CULTURE WAR
RULES

Recon Intelligence Management Joint Operations Bureau

APPROVED FOR RELEASE

Classified Dossier on CULTURE WAR: THE GAME

SUBJECT OVERVIEW

Title: Culture War
Classification: Interactive Card Game
              Satirical Sociopolitical Commentary
Developer: PM Games
Purpose: Recreation, ideological critique,
        and tactical simulation

EXECUTIVE SUMMARY

Culture War is an interactive card game designed to emulate the modern sociopolitical landscape, combining strategic gameplay with satirical commentary on ideological conflicts. The game immerses players in a fictionalized world where factions compete for cultural dominance. Each player assumes the role of a faction leader, utilizing cards that represent resources, events, and units to achieve victory.

Culture War invites players to try stepping into the factions of their real-world ideological opponents, in order to glean a fresh and often humorous perspective on contrasting worldviews. This dynamic not only sparks engaging, insightful gameplay but also fosters a unique blend of connection and conflict among players. By embracing the tactics and strategies of opposing factions, players can gain a deeper understanding of different approaches to power and influence, while still reveling in the ruthless, divisive nature of the competition. The result is a game that's as unifying as it is cutthroat, bringing people together in laughter and rivalry, and leaving no ideology unscathed.

FACTIONS

Players select one of five ideological factions, each representing a caricatured worldview:

Anarchy: Embodies chaos and destruction, targeting the collapse of structured systems. These are the left-wing anarchists and criminals. They operate in decentralized mobs.

○ Strengths: Disruption-based strategies that destabilize opponents.

○ Weaknesses: Lack of sustainability and inherent instability.

Community: Advocates for collective unity but is prone to herd mentality and groupthink. These are the woke, the compassionate, the artists and the activists.

○ Strengths: Strong defensive capabilities and cooperative synergy.

○ Weaknesses: Susceptibility to manipulation and internal conflict.

Technocracy: Relies on data-driven decision-making, emphasizing cold logic over human empathy. These are the tech-adept, the bureaucrats, the elite.

○ Strengths: Efficient resource management and precise tactics.

○ Weaknesses: Vulnerability to unpredictable, human-centric strategies.

Conservative: Clings to traditional values, resisting change while seeking to preserve the past. These are the police, the citizens, the traditional structures of society.

○ Strengths: Resilient architecture and emphasis on long-term stability.

○ Weaknesses: Inflexibility and resistance to adaptation.

Libertarian: Champions individual freedom and minimal state intervention, often to the detriment of social cohesion. These are the individualist-anarchists, the anarcho-capitalists, the loners.

○ Strengths: High autonomy and strong offensive strategies.

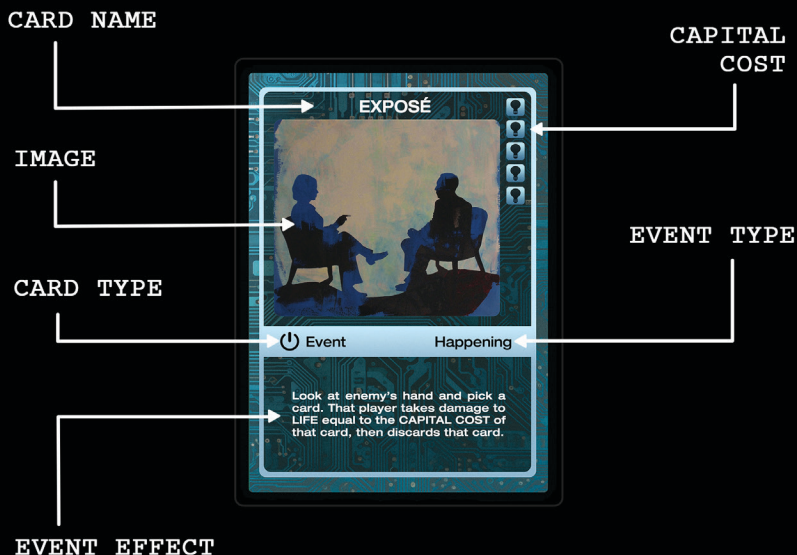○ Weaknesses: Limited collective support and tendency towards self harm.

CARD TYPES

In Culture War, the assets and abilities available to players are represented through the game's diverse card system. These cards define the capabilities at a cultural leader's disposal, categorized into three primary operational components: Events, Units, and Real Estate.

1. ⏻ EVENTS

Events represent the dynamic and volatile elements of the cultural battlefield. They are divided into subcategories based on their scope and duration, each capable of disrupting strategies, reshaping tactics, and altering the rules of engagement.

CARD NAME

CAPITAL COST

IMAGE

EVENT TYPE

CARD TYPE

EVENT EFFECT

EXPOSÉ

⏻ Event — Happening

Look at enemy's hand and pick a card. That player takes damage to LIFE equal to the CAPITAL COST of that card, then discards that card.

EVENT TYPES

MOD

Effect: Mod cards permamnently manipulate stats, categories or abilities of Units, Real Estate or other Events.

Play Timing: Deployable only during your turn, prior to initiating an attack. They are remain attached to the card they are modifying unless stated otherwise.

FLASH

Effect: Immediate and short-term, these cards alter gameplay suddenly in your favor.

Play Timing: Usable at any time, including during an opponent's turn, for maximum disruption. They are impermanent unless stated otherwise.

HAPPENING

Effect: Happenings alter gameplay quickly and profoundly but for a short time. They are more robust and dangerous than flashes.

Play Timing: Only playable during your turn, prior to attacking.

OPERATION

Effect: Operations make persistent changes that remain active over multiple turns, influencing both your actions and those of your opponents.
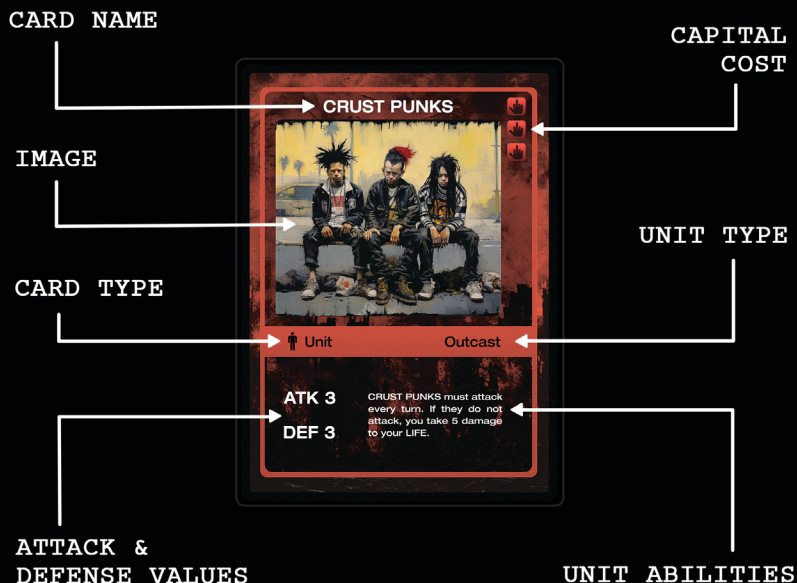
Play Timing: Activatable only on your turn, before initiating attacks. The cards remain in play indefintely unless stated otherwise.

2. 👤 UNITS

Units function as the operational agents in your campaign for dominance. From expendable assets to specialized operatives, Units are your frontline tools for engaging adversaries and asserting control.

CARD NAME

CAPITAL COST

IMAGE

CRUST PUNKS

UNIT TYPE

CARD TYPE

👤 Unit   Outcast

ATK 3

DEF 3

CRUST PUNKS must attack every turn. If they do not attack, you take 5 damage to your LIFE.

ATTACK & DEFENSE VALUES

UNIT ABILITIES

UNIT TYPES

Unit types vary - e.g. criminal, citizen, media, etc. - and are used to distinguish between classes of units that may share qualities. There are three special unit types:

BASE UNITS

Standard operatives without unique capabilities. Stats: 0 Attack (ATK), 0 Defense (DEF).

CYBER UNITS

Digital operatives specializing in cyberwarfare.

Combat Rules: Limited to engagements with other Cyber Units. In the absence of opposing cyber defenses, they may target an opponent's Life Points directly.

HERO UNITS

High-value operatives with strong abilities.

Combat Rules: Defeating an enemy Unit causes the opponent to lose 10 Life Points. An unsuccessful attack costs the Hero's controller 4 Life Points. Losing a Hero results in a 10 Life Point penalty.

3. 🏠 REAL ESTATE

Real Estate represents the foundational infrastructure of your cultural empire. They generate 1 Capital Coin per turn, unless stated otherwise.

CARD NAME

IMAGE

REAL ESTATE RULES

CARD TYPE

TRAILER PARK

🏠 Real Estate

TRAILER PARK generates 1 ⬡ CAPITAL per turn to a maximum of 3 Capital placed on the REAL ESTATE card at once.

The second Real Estate card costs 2 Capital to play. The third costs 4 Capital to play. The fourth costs 6 Capital to play. Etc.

GAMEPLAY

Culture War operationalizes the grim calculus of cultural dominance. Each turn represents a step closer to either decisive victory or strategic collapse. Players must methodically erode their opponents' Life Points to zero while safeguarding their own, leveraging Units, Events, and Real Estate to secure a tenuous hold on power. Success demands tactical precision and an acute awareness of timing and resources.

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BEGINNING OF THE GAME

Each player begins the game with 100 LIFE. For shorter games lower the amount of initial LIFE points. This is also suggested for games involving 3 or more players.

One Player should act as Scorekeeper, using pen and paper or other means to keep track of LIFE points as the game progresses. When a Player's LIFE points reach 0, they are eliminated.

Each player selects a FACTION.

Go through your deck and separate the REAL ESTATE cards into their own pile. REAL ESTATE is purchased from this pile.

Find a BASE UNIT card (0 ATK and 0 DEF Unit with no abilities) and a REAL ESTATE card. A CAPITAL COIN is placed on the REAL ESTATE card. These are the resources that each player begins the game with.

Every player then shuffles their decks and draws 5 cards.

Everyone rolls a die and the player with the highest result goes first and is followed by the player to their left.

See Fig. 1

FIG. 1

HAND

REAL ESTATE

DECK

GARBAGE

CAPITAL COIN

REAL ESTATE POOL

BASE UNIT

OPPONENT

- -

YOU

REAL ESTATE POOL

BASE UNIT

HAND

CAPITAL COIN

DECK

GARBAGE

REAL ESTATE

Each turn in Culture War follows a standard operational sequence designed to balance resource management, strategic deployment, and offensive action.

On the firt turn of the game each player begins with 1 BASE UNIT, 1 REAL ESTATE, 1 CAPITAL COIN (on the initial REAL ESTATE), and a hand of 5 cards. They do not draw a new card or collect another CAPITAL COIN on the first turn.

TURN STRUCTURE

$ ## 1. RESOURCE COLLECTION

Draw a Card: Retrieve one card from your deck to expand your operational capabilities.

Collect Capital Coins: Acquire Capital Coins generated by your Real Estate holdings, ensuring a steady flow of resources to fund operations.

These are Cultural Capital Coins, they represent the money in Culture War.

OFFICE BUILDING

... Real Estate

...UILDING generates 1 ⬜ CAPITAL per turn to a maximum of 3 Capital placed on the REAL ESTATE card at once.

The second Real Estate card costs 2 Capital to play. The third costs 4 Capital to play. The fourth costs 6 Capital to play. Etc.

REAL ESTATE produces a single Capital Coin per turn, which can be acumulated if not spent to a maximum of 3 Capital Coins on a given Real Estate at a time.

2. CARD DEPLOYMENT

Buy New Real Estate. You may choose to purchase new Real Estate, should you have the resources. The new Real Estate will not begin generating capital coins until the next turn.

TRAILER PARK

🏠 Real Estate

TRAILER PARK generates 1 CAPITAL per turn to a maximum of 3 Capital placed on the REAL ESTATE card at once.

The second Real Estate card costs 2 Capital to play. The third costs 4 Capital to play. The fourth costs 6 Capital to play. Etc.

The first REAL ESTATE you own is free at the beginning of the game.

The second costs 2 Capital.

The third costs 3 Capital.

The fourth costs 4 Capital.

And so on.

Allocate Resources: Spend Capital Coins to deploy Units, activate Events, or initiate Operations.

YOGA GIRL

♟ Unit   Athlete

ATK 2
DEF 2   YOGA GIRL has automatic COUNTER ATTACK.

To purchase a card into play you must spend the equivalent of its capital cost. In this case, 3.

Timing Considerations: Some Events like Happenings, Mods and Operatiuons are restricted to being purchased on your turn. Flash Events may be bought at any time.

3. COMBAT PHASE

Combat is conducted one Unit at a time. Select your first Unit to attack, push it forward, choose the enemy Unit it is attacking, and conduct the battle. Then you may choose to attack with a second Unit, and so on.

When you declare the Unit you choose to attack with, push it forward.

Battle:

Attacker's Roll: Roll a six-sided die and add the attacking Unit's ATK value.

Defender's Roll: Roll a six-sided die and add the defending Unit's DEF value.

Outcome Determination: The higher total prevails; ties necessitate rerolls.

Critical Failure: If an attacker rolls a 1 and fails to kill the defending unit, it is a critical failure, and the defending Unit may COUNTER-ATTACK and attempt to destroy the attacking Unit. Counter attacks proceed like normal battle with the attacking and defending Units switched. Rolling a 1 during a Counter-Attack does not initiate another Counter-Attack.

DEFENDING PLAYER ROLLS A 3

+2 DEF → ATK 2 / DEF 2 = 5

YOGA GIRL

Unit — Athlete

YOGA GIRL has automatic COUNTER ATTACK.
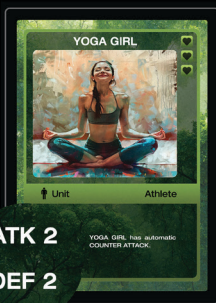
ATTACKING PLAYER ROLLS A 5

+1 ATK → ATK 1 / DEF 1 = 6

KAREN

Unit — Citizen

When KAREN comes into play, choose an enemy UNIT. That unit cannot do battle for 1 turn.

ATTACKER WINS

If the attacking Unit kills the enemy Unit, there is an automatic deduction of 5 LIFE points from the opponent's LIFE. If your attacking Unit fails to kill the enemy Unit, there is an automatic deduction of 2 LIFE points from your LIFE.

4. END OF TURN

You may end your turn at any time. Turns *must* end when options for resource collection, card deployment and combat are exhausted.

Play then moves to the player to your immediate left.

The subsequent player then performs the turn structure in the same order:

1. Resource Collection   2. Card Deployment
3. Combat Phase   4. End Turn

WINNING THE GAME

The game concludes when all but one player's LIFE Points are reduced to 0, or there are special cards with abilities that suddenly end the game. The remaining player, regardless of their remaining resources, is declared the winner.

The diagram below shows the suggested method of scorekeeping. In this case, Technocracy is the winner.

✋	❤️	💡	🏛️	💰
100	100	100	100	100
96	95	98	96	97
88	87	95	90	87
81	83	92	81	82
70	80	90	73	78
65	78	88	68	68
60	62	80	65	62
50	58	74	60	52
48	55	70	59	45
42	49	66	52	40
40	45	63	45	30
35	42	55	38	22
25	35	42	32	15
20	30	38	29	5
10	28	33	21	0
3	18	25	18	
0	5		10	
	0		0	

NARRATIVE DEVELOPMENT THROUGH GAMEPLAY

Each game of Culture War evolves into a unique, satirical narrative shaped by the interplay of cards, player actions, and collaborative storytelling. Event Cards spark chaos, Hero Units rise and fall in dramatic fashion, and Mod Cards create ironic twists, turning minor elements into pivotal moments. Players are encouraged to craft the narrative together, weaving their actions into a shared tale of betrayal, triumph, and absurdity.

Alliances shift, rivalries intensify, and every move adds a layer to the collective story. The result is a darkly comedic chronicle of cultural dominance, where the players themselves are as much the authors of the madness as the cards they wield.

This document prepared by: Recon Intelligence Management Joint Operations Bureau

CLASSIFICATION LEVEL: TOP SECRET

CLASSIFIED NOTES

APPENDIX 1: QUICK RULES

1. Pick a faction - Anarchy, Community, Technocracy, Conservative or Libertarian.

2. Separate the Real Estate cards and place one nearest you and place one Capital Coin on it.

3. Search the deck for a Base Unit card (A Unit with 0 ATK and 0 DEF with no abilities that costs 1) and place it above the Real Estate card.

4. Shuffle your deck.

5. Establish a scorecard with each player's name and 100 LIFE points.

6. Each player then rolls a die. The person with the highest roll goes first and play will continue clockwise from them. If two or more players get the same roll, those players reroll until someone gets a high roll.

7. Each player draws 5 cards.

8. The player who goes first may play any event or unit card they can afford with the 1 capital they have. Once they do that they may choose to attack an enemy player.

9. Attacking: The attacking player chooses which Unit they're attacking with and chooses which enemy Unit they are attacking, one by one.

10. Battle then commences. The attacking player rolls a die for a Unit attacking, adding on to the roll the ATK value of the Unit they're attacking with. The defending player rolls a die for the Unit they're defending with, adding on to the roll the DEF value of the defending Unit.

11. The roll with the highest value wins. If there is a tie in roll values, then reroll. If the Unit that is attacking doesn't get a roll value high enough to defeat the defending Unit then both units survive and the attacking player takes 2 damage to LIFE for failing.

12. If you roll a 1 while attacking and fail to kill the enemy unit, it is considered a critical failure and the enemy Unit then counter-attacks. The enemy Unit rolls for attack (adding ATK value) and your Unit rolls defense (adding DEF value). If they kill your unit you lose 5 LIFE.

13. If your Unit kills an enemy Unit, the enemy player takes 5 damage to LIFE.

14. If the enemy has no Units, you may attack enemy's LIFE.

15. Each player takes a turn like this. Players cannot attack if they have no units.

16. At the beginning 2nd turn onwards, the player draws a card from their deck, as well as collects new capital coins generated by their Real Estate. They may buy new Real Estate. Each new Real Estate costs one more than the prior one.

17. Play continues until all players but 1 reach 0 LIFE.

APPENDIX 2: DEFINITIONS

EVENTS

- **Mod** – A mod is a modification that is played on a Unit, Real Estate, or Operation. It modifies the rules of how the card it is played on works.

- **Flash** – a Flash is an Event that can be played at any time, even during other players turns.

- **Happening** – A Happening is an Event that can only be played on your turn, before you attack.

- **Operation** – An Operation is an Event that can only be played on your turn before you attack. But as opposed to a Happening, an Operation remains on the table and continues to affect the game going forward.

UNITS

- **Base** – 0 ATK and 0 DEF. Starting Unit.

- **Cyber** – A Cyber unit can only attack and defend against other Cyber units. If the enemy has no Cyber Units in play, then your Cyber unit may attack enemy's Life directly.

- **Hero** – A Hero Unit deals 10 damage to an enemy's Life whenever it kills one of their Units. If it fails its attack you lose 4 Life. If it is killed you lose 10 Life.

REAL ESTATE

- **Capital** – Cultural Capital is the money you spend to purchase Real Estate, Units and Events.

- **Bank** – Your bank is an area where you keep Cultural Capital that's not on your Real Estate.

APPENDIX 3: SPECIAL RULES

ALLIANCES

Alliances can be formed at any time between two or more players. Players in alliances can donate LIFE points to each other, as long as the transfer does not bring the donor to 0 LIFE points. Capital can also be transferred, and unless its the Capital of the same faction, the donated Capital may not exceed 50% of any card it is spent on's cost.

MIXED FACTIONS

Should players wish to mix multiple factions together and build their own decks, there are only a few rules concerning CAPITAL in that event. In a mixed faction deck, a player may use Capital generated with Real Estate of another faction to purchase cards not of that faction as long as the Capital spent of the second faction does not exceed 50% of the total Capital cost of the card.

INCREASING GAME SPEED

The game can be sped up by decreasing the amount of initial LIFE each player begins with. Games should last around an hour, but as more players are added, they tend to get longer. Therefore it is suggested that for a 3 player game, each player start with 90 LIFE; for a 4 player game, each player start with 80 LIFE; and for a 5 player game, each player startwith 70 LIFE.