

NUCLEAR POKER

You are a country trying to achieve the status of Nuclear Superpower.

Once you have Superpower status you can shape the world you want to live in.

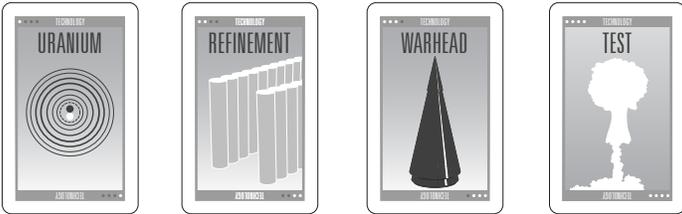
Do you want to nuke or disarm your neighbours?

Will you create global peace or Mutually Assured Destruction?

Objectives

Successfully test a Nuclear Weapon...

To do this players need to acquire the 4 different TECHNOLOGY cards



... and then achieve Superpower Status!

To do this players need to acquire the 4 different weapons CAPABILITY cards.



Players acquire these by either drawing a card, or trading with another player.

Components

Play requires **one 8 card hand per player**, (4 different Technology cards, 4 different Capability cards) **plus** one extra 8 card hand.

Set Up

The cards are shuffled.

Three cards are dealt from the deck to each player.

The remaining cards are left face down in the centre of the table

Phase 1 - Draw or Trade

The player on the dealer's left then starts by either **drawing a card** from the deck, or **trading** with another player.

HOW TO TRADE

- 👤 A player offers a card for trade.
- 👤 If another player agrees to trade, the player whose turn it is immediately gives their offered card to their trading partner .
- 👤 The trading partner does *not* complete the trade **until it is their turn**.

NOTE! The trading partner is **NOT OBLIGATED** to complete their side of the trade.

Trading partners can **DECEIVE!**

Phase 2 - Nuclear Test

Once a player has acquired the four technology cards, URANIUM, REFINEMENT, WARHEAD, TEST, they can put these cards on the table **WHEN** they want to show they have successfully tested a nuclear warhead.

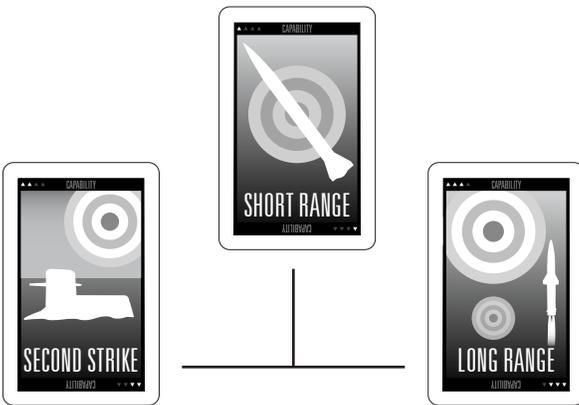
Play continues clockwise around the table, with players drawing cards or trading, even after testing successfully and/or achieving Superpower Status.

Phase 3 - Acquiring Weapons Capability

If a player has successfully tested a warhead, they can weaponise it if they are holding the correct CAPABILITY cards.

Players can then attack other players
OUT OF TURN!

SHORT RANGE is the first Capability a player can deploy. This is used to attack someone sitting on the immediate left or right of the player.



SECOND STRIKE lets an attacked player use their nuclear capabilities in retaliation before being wiped out.

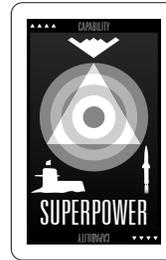
LONG RANGE can be used to attack anyone at the table, but only if the player also holds SHORT RANGE

NOTE : 'FIZZLING' A STRIKE

Any nuke used without conducting a test first can "fizzle" if the player attacked "spends" an unused TEST card in their hand

Nuclear powers can force other nations to disarm by discarding cards at any time - or get nuked!

Phase 4 - Superpower Emergence



If a player collects **all four** capability cards **AND** has **successfully tested** a weapon, they can declare themselves a **Nuclear Superpower!**

Superpowers can strike multiple countries OUT OF TURN!

NUCLEAR EXCHANGES

- 👤 A player declares they are using a nuke.
- 👤 Second Strike from the player being attacked if they have the necessary capability.
- 👤 Any further nuclear actions go in the order players declare their intention to strike, "Snap!" style.

OPTIONAL: Players may adopt the "house rule" of nuclear exchanges being declared in order of play around the table.

Phase 5 - Victory Conditions and Nuclear Coercion

Nuclear Poker does not have a fixed victory condition: different players may have different ideas about what constitutes victory, particularly after getting nuked a few times!

Nuclear powers can exercise nuclear coercion: *"Discard your uranium stockpiles, or I will nuke you".*

They can also force people to trade with them: *"Give me your long range missile technology, or I'll nuke you."*

Bargaining and alliances are key to a peace you can live with!

Possible equilibria include:

- Everybody is dead!
- The nuclear powers force the other players to disarm, and declare a draw
- Players choose to disarm, leaving a non-nuclear world and a draw
- ...and anything else you can imagine!