



TOP SECRET

CONFIDENTIAL INSTRUCTIONS INSIDE

Disclaimer: All characters and events in this game- even those based on real people- are entirely fictional.

This game does not endorse violence, of any kind, towards anyone.

Especially against the President of the United States, current or former.

Please play responsibly.

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Through the miracle of cloning former United States Presidents in their prime, battle it out among the mightiest Presidents of all time to become the Supreme President of These United States of America!

Rules of Play

Your Objective:

Survive, stab, and scheme your way through the opposition to secure your title as the Supreme President of These United States! Each body at your feet and every turn around the arena is another vote in your pocket. Your own President may be lost in the fight, but another will always rise up to take their place.

Get rid of the opposing Presidents by killing them, corrupting them, or having them dragged away kicking and screaming. Survive the fight by dodging, bribing, and making treaties with your opponents. Whatever it takes to win the fight and the election.

The first player to claim five votes is the winner!



Contents:

This game contains
43 President cards
100 Action cards
Instructions
6 player aids
27 Wound/corruption
counters

Setting Up:

Shuffle the President and Action decks, then deal each player three cards from each deck. Put both decks in easy reach to draw from, and make room for a discard pile. Set the wound and corruption counters out as well.

Looking at both their Action and President cards, each player decides if they'd like to keep their hand of Action cards, or discard it to draw three new ones (Players can only do this once).

Players then select which President they would like to start with and place that card face down on the table, keeping their other Presidents in their hand. They'll need these later.

Once each player has selected a President and kept a hand of Action cards, players take turns Announcing the Candidacy of their Presidents. Each player will reveal their chosen President, then read the name, life total, party, whether they were a Slaveowner, and abilities of that President card. Then, the player with the lowest President number goes first.



Game Overview:

Types of Cards: There are two decks of cards- **President cards** and **Action cards**.

President cards: The President cards represent the characters you'll be playing throughout the game, clones of the original Presidents of the United States of America.

The President card has several parts:

Life: The number of wounds it takes to kill this President.

Time in Office: The President's term in office.

Slaveowner Status: If the President owned slaves at some point in their life, it will say Slaveowner above their text box.

President Number: What number President they were. This determines which player goes first at the beginning of the game.

Party: The President's political party.

Text Box: The President's abilities are described here, each starting with a title, then

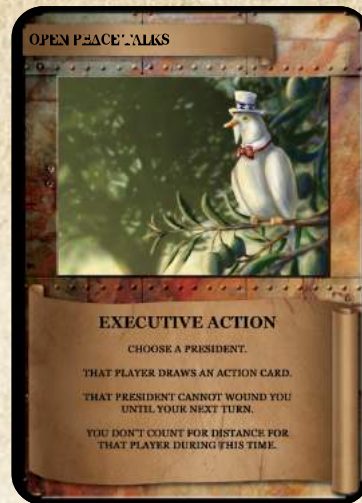
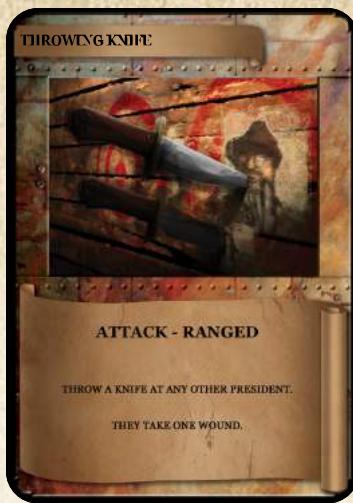
explaining how they work. Some President abilities are always on, such as Washington's, above. Some are activated, and will read as "Do something to do something else," such as "Discard a card to start the Perry Expedition," or "Choose a President." Some abilities are reactionary, and trigger on certain events occurring - "When you declare your candidacy," "Whenever a player plays a card," etc.

Each President's ability affects gameplay differently, so it's important to keep track of what's on the table.



Action Cards:

There are three types of Action cards, each of which affect the game differently-



Attacks: Attack cards deal wounds to your opponents. Melee Attack cards can only be played on a President next to you, Ranged Attack cards can be played on any President at the table. Attacks can only be played on your turn, by spending an action. Most Attacks can be avoided with Reaction cards. Attack cards are a form of Attacking, similar to the Stab action.

Executive Actions: Executive Action cards are typically one-shot effects that are discarded after use.

Some Executive Actions are played in front of a player and remain there until their effect is used up (such as Scapegoat or Vice President).

Some Executive Actions deal wounds, but these are not considered Attacks.

Executive Actions can only be played on your turn, by spending an action.

Reactions: Reaction cards help you survive your opponents' attacks and actions, allowing you to gain more votes and conquer your enemies.

Reaction cards' text always starts with "Play when ____"- dictating when you can play the card. In most cases, that's when an opponent Attacks you, but it may be when you would die. Reactions cannot save you from Unavoidable Wounds, but they can still be played for the rest of their effect if you would receive an Unavoidable Wound. Reactions are the only type of card you can play when it's not your turn. Even if a Reaction deals damage, it is not considered an Attack.

Play Overview:

The turn is divided into three primary phases:

Campaign: The first phase of the turn is called the Campaign, where you'll either return to the race for Supremacy or get a Vote. Each player's Campaign phase will take place one of two ways, depending on whether or not they've survived a full turn around the table.

At the start of your turn, if your President is not dead, get a Vote. This doesn't happen on your first turn of the game, or on your first turn after a Last Man Standing situation bringing you back to life.

If your President is dead, reveal a new President from the Presidents in your hand, or, if you're out of President cards, one from the top of the President deck.

Announce the Candidacy of your new President, reading aloud that President's name, life, party, slaveowner status, and abilities so your opponents know what you're capable of. The President number and time in office aren't as important to read, but there's no harm in sharing.

Action Phase: The Action Phase is where the excitement happens. This is where players can play cards, stab their opponents, or refuel their hands- whichever path will lead them to victory.

During each player's Action Phase, that player can make up to three actions, which can be any combination, order, or repetition of the following:



Stab a President Next to You (Once per turn)



Draw an Action Card



Play an Action Card



Play a Presidential Ability

While the Stab action and some Presidential Abilities state they can only be played once per turn, the other actions can be played any number of times, as long as you still have actions left to use. (For example, you could draw three cards; or you could draw a card, play a card, then draw another card; or even play a card, stab someone, then play a Presidential Ability, etc. The possibilities aren't quite endless, but you get the idea.)

Stab a President Next to You: The easiest way to deal with your opponents is to Stab them. Stabbing is a form of Attack, like an Attack card, but only requires an action to use. If this attack hits, they take one wound. This action can only be played once per turn. You can Stab any President that is next to you- that is, with no living President between you and that player. If someone is two seats away, but the President between you is dead, that player is considered next to you, and is fair game for Stabbing!

Draw an Action Card: As an action, you can draw a card from the Action deck. This can fuel your offensive or defensive plan to win the game. You can play this action as many times as you'd like, as long as you have actions left to spend.

Play an Action Card: You can play an Executive Action or Attack card from your hand. Follow the instructions on the card, then place it in the discard pile after its effects are complete. Some cards will be played in front of you. These stay in front of you until their effect has been used, then are discarded. You can play as many Action Cards from your hand as you'd like, as long as you have cards to play and actions left to spend.

Play a Presidential Ability: Every President has a unique ability, some of which can be activated. Declare that you're using your President's ability, then follow the instructions on the card. Some President abilities can only be used once per turn, some can only be used once ever.

Ending: The final phase of a player's turn is the ending, which takes place after a player is finished making actions. You don't have to have made three actions in order to end your turn, you can decide to stop at any time.

Some abilities, such as Wartime, will trigger at the end of a player's turn. Those will happen here, after you've finished making Actions, but before you move on to discarding cards.

After you're done making actions, check how many Action cards you have left in your hand. If it's more than 4, discard Action cards until you have only 4 left, then pass the turn. Play continues clockwise, as that is the American way.

Dying and Coming Back From the Grave:



WOUNDS :

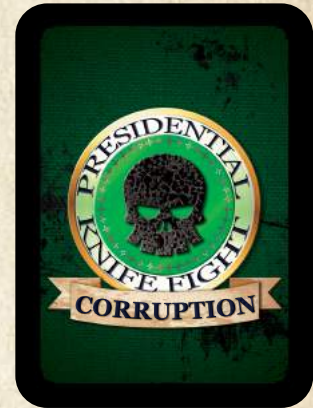
If a President gets Wounds equal to their life total, they die. Wound counters go away when you die.

Some effects cause Unavoidable Wounds. These wounds cannot be prevented with reactions or abilities.

CORRUPTION :

If a player gets five Corruption Counters, they are thrown out of office. If another player gave them the fifth Corruption Counter, that player gets the disgraced President card. The corrupted player places one of the Presidents from their Vote pile on bottom of the President deck, then removes all their Corruption counters.

Corruption Counters do not go away when a President dies, they stay on the player until the corruption overwhelms them.



DYING :

When a President dies or is thrown out of office, the player that killed them takes their President card and places it face-down in their Vote pile. When your President dies, your turn ends, then you must discard any Executive Actions you have in front of you, as well as any Wounds that President had.

You may discard your hand of Action cards and draw three new ones, or you can keep your Action cards for your next life.

If you have any President cards left in your hand, select one and place it face down in front of you to be your next President. If you don't have any President cards left in hand, draw a new President card from the President deck, take a moment to read it, then place it face-down on the table in front of you (You may do this before deciding whether or not to keep your Action cards). At the start of your next turn, you'll announce your President's candidacy and return to the game during your Campaign phase.

While your President is dead, you cannot play cards or abilities, and you cannot be affected by other players' cards or abilities. You cannot interact with effects like Impeachment or Manifest Destiny. Your President is too dead to play the game.

Other Information:

Getting a Vote: If an effect tells you to Get a Vote, add the bottom card of the President deck to your Vote Pile. Once you have four Votes, you can only get a fifth Vote from a kill or an effect that would let you win the game.

Dodge: Some effects will tell you to Dodge an attack. Just like the card Block, this means that the attack misses, and you take no wounds. Unavoidable Wounds cannot be Dodged.

Distance: If there are no living Presidents between you and another player, that player is considered next to you. If an effect allows you to ignore distance, then all players are considered next to you.



Special Cases:

Cards vs. Rulebook: If a card contradicts what the Rulebook says, follow the instructions on the card. Some cards may give you additional Stabs, allow you to play cards without spending an Action, or ignore distance. The cards modify the rules of the game.

Last Man Standing: If there is only one player left alive (or even no players!), the living President gets a vote (this can win the game!), then each dead player comes back to life immediately. The active player uses the rest of their actions to draw cards, then their turn ends. Players that came back to life because of Last Man Standing do NOT get a vote for their Campaign step at the start of their turns.

3 Player Game: A 3 player game is played the same way, except in a Last Man Standing situation, the surviving player does NOT get a vote. The other players come back to life immediately as normal.

6 Player Game: In a 6 player game, you only need 4 votes to win. Otherwise, the game is played the same.

Rule Disagreements: If players disagree about something not covered in the rules, all the players at the table (including the dead ones) can vote on the outcome, but remember, you're playing with politicians- impartiality is only a pretense. If the vote is a tie, ask for an impartial bystander to assist. Or argue some more. Maybe throw in a filibuster or two. Whatever works for your group.

Frequently Asked Questions:

If I get my fifth vote at the same time that I die, what happens?

You still win! Your President does not have to be alive for you to win.

If I get a new President during my turn (from Secret Service or something similar), does my turn end?

No. You weren't killed, so your turn continues with your new President.

If I get a new President during my turn (from Secret Service or something similar), do the actions I've taken so far still count?

Yes. The actions you have taken for your turn count regardless of which President you've taken them with.

Can I React to a Reaction?

You can only play a Reaction when the card says you can. If a Reaction is causing you to die, you could play Rigged Re-Election to save yourself, but you can't play Dodge because you aren't being Attacked.

If someone plays Emancipation Proclamation, will my Scapegoat save me from taking damage?

Scapegoats can only save you from Attacks. In addition, the Scapegoat is a slaveowner, so it will also be damaged by Emancipation Proclamation.

Emancipation Proclamation says "Abraham Lincoln and Barack Obama each get +1 Life." Is Barack Obama in the game?

Barack Obama has not joined the Presidential Knife Fight, but some day he may.

When can I discard my Actions Cards to draw new ones?

Once at the beginning of the game, before any player Announces their Candidacy, and once each time your President dies.

More Questions? Email us @ info@pkfgame.com!

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