

Strategy Cards

VERSATILE x1

(<4) POWER **(4+) POWER**

Climb 1 step on either Culture or Development

Climb 1 step on both Culture and Development

Climb 1 step on development OR culture if Power < 4
Climb 1 step on development & culture if Power >= 4

2x FREE ACTION CARD x2

Acquiring seats will cost 2 less voters during this turn
(Playing this card is not considered an action)

During this turn, any seat you acquire will cost you 2 less voters. (playing this is not counted as an action)

FREE ACTION CARD x1

You may occupy multiple seats in the same state during this turn
(Playing this card is not considered an action)

For this turn, you may acquire both seats in the same state (playing this is not counted as an action)

CULTURE x2

(<4) POWER **(4+) POWER**

Climb 1 step on Culture

Climb 2 steps on Culture

Climb 1 step on culture if Power < 4
Climb 2 steps on culture if Power >= 4

2x FREE ACTION CARD x2

You may do upto 3 actions during this turn
(Playing this card is not considered an action)

Playing this is not counted as an action.

SCAM x1

(<4) POWER **(4+) POWER**

4x 7x

Acquire 4 money if Power < 4
Acquire 7 money if Power >= 4

MEDIA x1

(<4) POWER **(4+) POWER**

2x + 1 4x + 2

Gain 2 voters and 1 power if Power < 4
Gain 4 voters and 2 power if Power >= 4

DEVELOPMENT x2

(<4) POWER **(4+) POWER**

Climb 1 step on Development

Climb 2 steps on Development

Climb 1 step on development if Power < 4
Climb 2 steps on development if Power >= 4

PROPAGANDA x2

Gain 2x

Collect 2 Power tokens

DIPLOMAT x2

You may take the benefits of an adjoining state

ADD ON: VICTORY x4

Gain 2 victory points
(Playing this card is not considered an action, when played with another card action)

Gain victory points when played. Card does not go to discard pile and stays open next to leadercard (playing this with an existing card action is not counted as an action)

SARKKAAR

RULE BOOK



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Game Overview

Based on George Orwell's "The Animal Farm". Sarkaar is a game where players need to form a majority in multiple states to gain victory points. The first player to hit the winning points requirement wins the game.

Remember, the sly and powerful win the race. Foster and maintain good relationships with your opponents and betray them only when you are sure you can handle the repercussions.

Components

The image shows the Sarkaar game components. On the left, there are three cards: 'SARKAAR LARGEST NATIONAL PARTY' (H), 'CULTURE' (G), and 'DEVELOPMENT' (F). The main board features a grid of states with numbers 1-6, a 'VICTORY POINTS' track from 1 to 30, and three columns for 'DEVELOPMENT', 'CULTURE', and 'STATES'. Below the board are 'STRATEGY' (D), 'AGGRESSION' (E), 'EXPANSION', 'A.P.A.D.', and 'PROTEST' cards. On the right, there are 'LEADERCARD' cards for 'PHILANTHROPIST' (1) and 'CAPITALIST PIG' (9). At the bottom, there are tokens for Power (M), Moolah (O), and Voter (Q).

- A. 1 Game board
- B. 8 Leader cards
- C. 23 Benefit tiles
- D. 20 Strategy cards
- E. 20 Aggression cards
- F. 1 Development card
- G. 1 Culture card
- H. 1 Largest National Party card
- I. 25 Red player cubes
- J. 25 Orange player cubes
- K. 25 Green player cubes
- L. 25 Blue player cubes
- M. 25 Power x1 tokens
- N. 5 Power x5 tokens
- O. 25 Moolah x1 tokens
- P. 5 Moolah x5 tokens
- Q. 25 Voter x1 tokens
- R. 5 Voter x5 tokens

Game Setup

Beginner: For your first game, use the same benefit tile setup mentioned below.

The diagram shows the Sarkaar game board with numbered steps for setup. The board includes the 'SARKAAR' title, a grid of states, 'VICTORY POINTS' track, and three columns for 'DEVELOPMENT', 'CULTURE', and 'STATES'. Below the board are 'STRATEGY', 'AGGRESSION', 'EXPANSION', 'A.P.A.D.', and 'PROTEST' cards. On the right, there are 'LEADERCARD' cards for 'PHILANTHROPIST' (1) and 'CAPITALIST PIG' (9). At the bottom, there are tokens for Power (M), Moolah (O), and Voter (Q).

1. Open the board and place it in the center
2. Randomly place 11 benefit tiles in each state
3. Place strategy cards face down
4. Place 3 strategy cards face up
5. Place aggression cards face down
6. Place 3 aggression cards face up
7. Place Power, Moolah and Voter tokens in their respective slots
8. Place player cubes at the start of Development, Culture and State trackers

Note: Whenever a face up card (#3, and #4) is picked up, it is replaced by the top card of the face down deck.

Game Play

Do this once right after setting up the game:

- Each player randomly gets 2 leader cards
- Players pick 1 leader to play with
- All players disclose their leaders at the same time



This represents player turn order:
Lower number starts first

Starting resources:
Pick this **once** at the start of the game

Special Privilege

ON A PLAYERS TURN:

A. Income stage: Collect 3 voters tokens

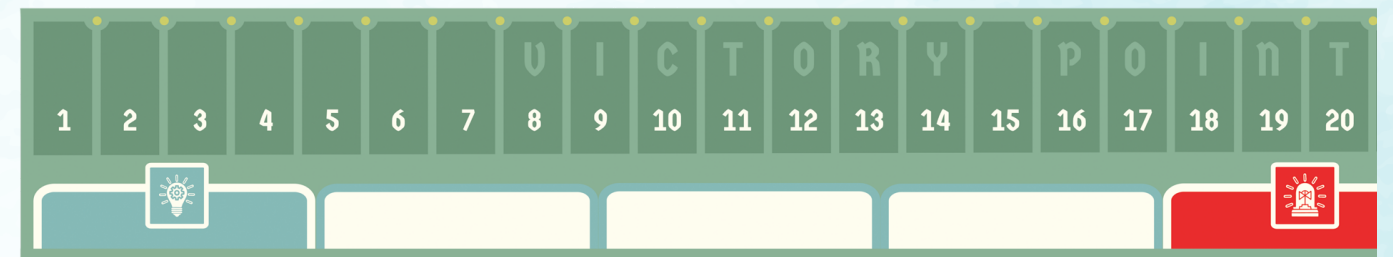
B. Action Stage: Players can do upto 2 actions (repetition allowed):

1. **Seat action** - Spend voters to acquire 1 seat in a state (You must not have done a seat or power action in the state during the same turn)
2. **Card action** - Play a card in hand OR Discard cards for 1 moolah per card
3. **Tracker action** - Spend 2 moolah to climb one step on either culture or development tracker
4. **State Action** - 1 benefit from a state you have formed a government in
5. **Power action** - Spend $(N+1)$ power + Voters to remove an opponent from a seat in a state where you both have presence
N = Number of **seats** that the opponent has in the state

Victory Points

Players gain points in the following ways:

1. **Forming a Sarkaar**: Acquire more than 50% seats in a state.
For eg. If a state has 5 seats, a player can form a 'Sarkaar' by acquiring more than 50% of the seats (3 out of 5 in this case) and thus being the majority government. The player gets 5 Victory points (because the state had 5 seats).
If a player loses their majority, they also lose the victory points they had gained
2. **Forming a full majority**: In case a player acquires all the seats in the state, they gain an additional 2 victory points. A Full majority also secures your seats and government.
3. **State, Development, and Culture tracker**: The first player to reach the Victory Point milestone gets the victory points mentioned. In case another player crosses them after this, they take the victory points from them.
4. **Strategy Cards**: The strategy cards named "Victory" give 2 points when played. (Do not discard. Keep with the player after they play it)



Img 1. Victory points are tracked on the victory point tracker.

Game End

The game ends when any 1 condition is met:

1. All states have either a government formed or have all seats occupied. Count Victory points to ascertain winner. In case of a tie, count Power tokens.
2. A player reaches the winning victory point score - 30/23/21 victory points for 2/3/4 player game

Note: If a player loses their majority, they also lose the victory points they had earned for it and move down on the victory point tracker

Action Details

1. Seat action:

Different states have different number of seats (represented with square boxes within the state). During a seat action you must give the requisite number of voters (signified by the number within the square box) to acquire the chosen seat within a state.

Once you have given voters to acquire the seat, you may take the benefits for that state (benefits mentioned on the benefit tile in each state). You can only use one seat action on a state during a turn. If you want to do another seat action, it must be in a different state during that turn.

The different types of benefits you get from the state are:



Power: Pick up a power token



Moolah: Pick up a moolah token



Culture: Move one step on culture tracker



Development: Move one step on development tracker



Strategy card: Pick up any of the open strategy cards or the top card from the closed deck.



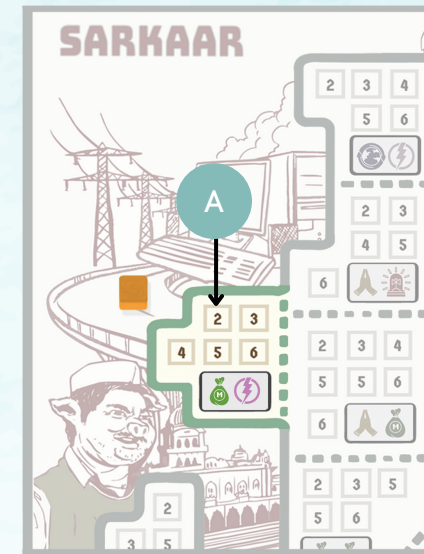
Aggression card: Pick up any of the open strategy card or the top card from the closed deck



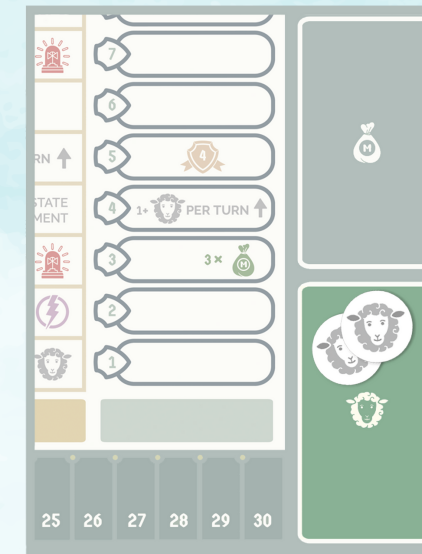
Voter Token: Pick up voter token from voter pile

Note: State benefits are ONLY given when using a seat action. Trackers, Cards, and Power action do not give any state benefits

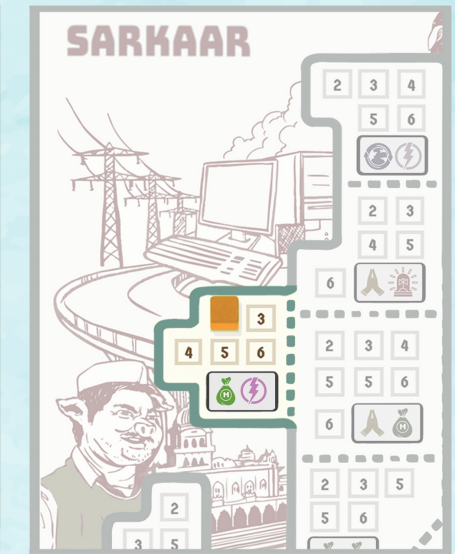
Example: Seat Action



Orange wants to take seat A, that requires 2 voters



Orange puts 2 voter tokens in the voter pile



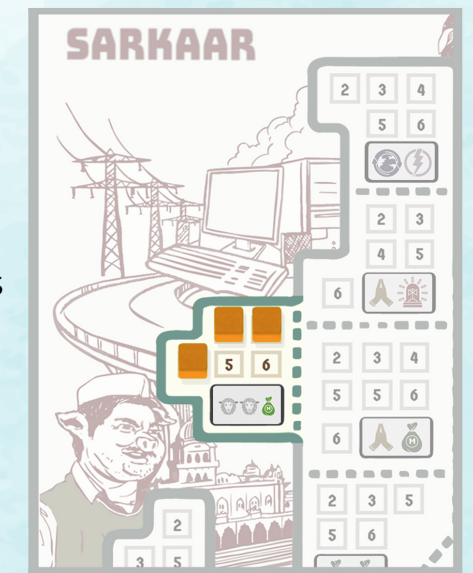
Orange collects the state benefits - 1 money and 1 power token

Forming a Sarkaar (Government):

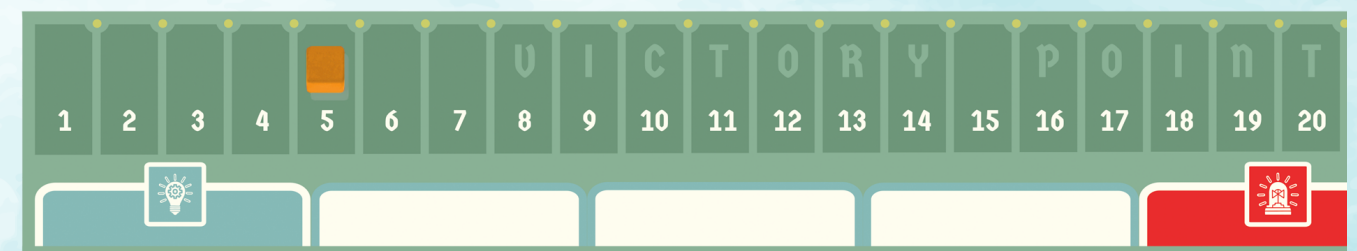
The easiest way to get victory points is by forming a Sarkaar (aka. Government) in a state.

A sarkaar is made when you get the majority seat share in the state.

Example: In the example (image 3), Orange forms a Sarkaar when they acquire 3 out of the 5 seats in the state. When orange forms a sarkaar, they will get **victory points = total number of seats in the state**. This is tracked on the victory point tracker. Orange climbs to 5 Victory points for forming a sarkaar/government in this state.



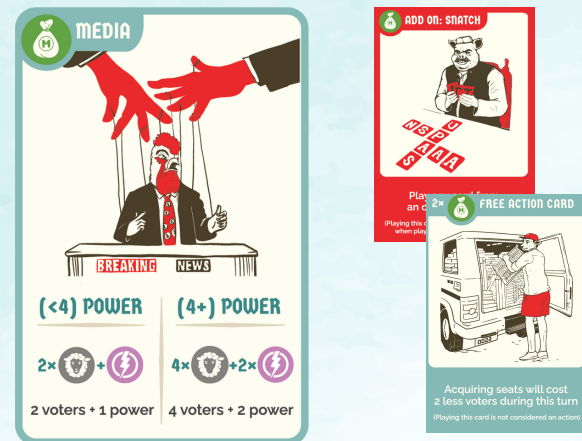
Img 3. Green forming majority



2. Card action:

Player can play a strategy or aggression card from hand (the cost mentioned on the top left of the card must be paid when doing so). Alternatively, players may discard a card/s in exchange for 1 moolah per card, as an action.

Players must have no more than 5 cards in hand at the end of their turn.



Played cards: Cards played are discarded. Discarded cards go back to the face down deck when it is empty.

Add on cards: If played with another card action, they do not count as an action. You can play up to 2 Add on cards in one action

Free Add on cards: Playing these cards does not count as an action. You still must pay the cost of the card to play it.

3. Tracker action:

You can spend 2 moolah to climb one step on development or culture tracker.

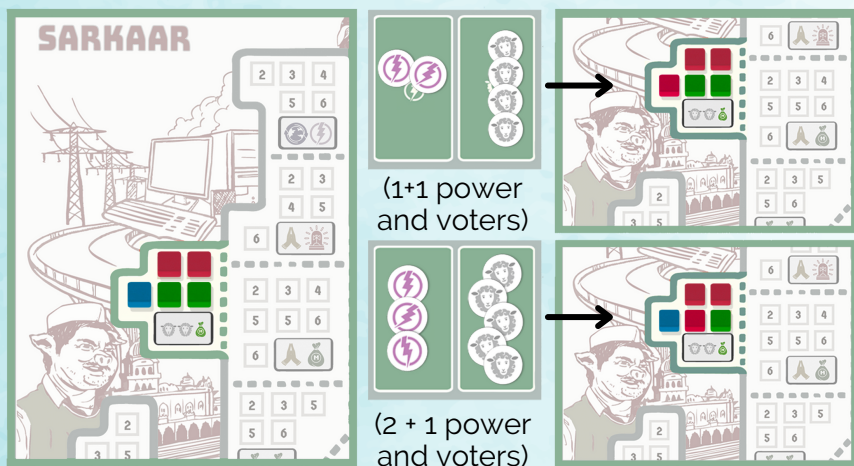
4. State action:

Claim 1 benefit from any state where you have formed a Sarkaar

5. Power Action:

You need to spend (N+1) power tokens to displace ONE seat of an opponent in your state (N = Number of seats opponent has). You must also spend the voters mentioned on the seat you are acquiring. You do not get any state benefits.

Example: Red has 2/5 seats, green has 2/5 seats and blue has 1/5 seats in the state. Red can take over the 1 seat blue has by discarding 2 (1+1) power tokens and paying the voter requirement for the seat. This allows red to form a government in the state and gain 5 victory points.



Img 4. Red using power action to displace the opponent

Note: You may not use a power action in a state if during the same turn a seat action was played in that state. Similarly, you may not use a seat action in a state if in the same turn, a power action was played in that state.

Note: When you displace a majority government, the player loses their victory points for the majority. Power action is unstoppable

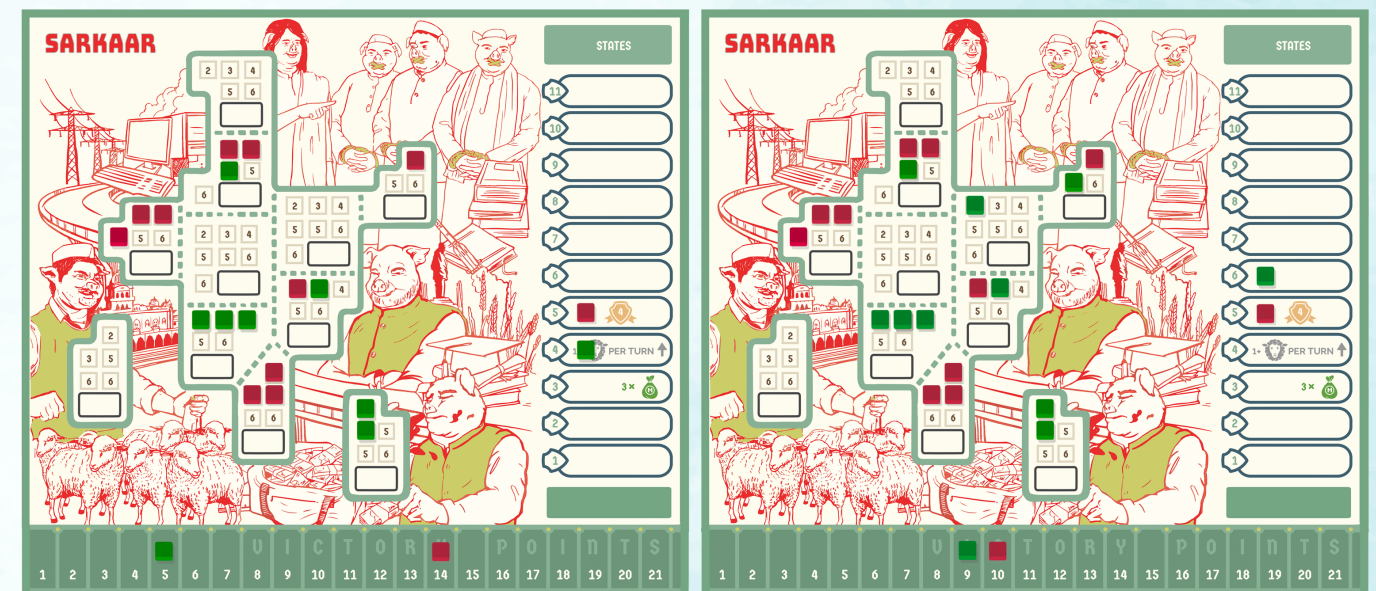
Trackers

State Tracker:

The state tracker is meant to keep track of states you have a presence in. Acquiring even a single seat in a state allows you to move up on this tracker. First person to get presence in 5 states acquires 4 points. In case another player overtakes you in the state tracker, they take the 4 points from you.

Example:

In the example below, red has presence in 5 states and reaches level 5 on the state tracker. Red now gets 4 victory points for being the largest national party. In the next turn, green gets presence in 5 states and crosses red to reach level 6 on the state tracker. Green now takes the 5 points for largest national party from red.



Img 5. Green gaining 4 points for the largest national party from red.

Development & Culture tracker:

You can move on this by:

- Moolah action:** Spending 2 moolah to climb one step
- State action:** If you have formed a Sarkaar in a state with Development or Culture benefit, you may use the State action to call that benefit
- Strategy card:** Some strategy cards allow you to move up to 2 steps on these trackers
- Seat action:** Acquiring a seat in a state with Development or culture.

As you climb on these trackers you gain certain benefits when you land on each step:

- +1 PER TURN** Milestone: When you reach/cross this, you start getting 1 more voter at the start of your turn
- PLAY** Victory points for the first player to get here. In case someone crosses the player, the points shift to the new player
- PLAY** You may play a strategy card from your hand or closed strategy card pile. This would not count as an action
- PLAY** You may play an aggression card from your hand or closed aggression card pile. This would not count as an action

Resource Conversion

You can use moolah as voters or power. Moolah conversion isn't an action. You simply pay moolah instead of voters when giving voters for a seat. **You can only use moolah for voters/Power if you don't have enough voters/Power.**

Voters get incrementally expensive. The table below shows the conversion cost.

• Moolah	1	3	6	10
• Voters	1	2	3	4
• 3 Moolah → 1 Power				

Example: If a player only has 1 voter, and they wish to acquire a seat with 2 voters, they will need to pay 1 moolah to cover for the remaining 1 voter. If they wish to acquire a seat with 3 voters, it would cost them 3 moolah to cover for the remaining 2 voters

Aggression Cards

1x HORSE TRADING x4

Steal 1 seat from an opponent in your state
(The opponent should not have formed a government in that state)

Allows you to steal a seat from an opponent in your state who hasn't formed a government there. You do not pay voter cost and you do not gain any benefits.

1x ADD ON: A.P.A.U. x1

Make any 1 opponent skip an action
(Playing this card is not considered an action, when played with another card action)

Allows you to make an opponent skip 1 action during their turn. (playing this with an existing card action is not counted as an action)

2x ADD ON: EMERGE! x1

(<4) POWER | (4+) POWER
2x | 2x

(Steal power from opponent/ opponents. Playing this card is not considered an action, when played with another card action)

Steal 1 power if power < 4
Steal 2 power if power >=4
Playing this is not an action. You may steal from multiple opponents. (playing this with an existing card action is not counted as an action)

2x ADD ON: FAKE NEWS x2

(<4) POWER | (4+) POWER
2x | 4x

(Steal voters from opponent/ opponents. Playing this card is not considered an action, when played with another card action)

Steal 2 voters if power < 4
Steal 4 voters if power >=4
You may steal from multiple opponents. (playing this with an existing card action is not counted as an action)

ADD ON: SNATCH x2

Play any card from an opponents hand
(Playing this card is not considered an action, when played with another card action)

Pick any card from an opponents hand without seeing and play it. You may also chose to not play the card you stole. (playing this card with an existing card action is not counted as an action)

ADD ON: SABOTAGE x1

Move another player down on development/ culture tracker
(Playing this card is not considered an action, when played with another card action)

Move another player down on a tracker. They regain benefits while climbing back up. (playing this with an existing card action is not counted as an action)

2x PROTEST x3

Steal 1 seat from an opponent in your state who has formed the government

Steal 1 seat from an opponent who has formed the government in your state. No state benefits.

ADD ON: BLOCKADE x2

Remove a benefit tile
(Unblock any previously blocked benefit tile. Playing this card is not considered an action, when played with another card action)

Remove a benefit tile from a state. In case a benefit tile was already removed, it will be reinstated when a second benefit tile gets removed. (playing this with an existing card action is not counted as an action)

EXPANSION x2

Gain 1 seat in a state where you have formed the government. You may displace an opponent if required

You may displace an opponent in case no more seats are available. No state benefits

1x CLEAN CHIT x2

Cancel the impact of any card played against you

This can be played out of turn. Another "Clean Chit" card can be used against this.