

IDEOLOGY

THE WAR OF IDEAS

INTRODUCTION

The conflict of political ideas spawned the epic struggles of the 20th Century. More than any other era in human history, nations defined themselves not merely by their military or economic might, but by the ideals that inspired their ambitious achievements.

In *Ideology: The War of Ideas*, each player symbolizes one of the 20th Century's most powerful Ideologies: Capitalism, Communism, Fascism, Imperialism, and Islamic Fundamentalism. Beginning with one global region completely under its sway, each Ideology attempts to influence and control the independent regions of the earth.

DESIGNER'S NOTE

In recent years, world events have prompted us to understand how the conflict of ideas can shape the destiny of an entire planet.

This game is not intended to condemn or to glorify any political idea, but rather to understand the ideologies of our day and how they interact with one another. It is first and foremost a game, but also an exercise in understanding.

I hope that all those who play this game will find enjoyment in its brisk, interactive gameplay, but also that some will find insight into the forces that drive our world.

OBJECT OF THE GAME

Each Ideology controls one region at the start of the game. Each of these starting regions begins with a Development Level of 3. A player's Global Influence is equal to the sum of all his Controlled Regions' Development Levels, so at the start of the game, each player begins with a Global Influence of 3.

By placing a majority of Influence cards beside an Independent Region, an Ideology can dominate such a region and add it to its Controlled Regions. By acquiring and developing new Controlled Regions (and by creating Weapons of Mass Destruction), an Ideology can gradually expand its Global Influence. When one or more Ideologies possess a Global Influence of 12 or higher, the game ends. The Ideology with the highest Global Influence at that point wins the game!

OVERVIEW OF PLAY

Unlike most strategy games, each turn in *Ideology* is played concurrently by all the players. While moving through eight separate phases, the players collectively gather and trade resources, develop their Controlled Regions, influence Independent Regions, engage in Cultural, Economic, and Military Conflicts, make diplomatic agreements, assess the development and control of the world's regions, and determine the overall status of their respective Ideologies. Once a turn is complete, if no Ideology has attained a Global Influence of 12 or higher, the next turn begins.

Each Ideology possesses its own deck of Influence cards, which represent three different types of Influence: Military, Economic, and Cultural. By carefully playing these Influence cards, players can develop their regions and gain control of new ones in their attempt to spread their ideas throughout the world.

SET-UP

Place the World Map beside the main playing area within view of all the players. Leave the center of the table clear for the placement of Independent Regions. Shuffle the five Ideology cards and deal one face up to each player (see alternate method for doing this during a 2-player game later in the rules). Next, place each player's starting region card (as specified on the Ideology cards) face up beside him or her.

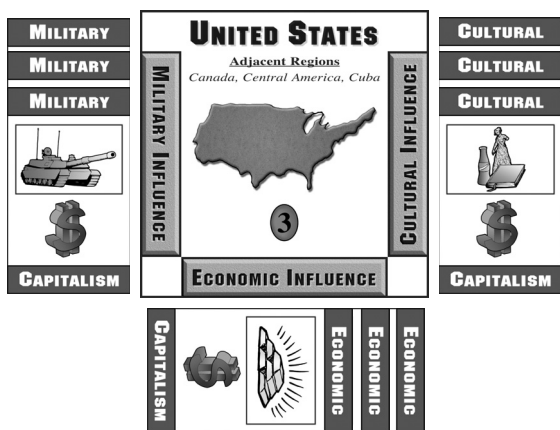
Each player places his Ideology's Influence cards and control markers beside his Ideology card. He also places one of his control markers on top of his starting region on the World Map. If fewer than 5 players are participating, then the Ideology cards not in use, along with their respective Influence cards and control markers, are placed back in the box and are not used during the game.

Each player then removes 3 Military Influence cards from his Influence deck and places them beside the Military Influence section of his starting region.

He stacks them in such a way that the title of each Influence card can still be

seen. He then removes 3 Economic and 3 Cultural Influence cards from his Influence deck and places them beside his starting region in the same manner.

Each player shuffles his remaining Influence cards and places them face down beside his Ideology card. Leave space for a separate discard pile for each Influence deck.



Shuffle the Region deck (including the starting regions that belong to Ideologies not in play) and place it face down beside the main playing area. Separate the Advancement cards into their seven different types and stack them face up within easy reach of all the players. Place the Development markers near the Region deck, and the Diplomacy markers near the Diplomacy Chart on the World Map.

Each player now places a control marker on the appropriately colored space on the Turn Order Chart, located at the top of the World Map. For example, the Capitalist player places a control marker on the blue space to match the blue border surrounding his control marker. If fewer than 5 players are participating, slide the control markers enough spaces to the left so that the only empty spaces are on the right side of the Chart.

PHASES

All players participate together in all eight phases of the turn. Some phases allow the players to act simultaneously, while other phases require the players to act in Turn Order, as determined by the placement of their control markers on the Turn Order Chart. The following descriptions of the phases detail exactly what to do during each phase.

1. RESOURCE PHASE

At the start of the Resource Phase, each player simultaneously draws (or discards) enough Influence cards so that the number of cards in his hand equals his Global Influence. A player's Global Influence is equal to the sum of all his Controlled Regions' Development Levels (+1 for each *Weapons of Mass Destruction* Advancement).

Whenever an Influence deck runs out of cards, shuffle its discard pile to form a new Influence deck. The number of cards in each player's hand is public information, and cannot be hidden.

At the start of the game, the Capitalist player begins with one starting region: the United States. Since the United States has a Development Level of 3, the Capitalist player begins with a Global Influence of 3. The Capitalist player therefore draws 3 Influence cards on his first turn. If he had held 1 card in his hand from a previous turn, he would only draw 2 new cards so that he would end up with only 3 total cards in his hand.

2. TRADING PHASE

Each player in Turn Order may now choose to discard a number of Influence cards from his hand based on his Trading Influence. A player's Trading Influence is equal to the total number of all regions in the game influenced by his Ideology (regardless of whether or not he actually controls those regions).

After a player finishes discarding Influence cards in this manner (any number of them up to his Trading Influence), he immediately draws 1 new Influence card for each one he discarded. After a player finishes trading, the next player in the Turn Order may choose to trade in the same manner, and so on until the last player finishes trading. When the last player has finished, the phase ends.

Because the Capitalist player only influences one region at the start of the game, he can only trade in one of his Influence cards for a new one from his deck on his opening turn.

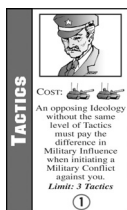
3. DEVELOPMENT PHASE

Each player in Turn Order may now develop his Controlled Regions by playing Influence cards from his hand beside the appropriate sections of those regions (for example, a Military Influence card would be stacked on top of the other Military Influence cards at that region).

No region can exceed its maximum level of Influence (in other words, its maximum number of Influence cards) in any area of Influence. The maximum level of Influence for a Controlled Region is double its starting Development Level.

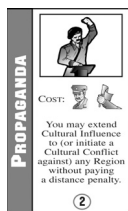
The United States begins with a Development Level of 3, so its maximum level of Influence is 6 (it can hold up to 6 Influence cards in each area of Influence). Because the United States begins the game with 3 of each Influence type, the Capitalist player cannot add more than 3 Military, 3 Economic, or 3 Cultural Influence cards to the United States.

In addition to developing one or more of his Controlled Regions to as high a level as desired, a player can spend Influence cards to purchase Advancements. The costs and benefits of the individual Advancements are listed on their corresponding Advancement cards.



Level 1 Advancements (*Tactics*, *Industry*, and *Patriotism*) cost two of a particular Influence card (Military, Economic, or Cultural). Level 2 Advancements (*Technological Supremacy*, *Innovation*, and *Propaganda*) each cost two different Level 1 Advancements, as specified on their cards. A *Weapons of Mass Destruction* Advancement costs all three Level 2 Advancements.

Players can pay for later Advancements with earlier Advancements right away, even if they just purchased the earlier Advancements. All Influence cards used to pay for Advancements are discarded. All Advancement cards used to pay for later Advancements are returned face up to their appropriate piles.



The Imperialist player begins the game with Patriotism. He chooses to spend 2 Military Influence cards to purchase Tactics. He could then choose to spend that Tactics, as well as his Patriotism, to purchase the Level 2 Propaganda Advancement, as specified in the cost section of the Propaganda card.

After a player has finished developing his Controlled Regions and purchasing Advancements as much as he desires, the next player in the Turn Order has the option to do so, and so on through the

Turn Order. Once each player has had a chance to spend his Influence cards during the Development Phase, the phase immediately ends.

Note that unlike later phases, the Trading and Development Phases require a player to perform all his actions for that phase before the next player proceeds to do so.

4. FOREIGN PHASE

At the start of every Foreign Phase, the top card of the Region deck is drawn and placed face up near the center of the playing area as a new Independent Region.

Next, going in Turn Order, each player has the opportunity to take an action during the Foreign Phase, or to pass. The actions that can be taken during this phase include playing an Influence card beside an Independent Region (only one Influence card per action), as well as removing one's Influence card from either an Independent or an Opposing Region. An Opposing Region is a region controlled by an opponent.

Unlike the Trading and Development Phases, during the Foreign and Conflict Phases each player may only take one action at a time before the next player in the Turn Order has the opportunity to take an action or pass. If a player chooses to pass, he may still act later in the phase if the opportunity again returns to him. Continuing in this fashion, there is no limit to the number of actions that may be taken by each player during the Foreign and Conflict Phases. Only when all the players consecutively pass do the players proceed to the next phase.

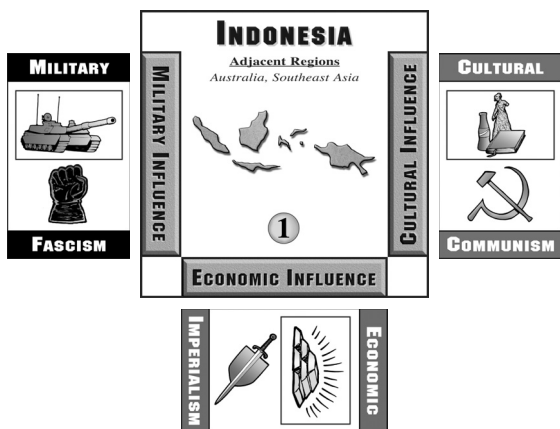
To extend Influence to an Independent Region, a player plays an Influence card from his hand beside the appropriate section of that region. For example, a Cultural Influence card would be played beside the Cultural Influence section of the region.

If the Independent Region is not adjacent to at least one of the player's Controlled Regions, it is considered a distant region and that player must pay one extra Influence card of the appropriate type from his hand before extending Influence to that region. Some Advancements allow players to waive this distance penalty.

The Fascist player wishes to extend Military Influence to Indonesia. Since the Fascist player does not control a region adjacent to Indonesia (such as Australia or Southeast Asia), he must first pay (discard) one Military Influence card from his hand before placing a second Military Influence card beside Indonesia.

The maximum level of Influence for an Independent Region is equal to its current Development Level (not double its starting Development Level as with Controlled Regions). Therefore a Level 1 Independent Region can have no more than 1 of each Influence type, a Level 2 Independent Region can have no more than 2 of each Influence type, and so on.

The Communist player wants to play an Influence card beside Indonesia (a Level 1 Region), but since Indonesia has already received both Military Influence and Economic Influence from other players, the only remaining area of Influence for the Communist Player is Cultural.

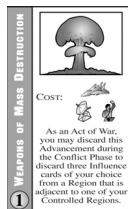


A player can also remove his own Influence card from an Independent or Opposing Region as an action during this phase. The removed Influence card is discarded (*not* returned to hand).

5. CONFLICT PHASE

Each player may engage in Cultural, Economic, and Military Conflict at any region (including one of his own Controlled Regions). Each player in Turn Order chooses to initiate a Conflict or to pass (just as in the Foreign Phase). Only when all the players pass consecutively do the players proceed to the next phase.

The types of Conflict that can be initiated by the players are determined by their diplomatic stances toward one another (see Diplomacy Phase below). Any player can initiate a Cultural Conflict against any other player, regardless of whether they are at peace, neutral, or at war with one another. In order to initiate an Economic Conflict, the two players must either be neutral or at war with one another. In order to initiate a Military Conflict against another player (also called an Act of War), the two players must be at war. It is important to note that, as indicated on the appropriate Advancement card, the use of *Weapons of Mass Destruction* (WMD) is considered an Act of War.



To initiate a Conflict, the aggressive player declares the region where the Conflict is taking place, the type of Conflict being initiated (Military, Economic, or Cultural), and the Ideology whose Influence it is engaging.

The Fascist player wishes to initiate an Economic Conflict against the Imperialist player in Indonesia. Since Imperialism and Fascism are currently neutral toward each other, he may do so. If they were at war, he would also be able to. If they were at peace, however, the Fascist player would only be able to initiate a Cultural Conflict against the Imperialist player.

After declaring the Conflict, the aggressive player must pay a distance penalty if the region is not adjacent to at least one of his Controlled Regions (one Influence card of the same type must be discarded from hand); this does not apply if the Conflict is taking place in one of the aggressor's own Controlled Regions.

He must also pay an Advancement penalty to compensate for the defending player's level of *Tactics*, *Industry*, or *Patriotism*, as appropriate. As indicated on the respective Advancement cards, if the aggressive player does not match the opponent's Advancement Level in the appropriate area, he must pay the difference in Influence cards of the appropriate type from his hand.

The defending Imperialist player points out that he possesses two Industry Advancements, which help protect him from Economic Conflicts. If the Fascist player possessed no Industry Advancements, then he would have to pay two extra Economic Influence cards from his hand to compensate for the difference in order to initiate an Economic Conflict against the Imperialist player. But since the Fascist player possesses one Industry Advancement of his own, the penalty is reduced to only one Economic Influence card (the difference between their levels of Industry).

Note that if the Fascist player possessed two Industry Advancements, he would not have to pay an Advancement penalty. Having three Industry Advancements (one more than the Imperialist player) would afford no additional bonuses for the Fascist player.

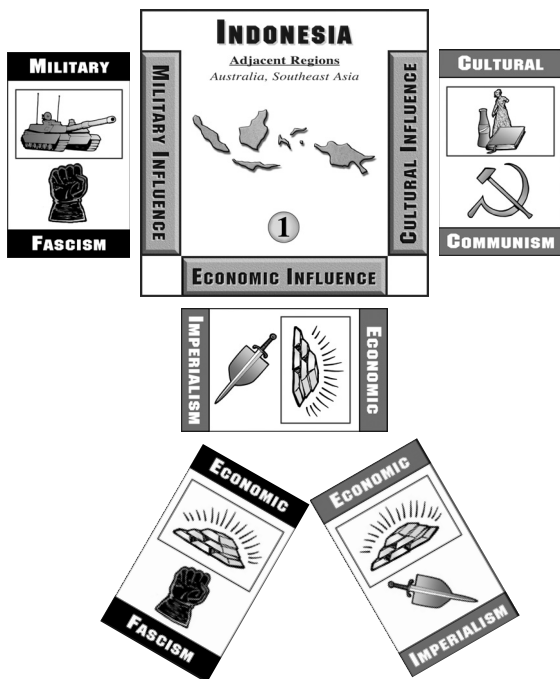
After paying any penalties for distance and/or Advancements, the aggressor plays an Influence card of the appropriate type from his hand beside the contested region. The defending player then chooses whether to deflect the aggressor's Influence by playing the same type of Influence card from his hand, or to let the aggressor succeed. If the defending player deflects the aggressor's Influence card, then both of their Influence cards are discarded.

If deflected, the aggressor may then choose to end the Conflict or to continue by playing another Influence card of the same type (without having to pay the distance and/or Advancement penalties again). If the aggressor decides to continue the Conflict, the defender may again deflect the aggressor's Influence by playing another Influence card of the same type.

This process continues until the aggressor ends the Conflict or the defender fails (or chooses not) to deflect an Influence card. If the aggressor succeeds, his Influence card replaces one of his opponent's of the same type at that region.

If the aggressor wishes to engage in additional Conflicts at that region, he must wait until his next action (after all the other players have a chance to act during the Conflict Phase), and must then pay any penalties for distance and Advancements all over again.

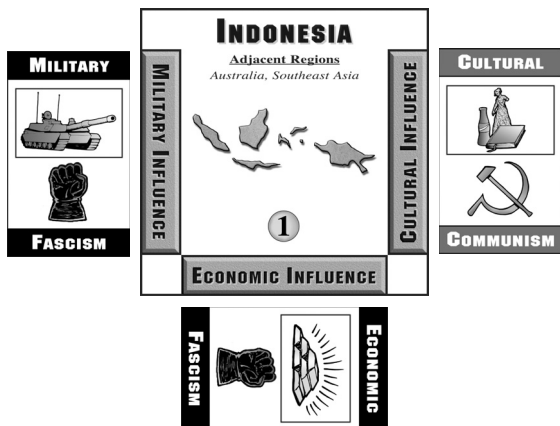
The Fascist player pays his penalties to initiate an Economic Conflict in Indonesia by discarding 2 Economic Influence cards (1 to cover his distance penalty, 1 to cover his Advancement penalty). He then plays a third Economic Influence card beside Indonesia. The Imperialist player plays an Economic Influence card from his hand to deflect the Fascist player's Influence (both Influence cards are discarded).



The Fascist player decides to continue the Conflict by playing another Economic Influence card (he doesn't have to pay the penalties again to continue the same Conflict). This time, the Imperialist player does not deflect the aggressor's Influence, so the Fascist player replaces the defender's Economic Influence

card at Indonesia with his own (the last one the aggressor played); the defending player's replaced Influence card is discarded. When it is time for the Fascist player to act again, if he decides to initiate another Conflict in Indonesia or

anywhere else, he will be required to pay the appropriate distance and Advancement penalties once more.



6. DIPLOMACY PHASE

During the Diplomacy Phase, the players discuss the events of the turn and offer terms of peace, neutrality, and war toward each other (in no particular player order). Each player begins the game neutral toward the other players (as symbolized by the Owl icon).



Peace

On the World Map's Diplomacy Chart, each player's Ideology icon connects to the other four Ideology icons, and the symbol between them defines their diplomatic positions. If two players are unable to agree on a diplomatic stance, then the more severe stance is adopted.



Neutral

The Capitalist player offers terms of peace to the Fascist player, but the Fascist player has other ideas and declares war on Capitalism. The two players are now at war, despite the Capitalist player's appeal for peace.



War

Use the Diplomacy markers to keep track of the players' diplomatic stances. These stances determine the types of Conflict that can be initiated between those players (see Conflict Phase above).

7. ASSESSMENT PHASE

During the Assessment Phase, each player simultaneously assesses the status of his Controlled Regions. Each Controlled Region is assigned a Development Level equal to the number of Influence cards in its weakest area of Influence (the area with the fewest Influence cards). Place a new Development marker on each region card that changes. No region may ever drop below Level 1, even if one of its areas of Influence loses all its Influence cards. New Development Levels are assigned to Controlled Regions only, not Independent Regions.

Russia now possesses 5 Military, 5 Economic, and 4 Cultural Influence cards. Russia therefore receives a Development Level of 4 since this equals its weakest area of Influence.

After assigning Development Levels to their Controlled Regions, each player checks to see if he no longer possesses a majority of Influence cards at any of his Controlled Regions. If so, the deficient regions (as well as any Influence cards stacked beside them) move to the center of the playing area and become Independent; the corresponding control markers are also removed from the World Map.

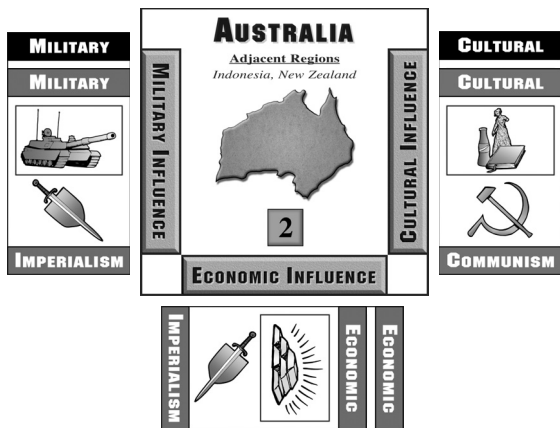
To maintain a majority of Influence at a region, a player needs to have more Influence cards there than any other single player; he does *not* need to have more Influence cards than all the other players combined. Once a player controls a region, as long as he maintains a majority of Influence cards there, he continues to control the region even if it dips below its starting Level.

After assessing their Controlled Regions, the players assess the Independent Regions. If an Independent Region possesses its maximum level of Influence in all areas of Influence, and if one player possesses more Influence cards there than any other single player, that player becomes the new controller of that Independent Region, even if it was just liberated from another player's control.

The Independent Region (as well as the Influence cards stacked beside it) slides next to the player's other Controlled Regions, and the appropriate control marker is placed on that region on the World Map.

If an Independent Region does not possess its maximum level of Influence in all areas, or if no player controls a majority of Influence cards there, then that region remains Independent for the time being.

Australia, a Level 2 region, currently holds 2 of each Influence card (Military, Economic, and Cultural). Imperialism owns 3 of the Influence cards there, Fascism owns 2 of the Influence cards there, and Communism owns 1 Influence card.



Because the Imperialist player owns more Influence cards there than any other single player, he seizes control of Australia.

8. TURN ORDER PHASE

During the Turn Order Phase, the players determine the new Turn Order. Starting in the previous Turn Order, each player announces his current Global Influence. If a player's Global Influence exceeds that of any players before him in the Turn Order, he places his control marker in front of those players' control markers on the Turn Order Chart.

Note that if a player merely equals those ahead of him in the Turn Order, he does not place his marker ahead of them; he must exceed their Global Influence to do so.

WINNING THE GAME

If one or more players possess a Global Influence of 12 or higher at the end of the Turn Order Phase, the game ends. The player with the highest Global Influence wins!

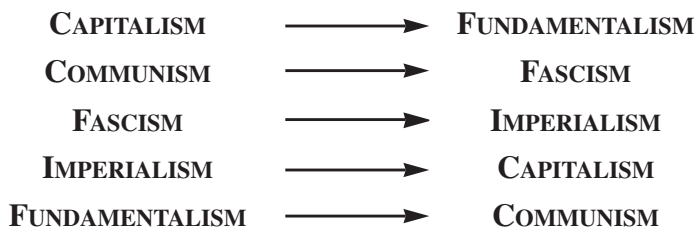
If two or more players are tied for the highest Global Influence, then the players' Advancement Levels are used to break the ties. Each Level 1 Advancement (indicated by a circled number 1 at the bottom of the card) is worth 1 Advancement point, and each Level 2 Advancement is worth 2 Advancement points. Although *Weapons of Mass Destruction* afford 1 point of Global Influence, they are not worth any Advancement points.

Among the players who are tied for the highest Global Influence, the player with the highest Advancement Level wins the game. If any players are still tied at that point, those players share control of the world!

Note that if a player achieves a Global Influence of 12 *before* the Turn Order Phase, the game is not over. The player must still possess a Global Influence of 12 at the end of the turn.

TWO-PLAYER IDEOLOGY

The only difference in 2-Player Ideology involves the way the Ideology cards are dealt during set-up. Some Ideologies have unfair advantages over others in a 2-Player environment, so after the first player receives his Ideology card, consult the following diagram to determine which Ideology card his opponent receives.



STRATEGY TIPS (*Visit www.zmangames.com for more!*)

- Developing your starting region right away stops you from being able to influence early Independent Regions. You can always develop your starting region later, so gamble early on the Independent Regions. Once your starting region is fully developed, you'll need more regions in order to win the game.
- Don't ignore your neighbors for long. Once a player is within range of winning the game just by developing his or her regions, the other players must band together to stop him or her.
- Removing Influence is just as important as extending it. When an opponent develops one of his Controlled Regions where you still have Influence, remove your Influence during the Foreign Phase to hinder his plans. Remember: timing is everything. Don't remove your Influence from a region unless you're sure you can't seize the region later through Conflict. Even then, you shouldn't remove your Influence until it will ruin your opponent's plans.
- Weapons of Mass Destruction are often built but rarely fired. Save them for their Global Influence point, or at least until you need to stop someone from winning the game.

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