reserves may be spent at once to upgrade multiple levels of Diplomacy Status.

Additionally, Forex Reserves may also be used for:

- Applying **Adjustment Card** effects during the History Event Phase (see 4.6.C).
- **Increasing Economic Status** during the Economic Phase (see 4.6.G).

6.0 OPERATIONS

The game includes the following Operations:

- Placing Influence Markers
- Realignment Rolls
- Improving Social or Economic Status
- Technology Race/Internal Disruption
- Trade Confrontation

If a card is played as an Operations, the player must use all its Operation points to conduct one of the above Operations.

6.1 PLACING INFLUENCE MARKERS

6.1.1 Influence markers are placed one at a time. However, the phasing player may only place Influence markers at the beginning of their Action Round in a country **where they already have their own Influence markers**, in a country **adjacent to one where they have Influence markers**, or in a country **connected to their superpower**.

NOTE: markers placed when required by an Event are not subject to this restriction, unless specifically stated otherwise on the card. If the amount of influence is sufficient to gain control of the country, place the marker on its

darker side.

- For the China player, **Anti-America Influence does not count as their own Influence**. Only China Influence is considered their Influence.
- The China player **cannot place Anti-America Influence markers using the standard Influence placement rules**. It can only be placed through Realignment Rolls (see 6.2) or Events.

6.1.2 For the China player, placing 1 Influence marker in a country **under any of the following conditions** costs 1 Operation point:

- China-controlled
- Anti-America-controlled
- Uncontrolled

For the China player, placing 1 Influence marker in a country **under any of the following conditions** costs 2 Operation point:

- US-controlled
- India

For the US player, placing 1 Influence marker in a country **under any of the following conditions** costs 1 Operation point:

- US-controlled
- Uncontrolled

For the US player, placing 1 Influence marker in a country **under any of the following conditions** costs 2 Operation point:

- China-controlled
- Anti-America-controlled
- India

After placing 1 Influence marker in an Action Round, the control status of the country must be recalculated to determine the Operation points cost for placing the next Influence Marker.

6.1.2.1 Special Rule for India: Placing 1 Influence marker in India always costs 2 Operation points, even if India is controlled by the opponent.

EXAMPLE 1: The US player has 2 Influence markers in Turkey and the China player has none. Therefore, the US controls Turkey. The China player uses a 4 Operation points card to place Influence markers. When placing markers in Turkey, the first marker costs 2 Operation points. However, after placement of the first China Influence marker, the US no longer exceeds China Influence in Turkey by the Stability Number of 2, thus, a second or third China Influence marker would only cost 1 Operation point per marker. If the US player started with only 1 Influence marker in Turkey, the US player would not control Turkey. Therefore, any China Influence placement would only cost 1 Operation point per marker.

EXAMPLE 2: Turkey has 1 Anti-America Influence and 2 China Influence. Therefore, China controls Turkey. The US player uses a 4 Operation points card to place Influence markers. When US player trying to place markers in Turkey it costs 2 Operation points. 1 Anti-America Influence marker is removed, and no US Influence marker is placed. After the Anti-America Influence is removed, China still controls Turkey. Therefore, placing the first US Influence marker in Turkey still costs 2 Operation points.

EXAMPLE 3: The US player has 2 Influence markers in India, while the China player has 1 Influence marker. The China player uses a 4 Operation points card to place Influence markers. When placing markers in India, the first marker costs 2 Operation points. After placing it, the US no longer controls India. The second marker also costs 2 Operation points, and after placing it, China gains control of India.

6.1.3 Players may place Influence markers in multiple regions and multiple countries within an Action Round as long as they have sufficient Operation points.

EXAMPLE: The US player has existing markers in Turkey and South Korea. The US player uses a 3 Operation points card to place more Influence. The US player may place Influence markers in both Syria and Greece. However, he cannot place Influence markers in Greece and then Serbia. On the other hand, since Influence markers are already present, he could use any remaining Operation Points to place Influence markers in South Korea or its neighboring countries.

6.1.4 Influence markers may always be placed in any country that is adjacent (connected) to the phasing player's superpower space.

6.1.5 Influence markers function like cash. Players may exchange larger denominations for smaller ones as needed. If there are insufficient Influence markers, poker chips, coins, or wooden blocks may be used as substitutes.

6.1.6 If a player has two or more markers in a country, the highest-value marker should be placed on top to ensure visibility. **Influence markers are open to inspection at all times.**

6.2 REALIGNMENT ROLLS

6.2.1 Realignment Rolls can be used to reduce the opponent's Influence in a country and, if successful enough, to increase the player's own Influence in that country. The player attempting a Realignment Roll selects a country that **contains other Influence** and is not a **Non-Realignment Rolls State** to conduct a Realignment Roll.

- For the US player, a Realignment Roll can be attempted in any country that contains Anti-America Influence or China Influence.
- For the China player, a Realignment Roll can only be attempted in a country that contains US Influence.

Additionally, Realignment Rolls **affect Diplomacy and Regional Security Status** (see 10.4), pushing the world closer to the brink of war.

6.2.2 Regardless of the Operation points of the card used for a Realignment Roll, each card grants the phasing player one opportunity to conduct a Realignment Roll on either a **Struggle State** or a **Non-Struggle State**. (**Scoring Cards have no Operation points and therefore cannot be used for Realignment Rolls**)

6.2.3 When attempting a Realignment Roll, add 2 to the target country's Stability Number. Then, roll a die and add the result to the Operation points of the card played, applying the following modifiers:

- +1 if the country is adjacent to the player's superpower.
- -1 if the country is adjacent to the opponent's superpower.

Formula: **Operation points on the card + Die Roll + Modifiers - (Target Country's Stability Number + 2) = Realignment Result**

6.2.4 If the Realignment Result is positive, the Realignment Roll is successful. Otherwise, it fails. If successful, remove the opponent's Influence points **equal to the Realignment Result**. If the opponent's Influence points is insufficient, replace the remaining difference with the corresponding Influence points. If unsuccessful, no Influence points is removed. After resolving the Realignment Roll, adjust Diplomacy Status and Regional Security Status accordingly (see 10.4).

6.2.5 When the US player successfully conducts a Realignment Roll, they must **first remove Anti-America Influence** from the target country. Only after all Anti-America Influence is removed can they begin removing China Influence. If the Influence to be removed is insufficient, the remaining difference is replaced with US Influence.

EXAMPLE: The US player uses a card with 3 Operation points to attempt a Realignment Roll in Myanmar, where the Stability Number is 1, and there are 2 Anti-America Influence points and 1 China Influence point. The US

player rolls 6, adding 3 Operation points from the card and subtracting 1 due to adjacency to the opponent's superpower, the final result is 8. Subtracting the Stability Number (1) + 2, the final Realignment Result is 5. The US player removes 2 Anti-America Influence points and 1 China Influence point, then places 2 US Influence points in Myanmar.

6.2.6 When the China player successfully conducts a Realignment Roll, they must first remove US Influence from the target country. **If the US Influence is insufficient, the remaining difference is replaced with Anti-America Influence. China Influence cannot be placed through Realignment Rolls.**

EXAMPLE: The China player uses a card with 3 Operation points to attempt a Realignment Roll in Myanmar, where the Stability Number is 1 and there are 2 US Influence points. The China player rolls 6, adding 3 Operation points from the card and 1 due to adjacency to their own superpower, the final result is 10. Subtracting the Stability Number (1) + 2, the final Realignment Result is 7. The China player removes 2 US Influence points and places 5 Anti-America Influence points in Myanmar.

6.2.7 Realignment Rolls cannot be conducted in Non-Realignment Rolls States.

6.2.8 Realignment Rolls affect Diplomacy and Regional Security Status (see 10.4).

6.3 IMPROVING SOCIAL OR ECONOMIC STATUS

6.3.1 Improving Social or Economic Status refers to an Operation that moves a player's Social or Economic Status marker one space to the left on the corresponding track. To conduct this Operations, the player **must play a card with at least 2 Operation Points (ignoring any modifications to the Operation Points value)**, then roll a die. If the roll meets the required result, the Operation succeeds:

- Card Operation Points value = 2: Succeeds on a die roll of 1-3.
- Card Operation Points value = 3: Succeeds on a die roll of 1-4.
- Card Operation Points value = 4: Succeeds on a die roll of 1-5.

6.3.2 Based on the player's **Economic Status level** determined at the beginning of each turn (see 4.5.E), the number of times a player may attempt to improve Social or Economic Status per turn varies:

- If **Economic Status** level is 8-11: The player may attempt this Operation once per turn.
- If **Economic Status** level is 5-7: The player may attempt this Operation up to twice per turn.
- If **Economic Status** level is 2-4: The player may attempt this Operation up to three times per turn.

EXAMPLE: At the start of this turn, China's Economic Status is 6, so the China player may use up to 2 cards to attempt to improve Social or Economic Status this turn. The China player first plays a card with 3 Operation points to improve Social or Economic Status. The die roll result is 3, which is a success, and the China player upgrades their Economic Status by 1 level. The China player then plays a card with 4 Operation points to attempt another improvement. The die roll result is 6, which is a failure, and no changes occur.

6.3.3 If the player's marker is already at the leftmost space on the Social Status Track or Economic Status Track, this Operation cannot move the marker further left.

6.4 TECHNOLOGY RACE

6.4.1 Technology Race is a special Operation exclusive to the China player. The China player may **discard any card with at**

least 2 Operation Points to attempt a Technology Race Roll. If the die roll result is between 1 and 4, the attempt is successful. On success, China moves one space to the right on the Technology Race Track and gains the effect listed in that space. If China is already at the rightmost space on the Technology Race Track, this Operation cannot be taken.

EXAMPLE: The China player discards a card with 3 Operation points to attempt a Technology Race. The die roll result is 2, which is a success. China moves one space to the right on the Technology Race Track and gains the effect listed in that space.

6.4.2 The China player may attempt Technology Race **only once per turn**. However, event effects that advance the track do not count toward this limit.

6.4.3 Regardless of the card's event text, when a card is discarded for Technology Race, **its event does not trigger**. The card is placed in the discard pile.

6.5 INTERNAL DISRUPTION

6.5.1 Internal Disruption is a special Operation exclusive to the US player. The US player may **discard any card with at least 2 Operation Points** to attempt an Internal Disruption Roll, which **lowers China's Social Status** by moving its Social Status marker one space to the right. The Social Status Track is divided into different brackets, and the die roll requirement varies depending on whether the move stays within the same bracket or crosses into a different one:

- Moving one space within the same bracket succeeds on a die roll of 1-3.
- Moving one space into a different bracket succeeds on a die roll of 1-2.

EXAMPLE: China's current Social Status is 6, and the next space to the right, 5, is in a different bracket. The US player discards a card with 3 Operation points to attempt Internal Disruption. The die roll result is 3, which is a failure, and no changes occur.

6.5.2 The US player may attempt Internal Disruption **only once per turn**, but event effects that modify Social Status do not count toward this limit.

6.5.3 Regardless of the card's event text, when a card is discarded for Internal Disruption, **its event does not trigger**. The card is placed in the discard pile.

6.6 TRADE CONFRONTATION

6.6.1 Trade Confrontation allows the phasing player to increase their Influence in a target country. This Operation abstractly represents trade competition between the US and China or between one of these superpowers and the target country. Each player may attempt **one** Trade Confrontation per turn.

6.6.2 The phasing player first selects a target country. **The US player may not conduct Trade Confrontation against a target country if the amount of Anti-America Influence there is equal to or greater than its Stability Number.** The phasing player must then play a basic card (**It cannot be a Scoring Card**) with an Operation Points value $\geq (4 - \text{the target country's Stability Number})$.

NOTE: This means that countries with a Stability Number of 4 or higher cannot be selected, as the minimum Operation Points value on a basic card is 1.

6.6.3 After selecting the target country and playing a card, both players roll a die. Each player then adds their die roll to their current Economic Status bonus (see 9.7.1), determining their final Trade Value.

6.6.4 Both players compare their final Trade Value. If the

phasing player's Trade Value is **greater than or equal to** the opponent's, they win the Trade Confrontation and **add 3 of their own Influence** in the target country. Otherwise, the opponent wins, and no Influence is changed.

EXAMPLE: The China player plays a card with 2 Operation points to initiate Trade Confrontation, selecting Ukraine as the target country (Stability Number 2). The China player rolls a 5, while the US player rolls a 6. China's current Economic Status is 6, and the US's current Economic Status is 5, so both players have a final Trade Value of 11. Since the China player wins the Trade Confrontation, they add 3 China Influence in Ukraine.

7.0 EVENTS

7.1 A player may play a card as an Event instead of Operations. If the Event is associated with his or her own superpower, or is associated with both superpowers, it takes effect as directed by the card's text.

7.2 Permanent Events: Some Event cards have an infinity symbol next to their title, e.g. 'Establishment of AIIB'. This indicates that the effects of these Events last for the duration of the game. When such cards are played as Events, place them to the side of the map as a reminder of their ongoing effects. If a Permanent Event requires specific conditions to be met before it is triggered, its effect will only take effect after the conditions are fulfilled and the corresponding Event or Operations is completed.

EXAMPLE: The China player plays 'European Refugee Crisis' as an Event. Later, the US player plays 'Arab Spring' as an Operations. After the US player completes their Operations, the conditions for 'European Refugee Crisis' are met, so its effect is then conducted.

7.3 Some event cards modify the Operation points of subsequently played cards. These modifications stack, with **reductions applied first, followed by increases**.

EXAMPLE: The China player plays the 'Reform and Opening-Up' event during the Headline Phase. Normally, for the remainder of the turn, all cards played by the China player would gain +1 Operation point. However, the US player plays 'COVID-19 Pandemic' during the Headline Phase, forcing the China player to choose to reduce the Operation points of their own played cards by 1 for this turn. Later, during their Action Round, the China player plays 'UN Resolution' as an event and simultaneously plays 'Russian Constitutional Crisis' (1 Operation point). Due to 'COVID-19 Pandemic', the card's Operation points are reduced by 1, but 'Reform and Opening-Up' and 'UN Resolution' each provide +1 Operation point, resulting in a net gain of 2 Operation points for the China player to use for Operations.

7.3.1 Events modifying the Operations points of a card only apply to one player. The modifier is not transferable to their opponent by virtue of a card taken from their opponent's hand.

EXAMPLE: The US player plays 'NAFTA' as an event, which increases the Operation points of all their cards by 1. Later, the China player plays 'Hainan Island Incident', allowing them to take a card from the US player's hand. However, when the China player uses this card, they do not receive the +1 Operation point bonus from 'NAFTA'.

7.3.2 Events modifying the Operations points of subsequently played cards do so for all purposes. These modification also apply to events that **grant additional Operation points to the player**.

EXAMPLE 1: If the China player plays 'Bipartisan Divide/Internal Party Conflict' against the US player, causing the US player's subsequent card plays to have -1 Operation point, and then the US player plays a 2 Operation points card for a Realignment Roll, only 1 Operation point from the card will be added to their Realignment Roll.

EXAMPLE 2: If the US player plays 'NAFTA' early in the turn, they can play a 1 Operation point card to meet the requirement of 'Hawk Trap'.

EXAMPLE 3: The US player plays 'NAFTA' as an event, which increases

the Operation points of all their cards by 1. Later, the US player plays 'Two States Theory' (1 Operation point) as an event. Because of 'NAFTA', the US player receives 2 Operation points for this Event.

7.3.3 If an Event specifies that a player may "Conduct Operations, place Influence or attempt Realignments as if" they played a card of a certain Operation point, those additional Operations are treated as if a card had been played for its Operation point value. Therefore, those Operations are subject to all the restrictions of rule 6.0 and other events limiting their placement or Operation point value.

7.4 If an Event becomes unplayable due to its cancellation or restriction by another Event card, the unplayable Event card may still be used for its Operation points value.

7.5 Some event cards require the opponent to discard a card in their next Action Round. These discard effects can stack, but the player **can discard only one card per Action Round**. In such cases, whether each discard event is fulfilled must be verified and conducted separately.

EXAMPLE: The US player plays 'European Debt Crisis' as an Operations, followed by the China player playing 'Global Economic Crisis' as an Event. Both event cards require the US player to discard a card in their next Action Round. In the next Action Round, the US player discards a 3 Operation points card. This satisfies the requirement of 'European Debt Crisis', preventing its further effects from occurring. However, the discarded card does not meet the requirement of 'Global Economic Crisis', so its subsequent effect is triggered.

7.6 The effects of an Event card always trigger in the same order as described in the event text.

EXAMPLE: The US player plays 'Arab Spring' as an Event. They must first reduce the Stability Number of two target countries by 1 each, and only then conduct Realignment Rolls in those two countries. They cannot conduct the Realignment Rolls first and then reduce the Stability Numbers afterward.

7.7 War Events: There are 5 "War" Events in the deck: 'Yugoslav War', 'Congo War', 'Afghanistan War', 'Iraq War', and 'Gulf War'. Even if neither side has Influence in the attacker, defender, supported party, or sanctioned party countries, the event card can still be played.

7.8 Events Related to the Russia History Track: There are 5 Event cards related to the Russia History Track in the deck: 'NATO Bombing of Yugoslavia', 'Chechen Wars', 'CSTO', 'Withdraw ABM Treaty', and 'NATO Expansion'. Whenever a player plays (not discards) one of these cards, **regardless of whether it is used for an Operations or an Event, the Russia History marker advances by 1 space on the Russia History Track**.

7.9 Regardless of circumstances, the maximum Operation points value of a basic card is 4, and the minimum is 1. **Scoring Cards have no Operation value.**

8.0 RUSSIA HISTORY TRACK AND TECHNOLOGY RACE TRACK

8.1 RUSSIA HISTORY TRACK

8.1.1 The Russia History Track is a special track that reflects the historical progression of Russia. The China player may spend 3 Forex Reserves during their Action Round to advance the Russia History marker to the next space on the Russia History Track. **The Russia History Track advances in the direction indicated by the arrows on the map.**

8.1.2 As the Russia History marker progresses along the track, both the China and US players can receive rewards based on the

space it occupies. The spaces and their effects are as follows:

- **Privatization:** Add 1 US Influence in Russia.
- **Shock Therapy:** Add 1 US Influence in each of the 4 Fmr. USSR States.
- **Against NATO Expansion:** Subtract 1 US Influence in each of the 3 Fmr. USSR States.
- **Financial Crisis:** Subtract 2 US Influence in each of the 3 Fmr. USSR States.
- **Putin Takes Office:** Activate Putin Takes Office History Event Card.
- **NATO's Refusal:** Remove all US Influence in Russia, add 3 Anti-America Influence in Russia.
- **Wagner Group:** Subtract 2 US Influence from Syria or African Countries.
- **Russo-Ukrainian War:** Activate Russo-Ukrainian War Event.

8.1.3 If the China player reaches the final space on the Russia History Track, they can no longer spend Forex Reserves to advance the Russia History marker further.

8.1.4 Putin Takes Office Event: When this event is activated, the Putin Takes Office History Event Card is triggered. Neither player may play an Adjustment Card to modify the die roll for this History Event Card. The China player rolls a die, and the result determines the following effects:

- Roll 1: **Russia attempts to align with the US.** Russia add 3 US Influence.
- Roll 2-3: **Russia remains neutral.** No effect.
- Roll 4-5: **Russia attempts to align with China.** Russia add 3 China Influence.
- Roll 6: **Putin seeks an alliance with China.** Apply the 4-5 result, and all non-US-controlled Fmr. USSR states add 2 China Influence.

8.1.5 Russo-Ukrainian War Event: When this event is activated, if Ukraine is controlled by the US, the event immediately takes effect. **If Ukraine is not controlled by the US, the event activates once Ukraine comes under US control through an Event or Operations, and it will trigger after that Event or Operations is fully resolved within the same Action Round.** The US player must immediately discard **either a US card or a card associated with both sides. Scoring Cards cannot be discarded.** If no card is discarded, or depending on the Operation points of the discarded card, different effects occur:

- **If no card is discarded:** Remove all US Influence from Ukraine, add 3 Anti-America Influence in Ukraine, subtract 4 US Influence in Europe, and China gains 2 VP.
- **If a 1 Operation point card is discarded:** Subtract 3 US Influence in Ukraine, subtract 3 US Influence in Europe, and China gains 1 VP.
- **If a 2 Operation points card is discarded:** Subtract 2 US Influence in Ukraine, subtract 2 US Influence in Europe.
- **If a 3 Operation points card is discarded:** Subtract 1 US Influence in Ukraine, Subtract 1 US Influence in Europe.
- **If a 4 Operation points card is discarded:** No effect.

8.2 TECHNOLOGY RACE TRACK

8.2.1 The Technology Race Track represents the historical progress of scientific and technological advancements in China and the US. The China player advances their Technology Race marker through the Technology Race Operations (see 6.4), while the US player advances their Technology Race marker by spending the required amount of Forex Reserves (see 5.8) during their Action Round.

8.2.2 China's Technology Race Track: The spaces on China's Technology Race Track and their effects are as follows:

- **Hybrid Rice:** China gains 1 VP, China Social Status +1.
- **Shenzhou 1:** China gains 1 VP, China Economic Status +1.
- **Three Gorges Dam:** China gains 1 VP, China Economic Status +1.
- **Supercomputers:** China gains 1 VP, China Economic Status +1.
- **High-Speed Rail:** China gains 1 VP, China Economic Status +1.
- **Tiangong:** China gains 1 VP, China Economic Status +1.
- **Photolithography:** China gains 1 VP, China Economic Status +1.
- **AGI:** China gains 1 VP, China Economic Status +1.

8.2.3 US Technology Race Track: The spaces on the US Technology Race Track, their required cost, and their effects are as follows:

- **Internet Era (\$1):** US gains 1 VP.
- **Social Media (\$2):** Add 1 US Influence in a non-controlled country.
- **Smartphone (\$2):** US gains 1 VP, the next card played by the US player add one Operation point value (maximum Operation points value is 4).
- **Early-Stage AI (\$3):** This turn the US player can check the China player's hands.
- **Green Technology (\$3):** US gains 1 VP, US Economic Status +1.
- **Advanced Materials (\$4):** The event text of the next card played by the US player is treated as blank (ignore the card's event text).
- **AGI (\$4):** US gains 1 VP, the next card played by the US player may trigger both its Event and use its Operation points for Operations.
- **Space Age (\$5):** US gains 2 VP, US Economic Status +2.

9.0 SOCIAL AND ECONOMIC STATUS

9.1 The Social Status Track and the Economic Status Track represent the social and economic conditions of each superpower. Social Status determines the number of cards a player draws at the beginning of each turn, while Economic Status determines the amount of Forex Reserves and Victory Points a player gains per turn and can also impact Social Status improvement. At the start of the game, the US Social Status is at level 8, "Harmonious", while China Social Status is at level 6, "Stable". The US Economic Status is at level 8, "Booming", while China Economic Status is at level 6, "Expansion". Player's Operations and Events may cause Social or Economic Status to upgrade or downgrade, but if either player's Social or Economic Status drops to level 1, the game immediately ends, and that player loses.

9.2 Social Status cannot exceed level 10, and Economic Status cannot exceed level 11. Any event that would upgrade Social or Economic Status beyond these limits has no effect.

9.3 If either player's Social or Economic Status reaches level 1, a Civil War or Economic collapse occurs, and the game immediately ends. The player whose Social or Economic Status drops to level 1 loses the game.

9.4 At the beginning of each turn, check the current Social and Economic Status of the US and China. Based on the description below the current space, determine each player's card draw limit and special abilities for that turn. **Any changes to Social Status during the turn do not affect the card draw limit or special abilities for that turn.**

9.5 The Social Status Track and the Economic Status Track are each divided into six 'brackets', with each bracket containing

one or two spaces. Each bracket represents a distinct social or economic condition, and different brackets provide players with different effects.

9.6 The effects of Social Status levels are displayed on the Social Status Track and are as follows:

- **Social Status level 10:** "Utopia", the player replenishes their hand to 10 cards at the beginning of each turn.
- **Social Status levels 9-8:** "Harmonious", the player replenishes their hand to 9 cards at the beginning of each turn. During this turn, the player may choose to discard one card from their hand after the Action Round phase ends.
- **Social Status levels 7-6:** "Stable", the player replenishes their hand to 9 cards at the beginning of each turn.
- **Social Status levels 5-4:** "Precarious", the player replenishes their hand to 8 cards at the beginning of each turn.
- **Social Status levels 3-2:** "Divided", the player replenishes their hand to 8 cards at the beginning of each turn. The opposing player may choose to take an additional eighth Action Round after the seventh Action Round ends.
- **Social Status level 1:** "Civil War", the game immediately ends, and the player whose Social Status has dropped to this level loses the game.

9.7 The effects of Economic Status levels and their upgrade costs are displayed on the Economic Status Track and are as follows:

- **Economic Status levels 10-11:** "Peak", the player gains 4 Forex Reserve markers, upgrade their Social Status by 1 level, and gains 1 VP. Upgrading costs 8 Forex Reserve markers.
- **Economic Status levels 8-9:** "Booming", the player gains 4 Forex Reserve markers and gains 1 VP. Upgrading costs 7 Forex Reserve markers.
- **Economic Status levels 6-7:** "Expansion", the player gains 3 Forex Reserve markers. Upgrading costs 5 Forex Reserve markers.
- **Economic Status levels 4-5:** "Contraction", the player gains 2 Forex Reserve markers, and the opponent player gains 1 VP. Upgrading costs 4 Forex Reserve markers.
- **Economic Status levels 2-3:** "Trough", the player gains 1 Forex Reserve marker, and the opponent gains 1 VP. Upgrading costs 2 Forex Reserve markers.
- **Economic Status level 1:** "Economic collapse", the game immediately ends, and the player whose Economic Status has dropped to this level loses the game.

9.7.1 Each Economic Status level grants a bonus equal to its numerical value. This bonus applies **only during Trade Confrontation Operations**.

10.0 DIPLOMACY AND REGIONAL SECURITY STATUS

10.1 Diplomacy Status represents the state of diplomatic relations between the US and China, while Regional Security Status reflects the security environment and level of conflict across the game's five regions. At the start of the game, the Diplomacy Status marker and Regional Security Status marker are both placed at level 3 on their respective tracks. Player's Operations and Events may cause Diplomacy Status and Regional Security Status to upgrade or downgrade. **If Diplomacy Status drops to level 1, the game immediately ends.**

10.2 Diplomacy Status and Regional Security Status cannot exceed level 3. Any Event that would upgrade these statuses beyond level 3 has no effect. Regional Security Status cannot drop below level 1.

10.3 If Diplomacy Status drops to level 1, Total War erupts, and the game immediately ends. The phasing player responsible for lowering Diplomacy Status to level 1 is held accountable and loses the game.

10.4 Diplomacy Status and Regional Security Status Changes Due to Realignment Rolls: After conducting a Realignment Roll in a country, the following adjustments to Diplomacy Status and Regional Security Status apply:

- If the player's Influence points in the target country is **less than or equal to** the other Influence points, Regional Security Status downgrades by 1 level.
- If the player's Influence points is **greater than** the other Influence points and the target country is a **Struggle State**, Diplomacy Status downgrades by 1 level. If the target country is a non-Struggle State, there is no effect.
- If the target country contains **Anti-America Influence** and is a **Struggle State**, and the Realignment Roll was **initiated by the China player**, Diplomacy Status downgrades by 1 level. If the target country is a non-Struggle State, there is no effect.

For the US player, the term "other Influence" refers to the sum of **Anti-America Influence and China Influence**. For the China player, the term "other Influence" refers to **US Influence**.

EXAMPLE 1: The China player conducts a Realignment Roll in Ukraine. After the roll, Ukraine has 2 Anti-America Influence points. Since Ukraine is a Struggle State, Diplomacy Status downgrades by 1 level.

EXAMPLE 2: The US player conducts a Realignment Roll in Ukraine. After the roll, Ukraine has 2 China Influence points. Since the US Influence points is now 0, which is less than China Influence points, Regional Security Status downgrades by 1 level.

10.5 When Regional Security Status drops to level 1, it "Breakdown". At this point, **conducting a Realignment Roll in any country will always cause Diplomacy Status to downgrade by 1 level, regardless of the outcome of the roll.**

10.6 Upgrading Diplomacy Status and Regional Security Status: During the A. Upgrade Diplomacy Status and Regional Security Status of any turn, if Diplomacy Status is below level 3, it is upgraded by 1 level. If Regional Security Status is below level 3, it is also upgraded by 1 level.

11.0 SCORING AND VICTORY

The object of the game is to score Victory Points (VP). Regional Victory Points are scored through geopolitical Influence over the five regions. Victory Points can also be gained by playing specific Event cards. Each region has its own Scoring Card. Playing a Scoring Card triggers scoring and grants Victory Points to both players, with the amount of Victory Points determined by the number of controlled countries and the distribution of Influence in the region at the time the card is played.



11.1 SCORING

11.1.1 The following terms are used during Regional Scoring:

- **Domination:** A superpower achieves Domination in a region if it controls **more Struggle States** than its opponent and **at least one non-Struggle State** in that region. If neither superpower controls **any non-Struggle States** in the region, the superpower with more Struggle States still achieves Domination.
- **Control:** A superpower achieves Control in a region if it controls **more Struggle States** than its opponent and **more non-Struggle States** than its opponent.

11.1.2 Players score additional Victory Points during Regional Scoring based on the following conditions:

- +1 VP for each controlled country adjacent to the opponent's superpower in the scoring region.
- +1 VP for each controlled Struggle State in the scoring region.

EXAMPLE: The China player plays 'Asia Scoring'. The US controls Taiwan, India, South Korea, and Afghanistan, while China controls North Korea, Vietnam, and Japan. Since the US controls more Struggle States, and neither side controls any non-Struggle States, the US achieves Domination. The US score is 3 (for Domination) + 4 (for each controlled Struggle State) + 2 (for controlling a country adjacent to the opponent's superpower) = 9 VP. The China score is 3 (for each controlled Struggle State) + 1 (for controlling a country adjacent to the opponent's superpower) = 4 VP.

11.1.2.1 When conducting regional scoring for **Africa**, players score additional Victory Points based on the following condition:

- +1 VP for controlling more non-Struggle States than the opponent within a Strategic Zone.

Example: The US player plays 'Africa Scoring'. The US controls West African States and Saharan States, while China controls Ghana. All three of these countries belong to Strategic Zone A, meaning the US controls more non-Struggle States within Strategic Zone A. As a result, the US gains 1 VP during scoring. Then, the US controls Somalia, and China controls Cameroon. Both countries belong to Strategic Zone B, so neither player gains additional Victory Points. Additionally, China controls Zimbabwe, which belongs to Strategic Zone C, while the US does not control any non-Struggle States in Strategic Zone C. As a result, China gains 1 VP during scoring.

11.1.3 The impact of Anti-America Controlled countries: During scoring, if there are Anti-America Controlled countries in the scoring region, the US will be affected by them when calculating the score:

- For each Anti-America Controlled Struggle State in the scoring region, the US player's Struggle State count is reduced by 1.
- For each Anti-America Controlled non-Struggle State in the scoring region, the US player's non-Struggle State count is reduced by 1.

The number of US-controlled countries cannot be reduced below zero due to the above effects. The reduction in US-controlled countries does not affect the +1 VP bonus for controlling a country adjacent to the opponent's superpower as stated in Rule 11.1.2, nor does it affect the control count of non-Struggle States within an African Strategic Zone as stated in Rule 11.1.2.1.

NOTE: If an Anti-America Controlled country also meets the conditions for China Influence Control, it is considered China-controlled (see 2.1.9.2 and 2.1.9.3).

EXAMPLE: If the Asia Scoring Card is played, the US controls Japan, South Korea, Taiwan, and Australia, while China controls North Korea and India. Anti-America controls North Korea and Vietnam. The US's Struggle State count is 3 - 1 (North Korea is China-controlled) = 2, which

is equal to China's count. Since neither side has more Struggle States than the opponent, neither achieves Domination. The US score is 2 (for each controlled Struggle State) + 1 (for controlling a country adjacent to the opponent's superpower) = 3 VP. The China score is 2 (for each controlled Struggle State) = 2 VP.

11.1.4 When scoring **Fmr. USSR States** and **Southeast Asia, Anti-America Controlled countries do not affect US scoring.**

EXAMPLE: If the Fmr. USSR States Scoring Card is played, the US controls Ukraine, while China controls Cent. Asia States, and Anti-America controls Russia and Belarus. The US scores 2 VP for controlling Ukraine. China scores 1 VP for controlling Cent. Asia States. Anti-America Controlled countries do not affect US scoring.

11.1.5 Playing certain Event cards may grant the player Victory Points.

11.1.6 An event effect cannot force a player to retain a Scoring Card. If a player is about to skip an Action Round, but skipping that round would result in holding a Scoring Card at the end of the turn, they may forcibly play the Scoring Card during that Action Round.

EXAMPLE: The China player plays 'Hawk Trap', and the US player has no card that meets the discard requirement. As a result, the US player must skip their Action Round. However, if the US player is holding a Scoring Card, they may forcibly play the Scoring Card during that Action Round.

11.2 VICTORY POINTS

Victory Points are tracked using counters. Throughout the game, both players accumulate their scored points on their respective counters to determine their final Victory Points.

11.3 VICTORY

11.3.1 Automatic Victory: There are several ways to achieve automatic victory in *Dawn of the Evenstar: Shadow Rivalry*:

- **Total War:** If the opponent causes **Diplomacy Status** to drop to level 1, the player wins.
- **Civil War or Economic Collapse:** If the opponent's **Social or Economic Status** drops to level 1, the player wins.
- **Holding a Scoring Card:** If the opponent still holds a Scoring Card after the Action Round phase ends, the player wins.

11.3.2 If both players simultaneously trigger Civil War or Economic Collapse through Events or Downgrading Economic or Social Status, or if both players still hold a Scoring Card after the Action Round phase end, the game ends in a draw.

11.3.3 End Game Victory: If neither player achieves automatic victory by the end of turn 11, a final scoring occurs. Every region is scored as if all Scoring Cards were just played (the newly scored Victory Points are added to the existing Victory Points). **Southeast Asia and Fmr. USSR States are not scored separately**, they are considered part of Asia and Europe, respectively. After all regional scores are calculated, additional Victory Points are awarded based on the difference in Social and Economic Status between the two players:

- If one player's Social Status level is higher than the opponent's, they gain Victory Points equal to **the difference between the two Social Status levels**.
- If one player's Economic Status level is higher than the opponent's, they gain Victory Points equal to **the difference between the two Economic Status levels**.

Once all scoring is complete, the player with the most Victory Points wins the game. If both players have the same Victory Points, the game ends in a draw.

DESIGN NOTE: Since the Late Stage has not yet been designed, turn 9 to

turn 11 currently do not exist. Therefore, the game effectively ends after Round 8. Players may decide before starting the game whether to conduct Final Scoring at the end of Round 8.