Collusion

Because Democracy Is Not a Game...

Collusion is a collaborative card game in which the players work together as Special Agents investigating possible Trump campaign collusion with Russia. By tailing suspects around the world and conducting investigations, the players try to deduce the suspect, scandal and scene cards in the Guilty Stack before time runs out.
Game Setup

Assign each Special Agent (player) a suspect to tail by randomly drawing a pawn from the 8 non-white pawns (excluding David Dennison).

Pawn Colors and Suspects

<table>
<thead>
<tr>
<th>Color</th>
<th>Suspect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orange</td>
<td>Donald Trump</td>
</tr>
<tr>
<td>Red</td>
<td>Donald Trump, Jr.</td>
</tr>
<tr>
<td>Black</td>
<td>Steve Bannon</td>
</tr>
<tr>
<td>Yellow</td>
<td>Jared Kushner</td>
</tr>
<tr>
<td>Green</td>
<td>Paul Manafort</td>
</tr>
<tr>
<td>Blue</td>
<td>R. Mercer</td>
</tr>
<tr>
<td>Clear</td>
<td>Michael Flynn</td>
</tr>
<tr>
<td>Purple</td>
<td>Michael Cohen</td>
</tr>
<tr>
<td>White</td>
<td>David Dennison</td>
</tr>
</tbody>
</table>

Locate the 10 board cards. They have their building scenes pictured sideways, in a landscape orientation. Lay them out into 5 city rows as follows: the 3 Moscow scenes are in the top row, Cambridge Analytica's HQ in London is in the second row below; New York's Trump Tower is in the third row. The 4 Washington DC scenes are in the fourth row and the Mar-a-Lago card is laid out below in a fifth row for Palm Beach.

All of the pawns are placed on the FBI HQ board card to start the game.

Next, separate the remaining cards into three
piles of 8 suspect, 8 scandal, and 9 scene cards. Remove the David Dennison suspect card from the deck as it is used only in the case of a pardon (explained later). After shuffling each pile individually, deal a card face down from each pile onto the Guilty Stack, taking care to **place the suspect card on the top** of the Guilty Stack.

Shuffle all the remaining playing cards together and deal them evenly to the players to form each player’s hand. Exception: If any player is tailing Donald Trump (the orange pawn), that player must be dealt a ‘**Small Hand**’. The small hand must contain at least one fewer card than any of the other players. The extra cards are dealt into the other hands. In some cases the Small Hand will contain two fewer cards (e.g., in a four-player game).
Game Play

Choose a player to start the game by any agreeable method, such as the highest roll on the dice or oldest player goes first. Play proceeds to the left around the board.

A player has 4 actions to allot among the movement, subpoena and investigation phases of each turn. An indictment may be brought at any time during a player's turn and does not count as an action.

As the FBI HQ is not a potential crime scene, the players will first need to move to the scene where they want to investigate.

The Movement Phase:

Moving within the same city uses only 1 action, while moving to another city uses 1 action plus 1 additional action per row to fly there.

Example: Moving within DC from the FBI HQ to the Oval Office would require just 1 action, but moving from the FBI HQ to any scene in the Moscow row would use up all 4 actions of a player's turn.

There is one exception to calculating how many actions are used in a move. A secret red-eye flight connects the Mar-a-Lago with the Kremlin, the KGB HQ, and the Moscow
Ritz-Carlton Presidential Suite using only 2 actions. (This is because everyone knows the fastest way to Moscow goes through the Mar-a-Lago!) Note that the secret redeye flight may be taken in either direction.

Tip: Don't use all your actions on a turn on movement. Try to save 2 actions to issue a subpoena and investigate on your turn.

The Subpoena Phase:

Once at a potential crime scene, you could conduct an investigation—but if you wish to investigate a suspect who is not already present at the scene, you must first try to move that suspect there by subpoena. You use 1 action when you issue a subpoena.

Tip: The suspect who you are assigned to tail is always present at the scene and does not require a subpoena action to investigate.

If you subpoena a suspect that is being tailed by one of the other players, that player may choose whether to try to resist your subpoena. Typically this will depend on whether they perceive an advantage to stay or go.

If that player chooses to resist, roll the dice and add any bonuses (explained below). On a roll of 10 or higher the subpoena fails and the
subpoenaed pawn is not moved, but it still costs you 1 action to have tried. But if the roll is 9 or less, the subpoena is successful and their pawn is moved to the scene to be investigated.

Subpoenas succeed automatically for all suspects who are not being tailed by a player, except in the case of Donald Trump. Donald Trump is particularly determined to resist subpoenas, so even if he is not being tailed by a player the dice must still be rolled when you subpoena him.

Bonuses: Add a +2 bonus to any roll involving Donald Trump resisting a subpoena, because he is particularly good at delaying them. Add a +1 bonus to the roll if either you or the suspect who is resisting a subpoena are outside the U.S., but do not add the bonus twice if both are outside the U.S. However, the +1 ‘outside-the-U.S.’ bonus can be added to the +2 Donald Trump bonus for a maximum of a +3 bonus.

If your subpoena fails, you may issue another subpoena on your turn if you have actions remaining. Or you may instead continue by investigating a suspect who is already present at the scene, including the one you are tailing.

The Investigate Phase:
To begin an investigation, you name a suspect
and scandal to be investigated at the scene at which you are. For example, a player at the Trump Tower may announce that they are investigating “Donald Trump, Jr. for the Obstruction of Justice at the Trump Tower.” Conducting an investigation uses 1 action.

You then ask the player to your left if they have any evidence in their hand to disprove your investigation. If that player's hand contains any of the cards named in the investigation, they show that card only to you. If a player has more than one card to show, they may choose which card to show you.

If they have no cards in their hand to show, the next player to the left shows a card if they can. This continues until a player can show a card, or all players have confirmed that they cannot show a card to disprove the investigation.

You should secretly record whatever evidence you learned from the investigation on your FBI Notebook checklist.

An investigation is normally the end of the your turn, unless you learn enough to bring an indictment after your investigation.

**Additional Rules:**
You may not ordinarily make an investigation at a scene where you conducted an
investigation on your previous turn.

However, there are two exceptions to the normal requirement that a player must move before conducting an investigation. You may investigate without moving first if you were moved to any scene by subpoena, or if you did not investigate at the scene on your previous turn (for example if you used all 4 actions to move there or you decided not to investigate).

The Pardon Power

Trump may have been dealt a Small Hand, but he does wield the Pardon Power. During or after the fifth round, a player assigned to tail Donald Trump may exercise the Pardon Power. Exercising the Pardon Power uses all 4 actions on the player's turn. Only one pardon may be issued during the game.

When a pardon is issued, turn over the suspect card on top of the Guilty Stack. If it is Donald Trump, the FBI team wins and the game is over—because no one may pardon themselves.

If it is not Donald Trump, the guilty suspect is pardoned. Remove the pardoned card from the game, as the ‘David Dennison’ card replaces it. Replace the pawn of the pardoned suspect with the white pawn at the same scene. If a
player was tailing the pardoned suspect, they are reassigned to tail David Dennison.

All players turn in the suspect cards they hold in their hands. Shuffle the suspect cards together with the David Dennison card. Deal a new suspect card face down onto the Guilty Stack. To the advantage of the player tailing Donald Trump, the remaining suspect cards are now evenly dealt out among the players, disregarding the ‘Small Hand’ rule.

Because ‘David Dennison’ is Donald Trump's alias in the secret Stormy Daniels Hush Money payments, after a pardon Donald Trump is now twice as likely to be in the Guilty Stack. Any indictment naming either Donald Trump or David Dennison is a correct indictment whenever either suspect card is in the Guilty Stack.

Exercising the Pardon Power also means that the Special Agents must start anew to deduce the correct suspect. This can increase the odds that the investigation will lose popular support (time will expire in the game). Issuing a pardon is a strategic decision made solely by the player tailing Donald Trump.

**Bringing an Indictment**

When a player brings an indictment, they name
the three cards they think are in the Guilty Stack. After they state their indictment, reveal
the Guilty Stack cards to all. If the player’s
indictment is correct the FBI team wins. But if
not, the guilty suspect escapes prosecution
and the FBI team loses.

A player may bring an indictment at any point
on their own turn from any scene on the board,
with no requirement to be at the scene in the
indictment. Bringing an indictment does not
require that a player has actions left; however,
if a player uses the Pardon Power on their turn
they may not bring an indictment on that turn.

Winning and Losing the Game

The Game is won either when any Special
Agent (player) brings a correct indictment, or
when Donald Trump wields the Pardon Power
but he is the suspect card in the Guilty
Stack—as no one may pardon themselves.

When you are the first Special Agent on the
team to bring the correct indictment, you win
the FBI Medal for Meritorious Achievement.

The Game is lost when a player makes an
incorrect indictment, or when the game lasts
more than 10 rounds and support for the
investigation withers away.
Variations

1. The game may be made simpler by eliminating a player's ability to resist subpoenas on a roll of 10 or higher. Similarly, the game may be made more difficult by not allowing a player to subpoena a suspect that any other player is tailing.

2. The game may be made more difficult with a shortened time limit, e.g., 7 rounds.

3. A shortened game may also be randomly extended for 2 rounds on a a dice roll of 11 or greater (because the FBI announces an indictment against Russian nationals). This dice roll should be taken by the first player at the beginning of their turn, starting on the fifth round. The extension only happens once.

4. When the Pardon Power is exercised and the pardoned suspect is a suspect tailed by a player, that player is eliminated from the game. After the new suspect is placed on the Guilty Stack and the player is dealt new suspect cards, make their evidence public knowledge by laying out their hand face up.

Credits

The box top, the suspect cards and Stormy Daniels are based upon caricatures by DonkeyHotey on Flickr.
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Find Out More

Collusion is available as an iOS app, an Android app, and as a physical card game. Please note that the rules differ between the app and physical versions of the game.

For more information about the game or for links to the app versions, visit our website at:

CollusionGame.com

Your Country Needs You!
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