

GAME OBJECTIVE

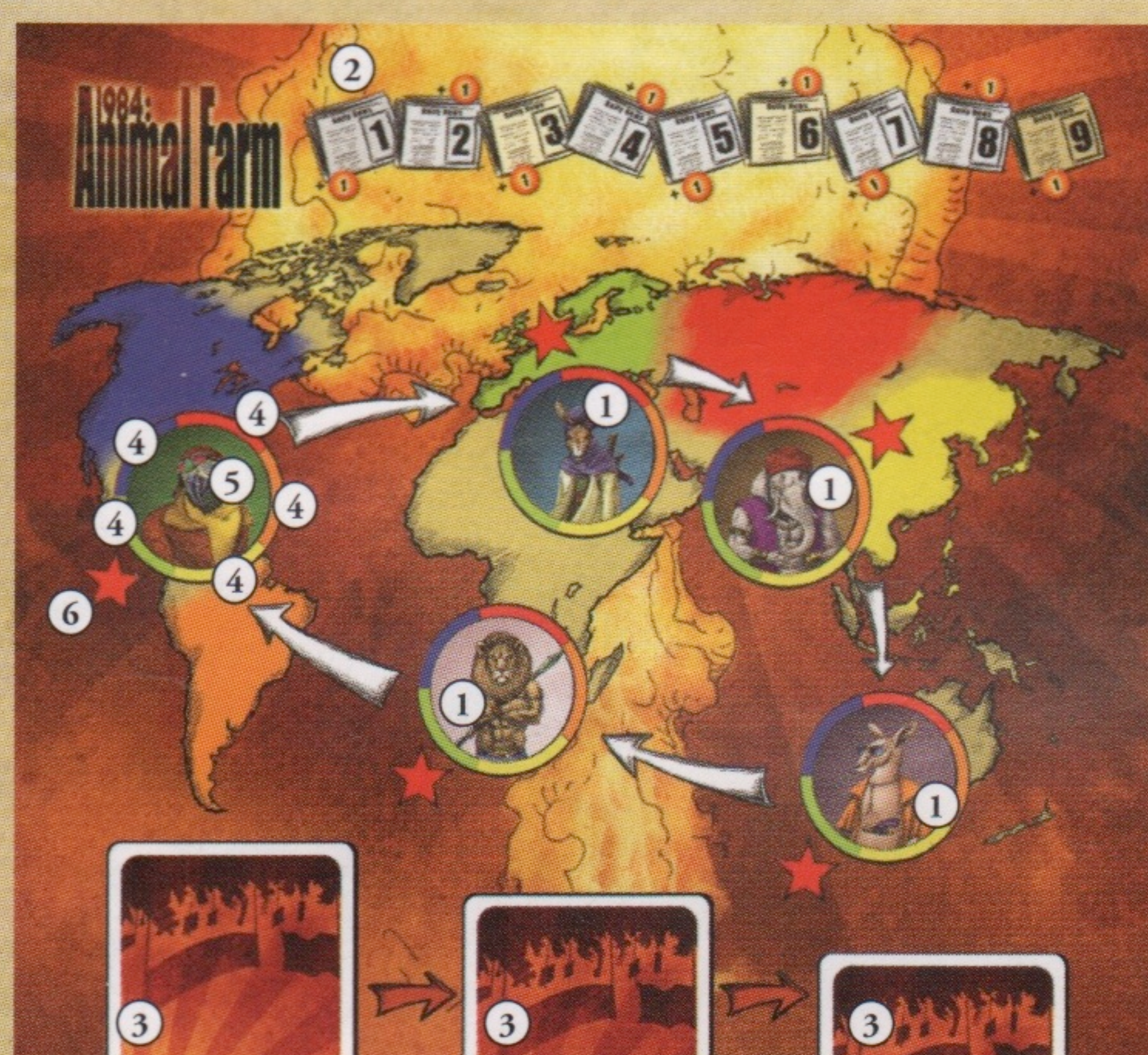
1984: Animal Farm is a board game capturing the atmosphere of the Cold War, with a strong element of negotiations. It is designed for 3-5 players, aged 12 and above. In the year 1984 animals took control over countries around the world and started an arms race on an unprecedented scale. You are the leader of one of the world powers and you take part in the battle for world domination. Using your influence and agents in unstable regions you gain advantage in the international arena, represented by Victory Points. The player who has the most points after 6 (or 9 – if you are playing a longer variant) rounds wins the game.

GAME COMPONENTS

In case any elements are missing, please contact us by email: tech@kuzniagier.com – we will supply the missing pieces as soon as possible.

The box contains: the board, 5 player boards, 55 cards, 73 wooden markers, 112 tokens and this rulebook.

THE BOARD



It represents the world after the animal revolution.

Important elements of the board:

1. **Unstable regions** – you fight for influence in these regions;
2. **Round counter** – see **Round marker** page 1;
3. **Places for political mood cards** – see page 2 **Game setup**.

Unstable regions

Each region has:

4. Areas in the colors of world powers for placing **agent markers**;
5. A place in the middle for putting **influence tokens** – marked with a symbol of a given influence type;
6. A place for the **first region marker**.

PLAYER BOARDS (WORLD POWERS)

The players are their leaders. Each world power board has a place for the first player marker and four areas:

1. **New influences** – here you place influence tokens after you gain them;
2. **Owned influences** – at the end of the round you move your new influences here. You may use these resources for any purpose. Important: You can have no more than two influence tokens here.
3. **Airdrop zone** – influences in this zone may be used only to activate special actions of any kind. If you have any unused influences in this zone at the end of the third phase – remove them.
4. **Agents** – here you keep the agents that will enter play in future rounds.



Revolution cards

20 cards that are placed between the neighboring players and indicate what influences can be used to start a revolution that will result in both neighboring players gaining 2 VP ①.

Two first influences on the revolution card ② indicate in which region the revolution takes place.

Political moods cards

15 cards which indicate extra options for gaining VP.

Action cards



20 cards divided into two groups: basic ① and advanced ②. They have different types, depending on the influence they refer to: **Lions (Africa)**, **Parrots (Latin America)**, **Donkeys (Middle East)**, **Elephants (India)** and **Kangaroos (Australia)**. Basic cards are double-sided – you always use one rule.

Important elements of action cards:

1. **Action rule** – see **Action cards**.
2. **The phase when you may use this action**.
3. **Cost** (for advanced actions).
4. **The place for the advanced action marker** (for advanced actions).

TOKENS

Influences



Parrots
Latin America



Donkeys
Middle East



Elephants
India



Kangaroos
Australia



Lions
Africa

60 tokens in 5 types, 12 pieces each, used for starting revolutions in order to gain VP and activating action cards.

Victory Points

52 tokens with values of 1, 2, 5, 10 and 20, used for counting your VP. Remember that your VP should be kept face down and other players should not see them.



MARKERS

Agents

45 wooden markers in 5 colors, 9 pieces for each player. They are used for marking the strength of world powers' agents in unstable regions.

Depending on the number of players, you will start the game with different number of agents, and during the game after rounds 3 and 6 new agents will appear. Note: When playing a shorter, 6-round game, new agents enter the game after the second and the fourth round.



Advanced actions

25 wooden markers in 5 colors, 5 pieces for each player. They are used for marking advanced actions a player has taken.



First player marker

It indicates the player who acts first in a given round.

First region marker

It indicates the region where the players' influences are resolved first.



Round marker

It is used for marking subsequent game rounds on the board.



GAME SETUP

Before the beginning of the game take all the elements out of the box and:

1. Place the board in the middle of the table.
2. Randomly choose two **political moods cards** and put them on the appropriate places on the board. Place the rest near the board – they will be used later in the game.
3. Choose (intentionally or randomly) one **basic action card** of each type and place them at one side of the board.
4. Choose (intentionally or randomly) one **advanced action card** of each type and place them next to the basic action cards. Return the remaining cards to the box – they will not be used later in the game.
5. Put the **round marker** on number 1 on the counter.
6. Choose (intentionally or randomly) one region and place the **first region marker** there.
7. Randomly choose the starting player – this player gets the **first player marker**.
8. Each player puts **one agent in every region on the board** (on appropriate places). Then you add extra agents depending on the number of players. See the box below.
9. Put 1 revolution card between each pair of neighboring players. There cannot be two revolution cards related to the same region (requiring the same first two influences in the bottom line).
10. Put each 12 influence tokens on appropriate regions.
11. Now you can start the game.

3 players – going clockwise, each player adds 1 agent to a chosen region. Then, going counter-clockwise, each player once again adds 1 agent to a chosen region. Each player starts the game with 7 agents.

4 players – going counter-clockwise, each player adds 1 agent to a chosen region. Each player starts the game with 6 agents.

5 players – you do not add any extra agents, you start the game with 5 agents each.

GAME OVERVIEW

The game is divided into subsequent rounds, each round is divided into phases:

1. **Moves**
2. **Alliances**
3. **Spies**
4. **Revolutions**
5. **Buying**
6. **Ending**

In phases 1, 3, 4, 5 and 6 players act beginning with the first player and then going clockwise.

*Example: The players are: Matt, Ralph and Dominique. Ralph **USA** is the first player during this round. Dominique **Russia** sits to his left, Matt **China** to his right. Ralph will be the first to act, then Dominique and Matt will act last.*

1. MOVES PHASE

Each player – beginning with the first player and continuing clockwise – may move 1 agent from a chosen region to another one.

A player may decide not to move agents – this player passes.

You may not move more agents, unless you use an action – but remember that you may use action cards only when it is your turn to act according to the order.

Example: Ralph moves his agent from Australia to Latin America (1), Matt passes, while Dominique discards a Parrot (2) to play a basic action, so she has two moves (3).



Before Ralph's move



After Ralph's move



Before Dominique's move

After Dominique's move

Discarding influence tokens

When you discard tokens in order to **use an action** or **start a revolution**, put them on the board on the same region as the symbol on the token.

2. ALLIANCES PHASE

The longest and the most important phase in the round. In each region the world powers' agents form temporary alliances to gain influence tokens that represent the influences in the international arena.

This phase is an exception. It does not start from the first player, but from the first region, and then goes according to the arrows on the board.

Temporary alliances

In a region where the situation is being resolved you try to form a winning alliance, that is an alliance whose agents will be stronger than agents of any other alliances.

Negotiations

When you negotiate, you may promise everything you have at your disposal in the game, or you hope to have - apart from VP.

For example, you may promise another player that you will ask him to join an alliance in another region; or distribute the influence tokens to his advantage in a current one; or that you will sacrifice more influence tokens to succeed in a revolution.

You can threaten others with using an action, but this remains only a threat until you actually take a token into your hand to pay for using this action. If you touch an influence token that could be used to pay for such an action (blackmail in negotiations), its rule is immediately applied.

Remember - no holds barred.

How to form an alliance:

- Each agent in a region has strength = 1.
- You may use basic and advanced action cards to strengthen your alliance and negotiate - **negotiations are the most important element of the game.**
- Each player may be involved only in one alliance at a time. Alliances may (and probably will) be different in different regions.
- The **maximum number of players in one alliance is X-1**, where X = number of players. *Example: Ralph, Dominique, Matt and Chris are playing. Only 3 of them may join in one alliance.*
- If a player is able to have the majority alone, he does not need other players (you may say that a "one-person alliance" is formed).
- If a winning alliance is formed, the players who formed it take the influence tokens from the region. Each agent allows the player to take one token from the region, but the number of tokens taken may be subject to negotiations.
- The **maximum number of influence tokens taken is X+2**, where X = number of players.
- All tokens obtained should be placed in the area of **new influences** (remember that these cannot be used to activate action cards).
- If the players cannot agree on the division of influences or even form a winning alliance, nobody takes the tokens.

After forming alliances and taking the tokens, the situation in the next region is resolved according to the arrows on the board. Each region situation is resolved only once in a round.

Matt have 2 agents each. No player has the majority, so two of them have to form an alliance. Ralph may enter an alliance with Dominique or Matt. The strength of such an alliance is $4 + 2 = 6$. Dominique will not be able to form an alliance with Matt, as their agents' strength is $2 + 2 = 4$. The players have to negotiate. Ralph offers the place in the alliance to anyone who will give him an extra influence token in the next region. Dominique agrees, Matt does not. Ralph forms an alliance with Dominique. They can take only 3 (number of players) + 2 = 5 tokens. He takes 3 Kangaroo tokens , Dominique takes 2 .



Example: In the Middle East Dominique has 3 agents, Ralph has 1 agent, Matt has 2 . During the negotiations Dominique uses an advanced action (bought in the previous round) and discards 1 Lion influence token. For the purpose of this negotiation the strength of her agents in this region doubles, $3 \times 2 = 6$. Other players do not use any cards, so Dominique wins in this region. There are 4 Donkey tokens in this region, she takes 3 - according to the number of her agents . Will she prove a trustworthy player and fulfill her promise from the previous example?

3. SPIES PHASE

In this phase each player may use actions involving the Kangaroo influence, according to the order. At the end of the spies phase all players put all the tokens from the airdrop zones back on the board.

Example: Ralph collected 4 Kangaroos, but he has them in his area of new influences, so he cannot use them to activate actions. Dominique has 2 tokens (not used in previous rounds) in her owned influences area. Matt has 1 Kangaroo in the same area.

Dominique decides to use a Kangaroo to remove 1 chosen token from Ralph's new influences and to use another token to remove Matt's Kangaroo from his owned influences . After this action Matt has no Kangaroos and he cannot use actions that require this type of tokens as the cost.



4. REVOLUTIONS PHASE

In this phase you and your neighbors use your influences to gain VP.

Starting from the first player and going clockwise, each player may spend his influences (from the new influences zone or from the owned influences) to start a revolution together with his neighbors, placing the influence tokens on the revolution card on his left or right side.

- The influence token has to have the same symbol as the revolution card.
- When you are placing your tokens, you may talk, debate and negotiate.

- You may place from 0 to 3 tokens on one revolution card.
- You cannot place tokens on other revolution cards than those on your left or right side.
- You are free to negotiate the number of tokens each player spends – see p. 3 **Negotiations**.
- The round track indicates which revolutions (to the players' right ① or left ② side) are worth 1 more VP. A successful revolution means that you and the person you are making a revolution with get 2 VP. **Extra 1 VP goes to the player on the left or right – this depends on a particular round.**



Successful revolution

If there are as many tokens on a revolution card as required, both players between whom this card is placed gain 2 VP – regardless of how many tokens each of them spent.

All tokens used for gaining VP are returned to appropriate regions on the board.

Example: Ralph has Dominique to his right. Between them a revolution card requiring 2 Kangaroos and 1 Donkey lies. Ralph agrees with Dominique (who does not have any Kangaroos) that in this round he will spend 2 Kangaroos and she will spend 1 Donkey, but it will be the other way round next time. Ralph puts 2 Kangaroo tokens on the card and Dominique adds 1 Donkey. It is round 2. The round track indicates that revolutions on the players' right side are worth 1 more VP, so Ralph gets 3 VP, while Dominique gets 2 VP.



Unsuccessful revolution

If a revolution card is not fully filled with tokens, none of the players between whom this card is placed gains VP, and the tokens spent are returned to their owners.

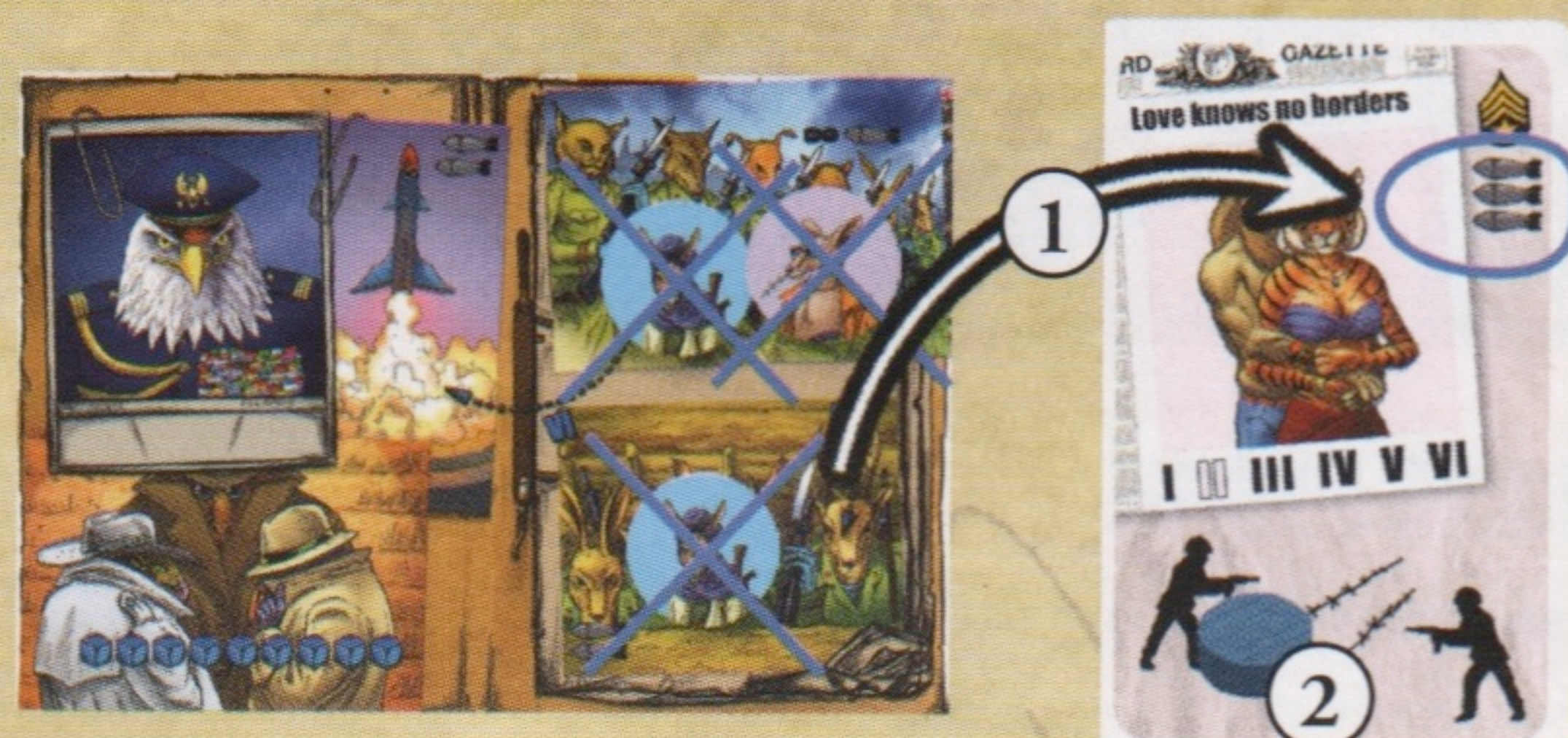
5. BUYING PHASE

In this phase you enhance your abilities by buying advanced actions. Starting from the first player and going clockwise, each player may spend his influences (both new and owned) to buy actions. The tokens spent are returned to appropriate regions on the board.

Advanced actions

If you want to buy an advanced action, spend as many influence tokens as it is required for buying the action and place your world power marker on the card.

Example: Ralph spends 3 tokens ①: 2 Donkeys and 1 Kangaroo, and buys an advanced card for Lions, placing the marker of his power on the card ②.



6. ENDING PHASE

Each player decides which of the influences collected they will put in the owned influences area and which in the airdrop zone. You cannot have more than 4 influences in both areas at the end of the round. Each area can hold 2 influences. At the end of this phase move all political moods cards according to the direction shown on the board. Then draw a new political moods card and put it on the beginning of the route.

Ending rounds 3 and 6 (*2 and 4)

When the 3rd or 6th (*2nd or 4th) round ends, you take the following actions:

- You draw new revolutions between neighboring players, remembering about the following limitations:
 - there cannot be two revolution cards from the same region (requiring the same first two influences in the bottom line),
 - between neighboring players revolution cards from the same region (requiring the same first two influences in the bottom line) cannot be repeated.
- Counter-clockwise, starting from the last player, each player adds one agent from his player board to a chosen region.

When round 9 (*6) is finished, move to **Ending the game**.

* When playing the shorter variant, take actions described above in round 2 and 4. End the game after the 6th round.

If a political moods card leaves the board, put it inside the box.

If you have more than 4 influences in your airdrop zone and your owned influences area, you have to discard the excess.

Example: At the end of the round Dominique has 3 tokens in her new influences area, and 2 in her owned influences area. She moves all tokens to the owned ones and she has 5 then. She has to choose 1 and discard it (it is returned to the appropriate region) – that token is an Elephant.



The first player moves the first region marker to the next region, according to the arrows on the board, then he moves the round marker to the next round and passes the first player marker to the neighbor on the left.

ENDING THE GAME

The game ends when the 6th (or 9th) round is finished.

All players count their VP. The player who has the most VP wins. If there is a tie, the player with more leftover influences wins.

1984: ANIMAL FARM

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1984: Animal Farm



ACTION CARDS

Below you will find the description of all action cards – both basic and advanced ones.

Using an action always costs 1 influence token of the type marked on the card – you have to discard it from your owned influences area or airdrop zone (never from the new influences).

You may use actions as long as you have enough tokens to pay the cost of using them, but only when it is your turn to act according to the order, apart from the Elephants' actions – you use them as a reaction to the actions of other players.

You may use basic actions multiple times in one round.

You may use advanced actions only once per round.

Actions for the beginners

Some of the actions are easier for the first gameplay. Those actions are recommended for new players and marked by the **black border** around the card.

Basic actions

These actions are available from the beginning of the game.



Use a Lion when a region situation is being resolved: add 1 to your agents' strength in this region.



Use a Lion when a region situation is being resolved: choose a player and divide his agents' strength in this region by 2 (rounding up).



Use an Elephant when a player uses a basic action: cancel the action's effect. *Note! You may use an Elephant to cancel another Elephant.*



Use an Elephant when a player uses a basic or advanced action: cancel the action's effect unless the player discards 1 resource. *Note! You may use an Elephant to cancel another Elephant.*



Use a Kangaroo: choose a player and remove a chosen influence token.



Use a Kangaroo: take any 1 token from a chosen region and place it in your new influences area.



Use a Parrot in the moves phase: move one of your agents to any region.



Use a Parrot in the moves phase: choose an opponent and move 1 of his agents to any region.



Use a Donkey when a region situation is being resolved: this region generates 2 influence tokens fewer than the maximum available.



Use a Donkey when a region situation is being resolved: choose an opponent who will take 2 tokens fewer from this region, but minimum 1.

Advanced actions

You have to buy these actions, paying an appropriate number of tokens.



Cost: any 2 tokens.
Use a Lion when a region situation is being resolved: multiply the strength of your agents in this region by x2.



Cost: any 3 tokens.
Use a Lion when a region situation is being resolved: choose two opponents, they cannot form an alliance in this region.



Cost: any 2 tokens.
Use a Lion when a region situation is being resolved: add 2 to your agents' strength in this region.



Cost: any 1 token.
Use an Elephant at any time: choose an opponent who will lose 1 VP.



Cost: any 2 tokens.
Use an Elephant to use the rule of a different advanced action card bought by a chosen opponent.



Cost: any 2 tokens.
Use an Elephant when a player uses a basic or advanced action: cancel the action's effect. *Note! You may use an Elephant to cancel another Elephant.*



Cost: any 2 tokens.
Use a Kangaroo: choose an opponent and change two chosen influence tokens to other from the board – regardless of the areas they are kept in.



Cost: any 2 tokens.
Use a Kangaroo: remove one chosen influence token from chosen opponents.



Cost: any 3 tokens.
Use a Kangaroo: choose an opponent and take from him a chosen influence token. Place it in your new influences area.



Cost: any 2 tokens.
Use a Donkey when a region situation is being resolved: it will not be resolved. Instead of this any player who has agents there gains 1 influence token of an appropriate type.



Cost: any 3 tokens. Use a Donkey before a region situation is resolved: choose an opponent who will not get any tokens from this region.



Cost: any 3 tokens.
Use a Donkey when a region situation is being resolved: this region generates 4 influence tokens fewer than the maximum available.



Cost: any 2 tokens.
Use a Parrot in the moves phase: move 3 of your agents to any regions.



Cost: any 1 token.
Use a Parrot at any time: move 1 of your agents to any region.



Cost: any 1 token.
Use a Parrot at any time: choose an opponent and move 1 of his agents to any region.

