

PSYCHOLOGICAL WARFARE

SETUP: Each player is given 1 Archetype and 1 Scorecard. Archetypes are selected in any manner the players choose. A wooden cube is placed on the number 3 for each of the four Needs Categories (Freedom, Fun, Belonging, and Power). Each player is dealt 3 cards face-down (these cards represent each player's starting Mental Energy). Players are also dealt 5 cards to play as their hand.

All players may place Defense Mechanism cards from their hand before play starts. The player with the Archetype name that comes earliest in the alphabet plays first. Play proceeds clockwise.

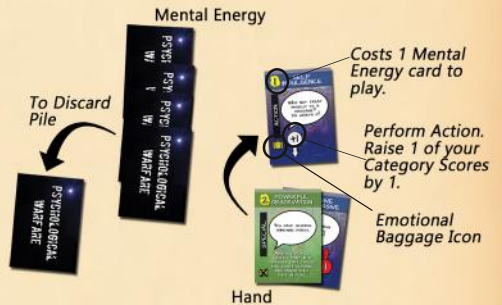
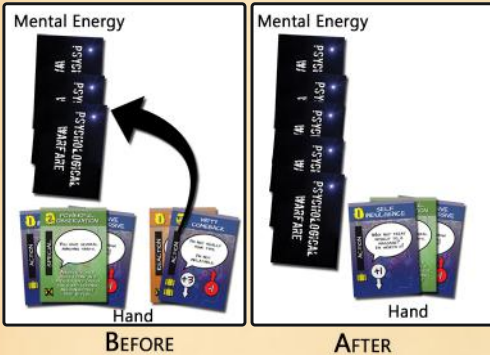


HOW TO PLAY:

1 Place cards into Mental Energy: First, the player may place cards from their hand into their own Mental Energy pile. Each card now represents 1 Mental Energy (ignore Face side).

2 Play Actions/Specials: Next, they may choose to play 1 Special or 1 Action card.

To do so they must "spend" (discard into a face-up discard pile) Mental Energy as indicated in the upper left-hand corner of the card being played. The effects of the card are resolved. Cards with a baggage icon(s) are placed in front of the player who played the card.



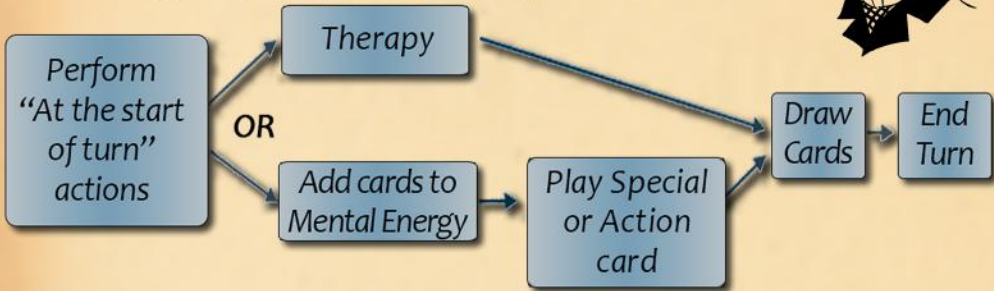
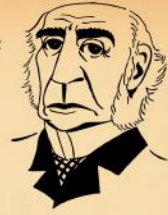
3 Draw Up: The player ends their turn by drawing up to 5 cards. Each baggage icon on the cards in front of them counts as a card in their hand.

Therefore - A player with 2 cards in their hand and 1 baggage icon on the card played in front of them would draw 2 cards into their hand. Draw up all cards before placing any cards.



THERAPY

Instead of taking a regular turn, a player can decide to go to therapy. All Baggage, Defense Mechanism, Phobia and Special cards in front of them will be placed under their Archetype card. They then draw up to 5 cards into their hand and end their turn. Before therapy, a player may use their Archetype ability.



PLAYER CARD LAYOUT: Cards may be placed in a manner that is illustrated in this example. The cards to the left represent Mental Energy (3 cards). The Action and Special cards in the middle represent 4 Emotional Baggage (4 Bag Icons on the cards). Above them are 2 Defense Mechanism cards and an Archetype card above the Scoring card.



DESCRIPTION OF CARDS

ARCHETYPE CARDS: Each player starts the game with an Archetype Card. Each Archetype has a special ability that makes an exception to a game rule. This ability may only be used one per turn (Multiple Personality may use each).

An archetypes Primary score category is the 4 point category, their Secondary is the 3 point category.



SCORE CARDS: The Scorecard contains the 4 Needs Categories. Scores cannot go below 1 or above 8.

Scores at 1 will cause the player affected to have a neurosis. Every turn a player has a score of 1, they suffer a Neurosis. They must raise their score above 1 through the use of cards to remove the neurosis.

To determine the effects of neurosis, refer to the EFFECTS OF NEUROSION card.

EFFECTS OF NEUROSION
When a player's score drops to one in any category, they suffer a Neurosis. They are able to increase their score using the:

- DEPRESSIVE (Freedom):** Each Action and Special card played cost +1 Mental Energy.
- HISTRIONIC (Fun):** May not play cards that display more than 2 Mental Energy.
- SCHIZOID (Belonging):** May not play Special or Reaction cards.
- OBSESSIVE-COMPULSIVE (Power):** Draw up one less card than normal.

ACTION CARDS: After spending the Mental Energy (indicated in the upper left-hand corner of the card), player's category scores are changed.



- This symbol indicates that the player changes their own score in a category they choose. The amount indicated in the circle may not be divided up among multiple categories.



- In this example, the player will increase one of their category scores by 2 and decrease a different category score of theirs by one. You may not choose to subtract points from your own category where you have a score at 1. You cannot lower a score below 1. You may lower a category at 2 even though you can only lower it by 1 point.



- This symbol indicates that a player playing this card will choose one category to decrease by 1 point from one other player they choose.



- This symbol indicates that a player will choose ALL other players and decrease a category the player playing the card will choose by 1 point. This is the same category for all other players.

The amount of emotional baggage you accumulated as a result of playing the card is indicated by the bag icon(s) at the bottom left of the card. Leave a card with baggage face-up in front of you after playing.

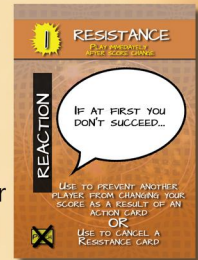


SPECIAL CARDS: Most special cards function like Action cards in that they take Mental Energy to play and/or accumulate baggage after being played. Follow the directions on the card. Cards without emotional baggage have an icon to indicate that they are discarded after playing.



REACTION CARDS: Reaction cards may be played immediately by a player to counteract a card that has just been played. Players must be given a fair opportunity to play a Reaction card.

The player playing the Reaction card must have and "spend" Mental Energy upon playing the card. The original player still expends Mental Energy from playing the card that was reacted to. Do not replace the Reaction card from your hand with another card until you draw up during your turn.

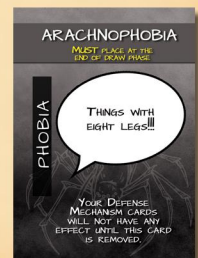


HIDDEN AGENDA CARDS: These cards may be held in a player's hand until the condition of the card is met. Once the condition has been met, the player places the Hidden Agenda card next to their Archetype card to indicate an additional Victory Point will be tallied for this player at the end of the game. Placing these cards do not count as playing an "Action" or "Special" card. Once placed,

these cards cannot be removed by any action in the game.



PHOBIA CARDS: These cards must be played at the end of the draw phase. Phobias will prevent Defense Mechanisms from working. Do not re-draw. If you start the game with a Phobia card in your hand, you may place it into your Mental Energy.





DEFENSE MECHANISM CARDS: These cards may be placed after being drawn, at the beginning of a player's turn or turned into Mental Energy. They provide a benefit and do not count as baggage. No one player may have more than 3 Defense Mechanism cards in play at one time.

If a player has 3 Defense Mechanism cards in play and wishes to replace one, they may place an existing Defense Mechanism card into their Mental Energy before placing the new Defense Mechanism card.



MENTAL ENERGY: ANY card may be turned into Mental Energy. These are the cards that you have set aside to "spend" when playing a Special, Action or Reaction card. When spending Mental Energy, the player may look and select the card(s) they wish to put in the discard pile.

EMOTIONAL BAGGAGE: After an Action or Special card is played, it is placed in front of the player. The Bag icons indicate how much baggage is incurred for playing the card. For example; a player plays an action card that costs 3 Mental Energy and has a single bag on the bottom of the card. The player discards 3 cards from their Mental Energy and sets the card played in front of them. Each Baggage Icon in play reduces the number of cards you draw by one.

END GAME: Each player plays one turn after the last card is drawn from the deck (ending with the player that drew the last card). The deck is played through one time.

HOW TO WIN

Players receive Victory Points for each Need Category (Freedom, Fun, Belonging, and Power) at the end of the game, where they have the highest or are tied for the highest score. The number of points awarded is indicated on the player's Archetype card.

In the case of a tie on total Victory Points, the player with the least number of cards under their Archetype wins the game. The second tiebreaker is the player that has the least amount of baggage in play at the end of the game. If the game is still tied, shake hands, smile and play another round!

FAQ The Outlaw lowers All other player's scores in Power, but one player uses Reaction Formation to change it to Freedom. Does the Outlaw gain 1 point in each category (Power and Freedom)? *Yes. The Outlaw successfully lowered scores in 2 categories. The Outlaw will gain 1 point per turn per category affected.*

I play cards that result in me having 4 baggage Icons and 2 cards in my hand. Do I have to discard my hand down to 5? *No, there is no hand limit, this only affects your draw up. You would draw no cards.*

Do I lose my Multiple Personality after the Multiple Personality card is removed? *No. Both Archetypes are in effect for the remainder of the game (except removal by Lobotomy), the card removed only represents baggage. If another player plays Paranoia on me to take my mental energy, can I block it with a REACTION card? Yes*

Do I HAVE to place my Defense Mechanisms? *No.*

What's with the illustrations on the back of the punch outs *Why it's another game. Rules are at <http://dphgames/GA>*

Freedom is Tied - Altruist +1 Point Jester +2 Points
 Jester wins Fun - Jester +4 Points (6 Points)
 Altruist wins Belonging - Altruist +4 Points (5 Points)
 Altruist wins Power - Altruist +2 Points (7 Points)
 The Altruist wins 7 to 6.

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ABOUT THE LEAD DESIGNER

Dan is a retired counselor with a lifelong interest in board, card, and role playing games. He loves tabletop games because of the human interaction they provide, as well as their non-linear direction. DPH Games Inc was founded in 2013 and has produced a number of titles that use different mechanics to provide a variety of experiences. Look for Dan's funny hat at your next convention!