

TOM WEINER & DANIEL DRANOVE

# FARMS RACE



—  —  **RULEBOOK**  —  —

# INTRODUCTION

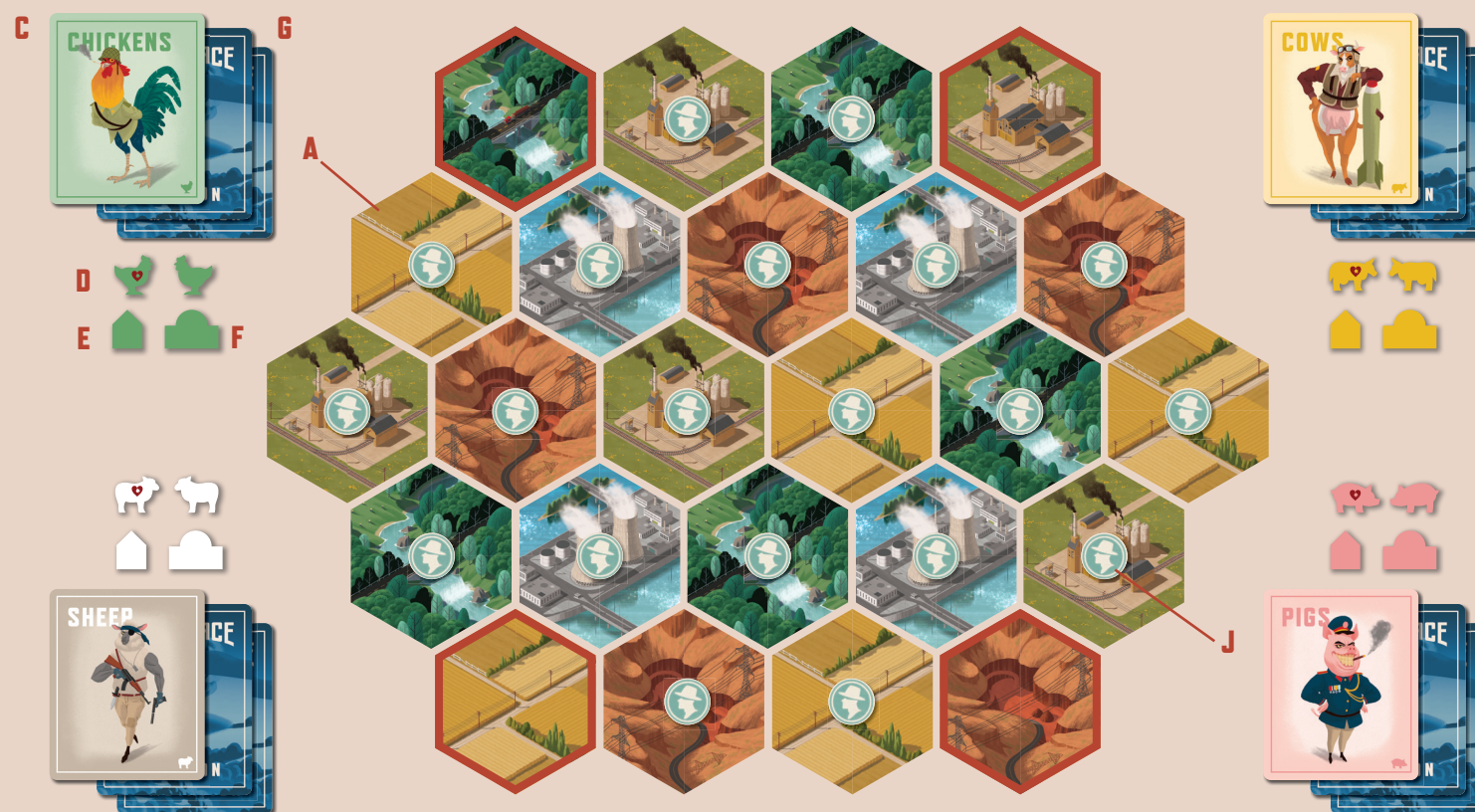
**RADIOACTIVE WASTE FROM LOCAL POWER PLANTS HAS GRANTED YOU AND YOUR FELLOW FARM ANIMALS BOTH SENTIENCE AND AN INSATIABLE HUNGER... FOR POWER. NOW YOU MUST ANNIHILATE THE HUMANS AND EACH OTHER IN THIS DYSTOPIAN PARODY OF EURO-STYLE GAMING.**

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# SETUP

- Each player is the Supreme Leader of a species of farm animals: cows, sheep, pigs, or chickens. Each player chooses a species to play, takes the Reference Card and pieces for that species, and places them in front of themselves.
- The landscape of Farms Race is a map of the countryside formed by hexagonal regions of different environments. For your first game, set up the regions as shown to form the map on which you'll be playing.
- The countryside is home to unsuspecting humans which you'll have to kill off in order to expand your territory. These human workers are represented by tokens and range in combat strength from one to three, which is explained in more detail on [page 5 \(Attacking Humans\)](#). After you've set up your map, place a random Human Worker Token face down in every region of the map except for the indicated starting regions, **bordered in red**, making sure that the number on the token is hidden and unknown.
- Place the following near the map within easy reach of all players as shown: **the Spy Cards (shuffled), the combat dice, the resource dice, the Nukiest Award, the Tokens, and the Resource Cards.**

## RECOMMENDED MAP FOR 4 PLAYERS



## WITHIN REACH OF ALL PLAYERS



## COMPONENTS

- |  |                            |
|--|----------------------------|
| A. 25 regions, 5 of each type          | I. 1 Nukiest Award         |
| B. 100 Resource Cards, 20 of each type | J. 28 Human Worker Tokens  |
| C. 4 Reference Cards, one per species  | K. 16 Nuke Tokens          |
| D. 48 herds, 12 per species            | L. 16 Victory Point Tokens |
| E. 12 Barns, 3 per species             | M. 8 Turmoil Tokens        |
| F. 8 Armories, 2 per species           | N. 2 Resource Dice         |
| G. 11 Mutation Cards                   | O. 8 Combat Dice           |
| H. 24 Spy Cards                        | Not pictured:              |
|  | P. Quick Reference Guide   |
|  | Q. Rulebook                |

## RECOMMENDED MAP FOR 3 PLAYERS



# STARTING THE GAME

- Randomly decide who will go first by whatever means you choose.
- Deal 2 random Mutations to each player. Mutations provide a special ability for players throughout the game.
- Starting with the first player and proceeding clockwise, each player does both of the following:
  - Chooses and reveals one of their two Mutations, discarding the other. If players have questions about how their Mutations work, refer to the Glossary at the end of the rulebook.
  - Chooses one of the available starting regions **as indicated in red in the map to the left**, and places a Barn and 2 herds in their starting region. Make sure that the herds start the game at **2 Health Points (HP)** as shown above. Players do not need to choose the starting region closest to where they're sitting.
- Finally, to make up for taking their turns later, the 3rd and 4th players start with one and two random resources respectively. In a 3-player game, the 3rd player still receives one random resource. Choose these resources by rolling the Resource Dice; reroll any **?**. See illustration for which resources are which **in the diagram below**.



**? Player's choice**

- The first player then takes their first turn, and play proceeds clockwise from that player.

## ADVANCED RULES

There are additional maps in the Glossary for future games. You can also play with a random map, or one that you've designed yourself.

If playing with a random map, we recommend that the first 3 players must choose starting regions on the outside edge of the map to ensure enough starting room for all players. Additionally, deal an extra Mutation to the 3rd and 4th players for them to choose from.

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# HOW TO WIN

Farms Race is a free-for-all among mutated farm animals for control of the countryside, represented by accumulating **Victory Points (VP)**. The first player to reach **10 VP** is the “most equal” and immediately wins the game. There are 5 ways to get VP:

1. **Barns**, worth **1 VP** each
2. **Armories**, worth **2 VP** each (must be upgraded from Barns)
3. Taking control of a region controlled by an opponent, so long as it's not in Turmoil, worth **1 VP** each
4. Purchasing the most Nukes to become the Nukiest, worth **1 VP**
5. Obtaining one or more of the four Spy Cards worth **1 VP** each.

Except for Spies, which remain hidden, all other points are readily visible by looking at the map and player's personal supplies, **as illustrated below**.



The chickens currently have 6 VP showing: 1 Armory (worth 2 VP), 2 Barns, one VP token, and the Nukiest Award. They might have additional VP among their Spies.

## JUST SO YOU KNOW

VP Tokens are only awarded to players for taking control of opponents' regions, not for buildings, the Nukiest Award, or Spy Cards.

# CONTROLLING REGIONS

Ever wanted to be in control... of everything? Controlling regions is very important in Farms Race, and the term “control” will come up a lot. To control a region, a player must have something of their color there, whether a herd or a building. Don't forget this!

# TAKING A TURN

Each player's turn is divided into **4 phases**:

1. Preparation
2. Actions
3. Resources
4. Discard

**Building:** Players can build at any point during their Actions, Resources, and Discard phases, except during Combat.

## PHASE 1: PREPARATION

During the Preparation phase, players will remove Turmoil Tokens and gain new herds at their buildings. Turmoil Tokens will be explained later on **page 7**. For now, let's discuss gaining new herds.

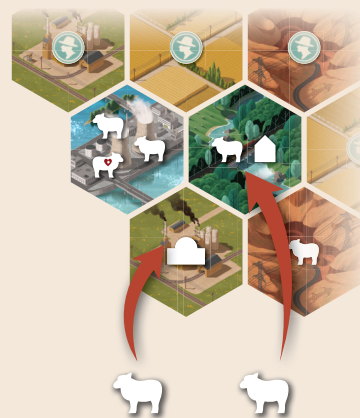
During this phase, players place one herd at each of their buildings **as shown below**. Each species has a limited number of herds that can be placed on the map at a single time. If you are close to running out of herds, attack your friends!

**Please note: Players do receive a new herd at their starting building on their first turn.**

### FOR FUTURE REFERENCE

At the beginning of each player's turn, they must remove all Turmoil Tokens from regions they control. These tokens are placed in regions when those regions are conquered by another player, and will be explained in further detail in **Turmoil and Victory Points on page 7**.

Additionally, if any uncontrolled region has a Turmoil Token in it, remove the Turmoil Token.



**Strategy Tip: Don't forget to gain new herds at the start of your turn or it'll be hard for you to win.**

## BUILDING

Players may build at any time on their turn after their Preparation phase, except during combat. Building is one way to gain **Victory Points (VP)**. Building will also help players gain herds faster and increase their ability to wage war effectively.

**Players can only build in regions they control.** Players may build as many things as they desire, can afford, have in their supply, and have space for, but no region may have two buildings in it.

To build, pay the appropriate resources to the Supply, as indicated below and on the Reference Cards.

### THERE ARE FOUR THINGS YOU CAN BUILD:

#### 1. BARNS

Costs:

Each Barn is worth **1 VP** and produces 1 herd each turn during the Preparation phase.

#### 2. ARMORIES

Costs:

Armories are upgraded from Barns. When building an Armory, return the Barn to your personal supply.

Each Armory is worth **2 VP** and produces exactly 1 herd each turn, just like a Barn. However, Armories also give your herds better weapons, granting one additional damage per Armory each time you roll in combat, regardless of where the combat occurs.

For example, if you have one Armory and would deal **2 damage**, instead you deal **3 damage**. If you have two Armories and would deal **0 damage**, instead you deal **2 damage**.

**Strategy Tip: You can't gain additional herds from Barns on the turn you build them, since you can't build until after the Preparation phase. However, you do gain the extra damage from Armories on the turn you build them.**

### 3. SPIES

Costs:



Draw a Spy card and keep it hidden until you play it. Spies do useful things like stealing resources from other players and blocking Nukes.

Spies may only be played on your turn unless otherwise stated on the card. You may play any number of Spies per turn.

You may not play Spies on the turn you purchase them, with the exception of Spies that are worth VP, which you may play immediately, though we recommend keeping them hidden unless playing them would win you the game.

Once a Spy is played, discard it face up (except for Spies worth VP). If the deck of Spy Cards runs out, you may not purchase any more Spies.

### 4. NUKES

Costs:

Nukes deal one damage to every unit in a single region adjacent to one you control.

When you build a Nuke, receive a Nuke Token and place it in your personal supply. You may launch Nuke Tokens immediately or on one of your future turns, but not during combat. When you launch the Nuke, flip the token to the side and deal damage. The Nuke is spent and may not be used again.

If you nuke another player, they may immediately spend their resources or Nuke Tokens to nuke you back as many times as they can afford and desire. If they nuke you more than once, they may choose different regions to nuke, but each region must still be adjacent to their nuked region or one they control. Players may not trade for resources in order to

### FOR FUTURE REFERENCE

If a player takes control of another player's region, they destroy any buildings in that region. See **Destroying Buildings on page 7** for more details.

do this; adequate preparation is necessary for these kinds of decisions.

Nukes kill all humans in a region, since humans only have **1 HP** each. If nuking a region with humans, remove the Human Worker Token from the map.

Nukes are resolved one at a time. So if, for example, a player wants to nuke another player twice in a row, the other player may nuke back after the first nuke and/or after the second nuke.

Nukes do not destroy buildings.

Nukes are not considered combat for the purposes of Mutations or Spies.

**Nukiest:** The first player with a Nuke Token receives the Nukiest Award, worth **1 VP**, and places it face up in front of them. If any player surpasses the Nukiest player in number of Nuke Tokens, they take the Nukiest Award and its associated VP from that player. Nuke Tokens count toward the Nukiest Award regardless of whether they've been spent or not.

## PHASE 2: ACTIONS

Each herd gets one action on your turn. It can either move to an adjacent region or heal. Herds may not heal and move on the same turn.

To heal a herd, flip its health from **1 HP** to **2 HP** (it rests and heals).

Each herd may not move more than once per turn. Herds may move together simultaneously. Herds from different regions may move together into one region.

If you move one or more herds into a region occupied by an opponent or by humans, a combat will occur in that region (**see next section**).

Resolve each action before declaring your next action.

### ATTACKING HUMANS

Humans are unbelievably lazy, and won't try to harm you unless you attack them first.

In the beginning of the game, each movement will result in combat with neighboring humans to take over the regions they control. Humans in each region are represented by a Human Worker Token, which has a hidden number of humans on the back, ranging from 1 to 3. For those of you who like to know, there are **four 1s, sixteen 2s, and eight 3s**. Humans only have **1 HP** each.

Players first declare which of their herds are attacking the humans, then they reveal the number of humans by flipping over the token and beginning combat (**see Example of Attacking Humans on next page**). Don't reveal the Human Worker Token until the player has chosen which herds they are attacking with.

### COMBAT

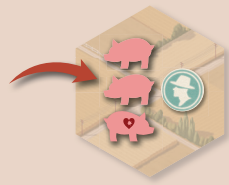
Before beginning combat, players must declare which herds are moving into the occupied region, after which they may not bring in any additional herds.

A region may not be attacked more than once during your turn. If your initial attack on a region fails, then you will need to wait until your next turn to attack it again.

*In the diagrams on the following pages, the icon indicates that an item on the table has been flipped.*

## EXAMPLE OF ATTACKING HUMANS

1. **Dakota**, playing as Pigs, declares that he is sending three herds to attack the humans. Then, he reveals the Human Worker Token: there are 2 humans defending the region.



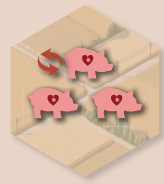
2. **Dakota** rolls one die per herd, for a total of 3 dice, and the humans roll one die per human, for a total of 2 dice. **Dakota** deals one damage to the humans by rolling a 4 and the humans deal one damage to **Dakota** by rolling a 4. Herds take no damage on 1. Now **Dakota** has two injured herds, and there is only one human remaining.



3. **Dakota** chooses to continue combat rather than retreating, and the humans can't retreat. **Dakota** still has 3 herds, so he rolls 3 dice. There is now only one human left, so the humans only roll one die. **Dakota** rolls a 1, killing off the last human. The humans roll another 4, dealing one last damage to **Dakota**. **Note: There's no need to replace the Human Worker Token unless Dakota chooses to retreat.**



4. **Dakota** takes control of the fields region with three injured herds, and places the Human Worker Token back in the Supply.



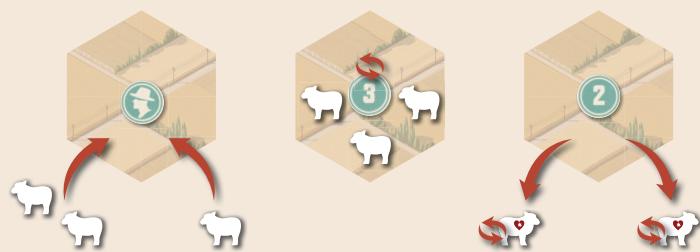
side. Injured herds can still move and fight. If a herd takes a second damage, remove it from the map and place it back in that player's supply.

Since humans only have 1HP each, they die immediately upon being damaged (or nuked).

## 2. RETREATING OR CONTINUING COMBAT

Once each side has assigned damage to their own herds, each side has the option to retreat all of their herds, starting with the attacker. Humans never retreat (they're quite foolish). If neither side retreats, then combat repeats. (You'll remember this because it rhymes.)

If the attacker retreats, their herds must return to the region(s) they came from; they may not retreat more herds to any of their regions than originally moved in from that region. **See illustration below for an example.**



The sheep attack the humans, but retreat after taking 4 damage and killing only one human. The players replace the Human Worker Token with a "2" from the Supply after the sheep retreat.

If the defender retreats, their herds must all retreat to one adjacent region they control, if able. If there is no adjacent region they control, they may retreat to an uncontrolled adjacent region with no human Worker Token on it.

If neither side retreats, both sides roll dice again (one die per surviving herd or human), damage is dealt again (including damage from Armories), and each side has the option to retreat again. Repeat until one side retreats or all herds and/or humans on one or both sides have been killed.

Attackers may not retreat after killing all of the defender's herds and must move all of their attacking herds into the conquered region.

If a player retreats from attacking humans, any humans they killed stay dead (No human zombies in this game. Yet...). Put the Human Worker Token back in the Supply, and replace it with a Human Worker Token matching the number of humans left in the region. There's no need to do this unless the attacker retreats.

## CLARIFICATION

The prohibition against attacking the same region multiple times on the same turn includes the unlikely scenario in which all herds on both sides of the combat die, and the attacker still has another herd available to move in afterward to take control of the region. The attacker is not allowed to move into the region, because they have already attacked it this turn.

## DESTROYING BUILDINGS

If you take control of another player's region, you automatically destroy any buildings in that region, and that player loses any VP they had gained from those buildings. They return their destroyed building to their supply. If a player loses all their buildings and herds, they are eliminated from the game and are in charge of snacks and drinks until the game ends ("Sorry, it's in the rules!").

## VICTORY POINTS FOR CONQUEST

Players collect one Victory Point (VP) Token each time they conquer another player's region, unless that region was in Turmoil (See next section). Players conquer a region by ending their turn in control of a region that started in another player's control.

You don't need to roll dice to conquer a region. This means, for example, that you may nuke all the herds off of a region, walk in without a battle, and gain a VP for it.

Defenders never get VP Tokens for being in combat. Players are not awarded VP Tokens for taking regions from humans.

**Strategy Tip:** This isn't like those silly, peaceful farming games you may have played before. Conquering other players' regions is a necessary step if you want to win the game. Keep your eyes open for easy-to-take regions on your borders, and also be careful not to give your opponents easy opportunities to take regions from you.

## TURMOIL

Turmoil Tokens prevent players from receiving VP Tokens for attacking each other back and forth. Any time a player conquers another player's region, place a Turmoil Token in the region if it doesn't already have one. Regions with Turmoil Tokens are not worth Victory Points when conquered by other players.

Players remove all Turmoil Tokens from regions they control during their Preparation phase.

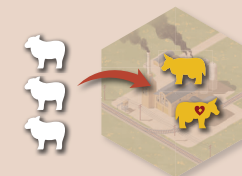
Also at the beginning of players' turns, if an uncontrolled region contains a Turmoil Token, remove the Turmoil Token. (For example, if all the herds were killed by Nukes in a previous turn, and the region is now empty.)

Do not place Turmoil Tokens on regions taken from humans.

**REMINDER:** You can build during the Actions phase at any time except during Combat.

## EXAMPLE OF ATTACKING PLAYERS

1. **Danielle**, playing as the sheep, attacks **Jesus**, playing as the cows.



2. **Danielle** take control of **Jesus's** region, gains a VP Token, and places a Turmoil Token in the region. This region won't be worth VP again until after someone starts their turn controlling it and removes the Turmoil Token. **Jesus** retreats.



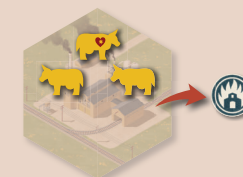
3. **Jesus** attacks the region back on his next turn.



4. **Jesus** wins the combat, but doesn't gain a VP Token because now the region is in Turmoil. **Danielle** retreats. (She doesn't lose her VP Token; she keeps it for the rest of the game.)



5. **Danielle** doesn't attack back on her next turn, so **Jesus** controls the region at the start of his following turn. Therefore, he removes the Turmoil Token during his Preparation phase.



## PHASE 3: RESOURCES

**REMINDER:** Many of the players' decisions will revolve around regions they control. Players control regions when they have a herd or a building within the region.

At the start of the Resources phase, roll the two Resource dice. All players collect resources for each region they control that match the resources shown on the dice. **See Example of a Resources Phase on next page.**

If both Resource dice roll the same result, each player collects two of that type of resource for each region of that type they control. For example, if a player rolls two wheat, each player collects two wheat for each Fields they control.

If the player rolls a ?, they may choose any type of resource for players to collect from regions they control, even the same resource as on the other die. If a player rolls both dice as a ?, they choose only one type of resource; each player collects two of that type of resource for each region of that type they control.

The player whose turn it is does not automatically collect resources from rolling a ?; they only collect the resource they choose if they control a region of that type.

If the Supply has insufficient cards to give each player their resources, the resources are NOT lost; use something else to represent those resources.

Resources may be hidden from other players, though the total number of resources each player has may not be hidden.

Players may trade resources with the Supply and with each other (See Trading on the next page).

**REMINDER:** You can build during the Resources phase, even after rolling for resources.

EXAMPLE OF A RESOURCES PHASE



**Addie**, playing as cows, rolls and chooses wood for the . **Addie** controls one Hills and two Forest regions so she collects one Brick and two Wood. **Mike**, playing as pigs, collects two Brick and one Wood. **Jacob**, playing as sheep, collects one Brick and no Wood. If **Jacob** didn't control any Hills, he wouldn't collect any Brick either.

**Strategy Tip:** Trading with other players is critical, especially if you're playing on a map with an uneven distribution of resources. Plan ahead, consider what resources you might need, and initiate trades with other players before your turn starts.

PLAYING FOR THE FIRST TIME

If this is your group's first time attempting to dominate the countryside, we recommend only playing to **8 VP** for a quicker, lighter, less combative game.

We also strongly recommend allowing new players one chance to redo their first turn if they desire. It's very common for new players to underestimate how many herds they need to defeat humans, and getting wrecked on your first turn can really put you behind (it's also not a fun way to start off a game you've never played).

If a player redoes their turn, replace any Human Worker Tokens they revealed with random ones, so that they once again won't know how many humans are there.

**Strategy Tip:** Bring in at least three herds to attack humans, just in case there happens to be three humans there. Bringing fewer than three herds will always be risky.

VARIANTS

EXPERIENCED MODE

The 3rd and 4th players may choose their starting resources instead of receiving random ones.

EXPERT MODE

Play to **12 VP** instead of **10 VP** for a longer, more strategic game.

NO MUTATIONS

You only thought some animals were more equal than others! You can choose to play without Mutations for a truly egalitarian game.

OPEN TRADING

Players may trade with each other even on their own turn. Depending on your group, this may slow down the game.

STEALING

Whenever a player rolls doubles on the Resource dice, they may steal a random resource from another player. If playing with the Lucky Mutation, the Lucky player does not get to steal if they choose two of the same resource to produce. If playing with the North Korean Mutation, the player whose turn it is decides whether North Korean's power goes first or the stealing happens first.

EXAMPLE TURN:

PHASE 1 PREPARATION

**Sophia**, playing as Chickens, receives a new herd at each of her buildings, and removes the Turmoil Token from her Weapons Factory.



PHASE 2 ACTIONS PART 1

**Sophia** builds a Barn in her Forest, heals the herd on her Fields, and moves a few of her herds around.



PHASE 2 ACTIONS PART 2

**Sophia** sends her remaining four herds to another Fields region to attack humans. She finds that there are two humans there, and deals 2 damage (one plus one from her Armory), killing the humans. She takes no damage during the combat, since the humans rolled no .



PHASE 3 RESOURCES PHASE

**Sophia** rolls Weapons and Plutonium. She receives one of each, as does **Michael** (sheep). **Maiola** (pigs) only receives a plutonium.



PHASE 4 DISCARD

**Sophia** builds a Barn on one of her Fields. She also decides to spend her unspent Nuke Token to nuke **Michael's** Weapons Factory, dealing one damage to each herd there (which kills one of them). She has 7 or fewer resources in hand, so she ends her turn.



PHASE 4: DISCARD

At the end of each player's turn, that player must have **7 or fewer resources**. Otherwise, they must build, trade with the Supply, or discard until they have 7 or fewer resources.

There is no hand limit for Spy Cards.

Players don't have to discard cards except at the end of their own turn.

TRADING

Players can trade with the Supply on their turn at a rate of **3 of one kind of resource to the Supply for 1 of a different kind of resource from the Supply**. Players may only trade with the Supply during their turn.

Due to the busy nature of taking over the countryside, resources can only be traded with other players when it's not your turn. You aren't forced to stop trading once the previous player finishes their turn, however, and you may trade with the previous player at that time.

Resource trades must be honored if they're taking place immediately, but promises only need be kept by those who find it expedient, even if the promise is for future resources. Cash and material bribes are also encouraged, for players who really want to win.

Spies are always loyal to their regime, and as such may never be traded. Victory Points, buildings, and herds also may not be traded.

## 3-PLAYER MAPS

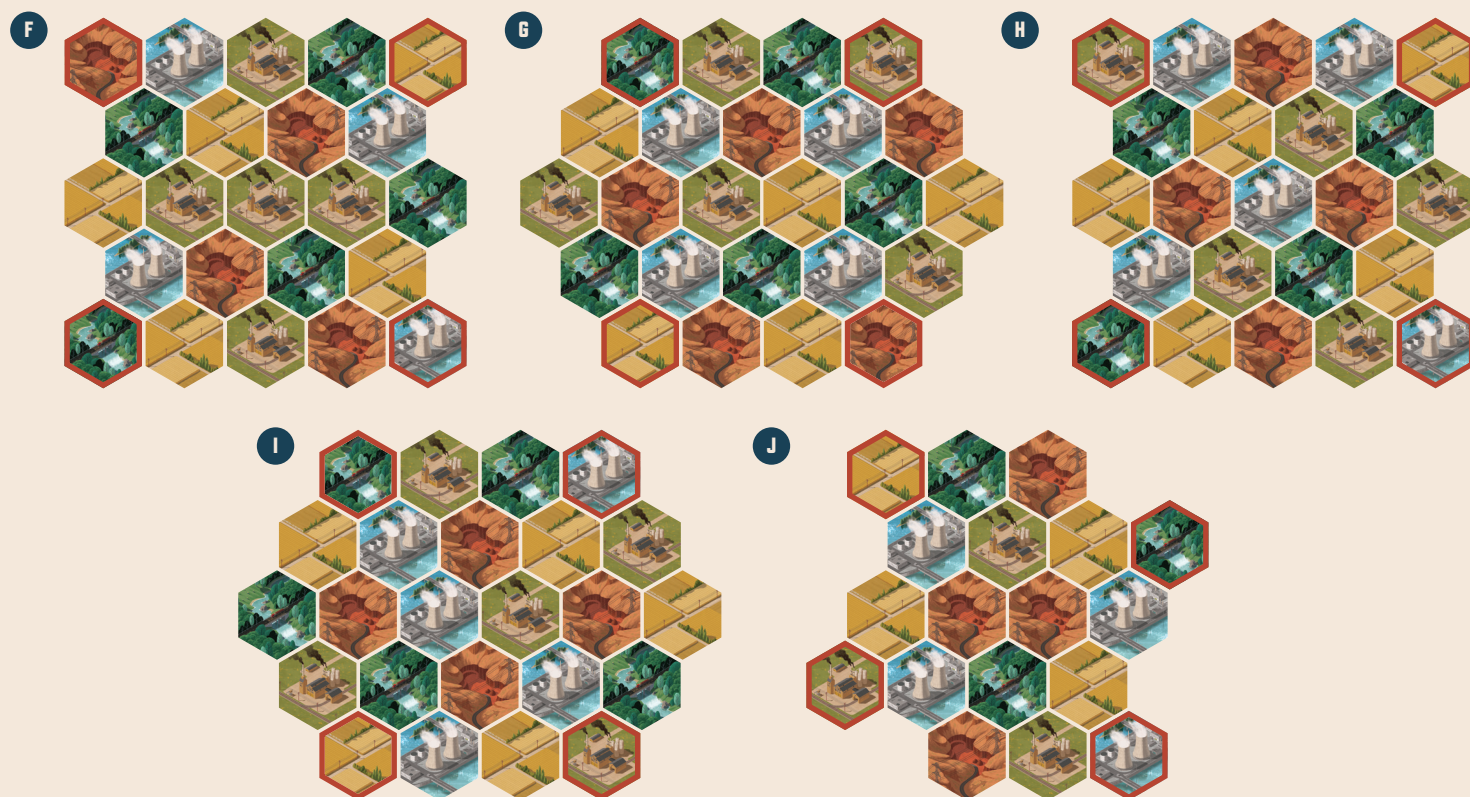
FROM MOST PEACEFUL TO MOST CONTENTIOUS (A-E)

= STARTING REGIONS FOR EACH PLAYER



## 4-PLAYER MAPS

FROM MOST PEACEFUL TO MOST CONTENTIOUS (F-J)



## MUTATIONS:

### ADORABLE

You don't kill humans, and they stay and defend your regions. When another player attacks you, you may allocate damage freely between your herds and any humans in your region. Any they roll must be allocated toward your humans before any other damage is dealt. If your humans take damage but aren't completely eliminated, replace your Human Worker Token face-up with a lower-numbered token that isn't currently in play. If there aren't sufficient tokens of the number you need, use something else in its place. Your humans still only have **1 HP** per human, and cannot be moved from region to region like herds. When defending, you have the additional option to retreat to a region containing a Human Worker Token. You may peek at Human Worker Tokens in regions you control. At the start of the game, place a random Human Worker Token face down in your starting region. You still only control regions if you have a building or herd in that region, even if you've previously controlled it.

### BLUE-BLOODED

Start with an Armory instead of a Barn . Start the game with an extra herd (3 total, and you'll receive a 4th on your first turn).

### DERANGED

All your resources are wilds, but everything costs one extra resource. You may not use the original cost when building. This means that a Barn, for example, would cost any 5 resources, but you are unable to purchase it for the original cost of .

### FLYING

At the end of your Preparation phase, you may redistribute your herds within regions you control however you'd like. You may abandon regions to do this. This does not count as your herds' movement for the turn; they can each still move one time as their action for the turn.

### HYPER-INTELLIGENT

You can build anything for 4 of one kind of resource. On your turn, you can trade 2 of one kind of resource to the Supply for one of another. You can still build buildings for their original cost instead of paying 4 of one kind of resource.

### LUCKY

Instead of rolling, you decide what resource(s) are produced on your turn. This is still considered a roll for the purposes of the North Korean Mutation.

### NORTH KOREAN

Every time the Resource dice roll doubles, you must nuke a region adjacent to one you control for free. Resource dice roll "doubles" when both dice turn up the same result, such as or . You do not collect Nuke Tokens for this. These Nukes may be used on other players and/or to kill off adjacent Human Worker Tokens. If the player with the Lucky Mutation chooses two of the same kind of resource during the Resources phase, the North Korean player still gets to use their power.

### RADIOACTIVE

You take no damage from Nukes and Pocket Nukes. You can still nuke your opponents. You may discard Hacking to draw a different Spy Card.

### REGENERATIVE

Your herds heal at the end of each combat that those herds are involved in. Nukes are not considered combat. So, if your herds get nuked, they will remain injured until you heal them or they participate in (and survive) another combat. You may discard Field Hospital to draw a different Spy Card.

### PARASITIC

You also gain resources from opponents' regions adjacent to regions you control. Each region your opponents control can only produce resources for you once per turn; you don't gain resources from an opponents' region twice if you control two regions adjacent to it. Humans are not considered opponents, so you never gain resources from regions controlled by them.

### ZOMBIE

If your herds would die in combat, you may choose to retreat them with **1 HP** instead. This may result in some of your herds retreating even while the rest continue in combat. Immediately declare where they are retreating, move them to the appropriate region(s), and then continue the combat if applicable. You must still obey the various restrictions on retreating. Nukes are not considered combat.



# SPIES:

## BLACKMAIL

Select an opponent with more VP than you, look at their resources, and steal up to 3 of them of your choice. Spies worth VP are hidden information, and don't count toward players' total VP.

## DOUBLE AGENT

Steal 2 random resources from each player who has more VP than you. Spies worth VP are hidden information, and don't count toward players' total VP.

## FIELD HOSPITAL

Heal all your herds. This cannot be used to cancel damage your herds would take, but can be used to heal them immediately after they take damage. For example, if you have 4 healthy herds that take 6 damage, you can use Field Hospital to heal the 2 herds that survive, but you cannot prevent the other 2 from dying. Additionally, Field Hospital cannot be used to heal any herds in a region that has been nuked during the current turn, though it may be used to heal them if they retreat to a different region.

## HACKING

When someone tries to nuke you, you may play this to take no damage. They still receive a Nuke Token. This can also be used to take no damage from Pocket Nukes.

## POCKET NUKE

Pocket Nukes are like nukes in every regard except that they deal only 2 damage and you don't get to collect a Nuke Token for playing it, which means it doesn't help you acquire the Nukiest Award. The player taking the damage determines how the 2 damage is distributed among their herds. If nuked by another player, players may play a Pocket Nuke to nuke that player back. Additionally, players may pay to nuke you back if you play Pocket Nuke on them, just as if you nuked them. If played against humans, reveal the Human Worker Token; it deals 2 damage to them. This means that 3 tokens are replaced with a 1, while 1 and 2 tokens are removed from the map.

## PROPAGANDA

Name a resource. Each player who has any must give you one.

## THIEVERY

Take 3 of one kind of resource from the Supply.

## CAPITALISM, CARNIVOROUS, DOMESTICATION, PLUMBING

**1 Victory Point each.** You may keep these hidden until you can use them to win the game. These are the only Spies that can be played on the turn you purchase them.



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