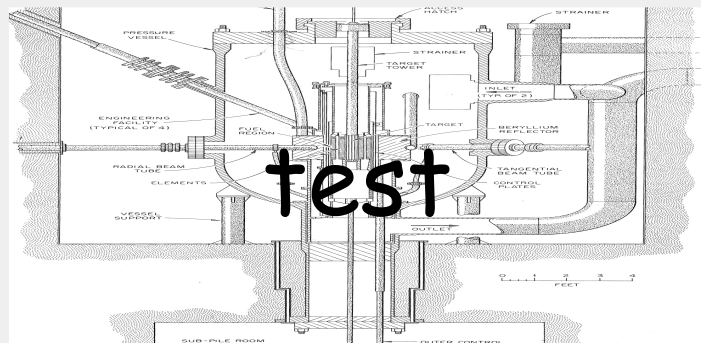
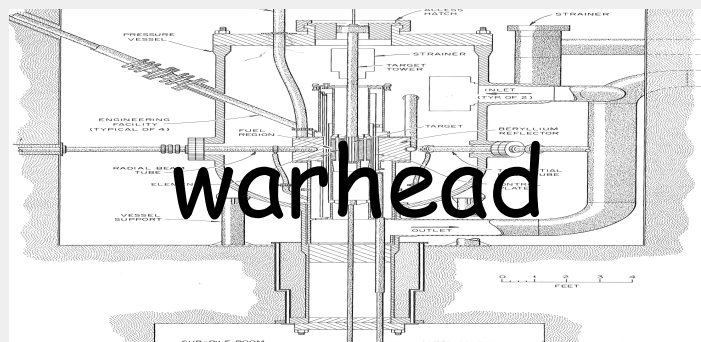


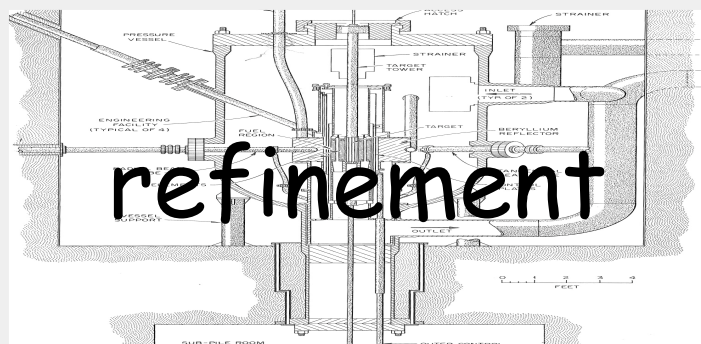
superpower



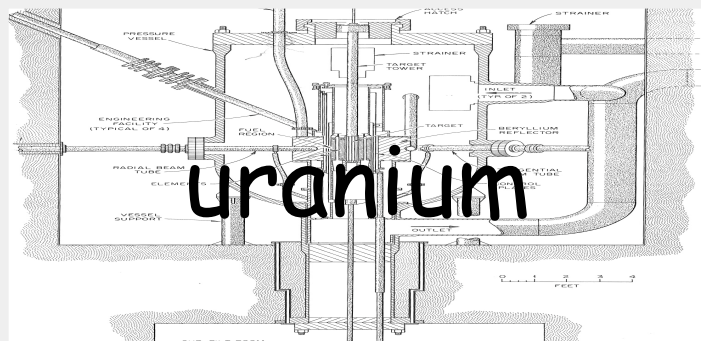
long range



second strike



short range



How to play Nuclear Poker

Print 2 sheets +1 per player. Cut out cards. Shuffle the deck. Deal three cards to each player. At any time players can place some of their cards face up to prove capability. Turns: pick **Diplomacy** or **Research**. Diplomacy: give any player one card. Receive any cards given: face down cards may not be revealed. Research: draw a card.

Capabilities are built in order from Uranium to Superpower with two exceptions. The **Test** card is played publicly with its precursors to enable a Warhead for use. An untested deployment fails if any player uses a Test card to create a "fizzle." **Long Range** can be used without Second Strike.

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Winning and Losing

Weapons use is a separate turn. Orders are written and revealed simultaneously. Weapons capability can be used once per turn knocking out one player. Short range works on adjacent (L/R) players only. Second strike lets capabilities be used once at knock out. Second Strike need not be written down. Superpowers can hit multiple or all players. Players can discard cards face down as "social development." N players with Superpower can declare **Mutually Assured Destruction**: all win. Sole Superpowers can engage in **disarmament blackmail**. They win or suffer first strike and retaliate or not. At conclusion, any remaining players win on basis of social development.