

MOLOTOV COCKTAIL a game by Haitham Ennasr and Astra Wijaya

Estimated play time: 20-30 minutes with two players.

**Goal:**

Win the game by controlling the population's Fear level using the cards. The Fear and Anger level goes from '0' to '12'.

**Winning Condition:**

Activist will win the game if the Fear is at five or below by the end of Turn Twenty.  
Dictator will win if the Fear is at six or above by the end of Turn Twenty.

**Board Setup:**

Put both Fear and Anger sliders (treehouses, wooden/plastic cubes or dice) on the number *six*. Put the turn indicator piece on the number *one* to indicate the number of turn. A turn consists of the Activist's move followed by the Dictator's move. A move is defined by playing one card by the each player. The sliders do not go beyond '0' and '12'.

**Cards Setup:**

Each player arranges the cards according to the types and put them face up in front of the players. Pay attention to the requirements of the cards and what they do to the Anger and Fear levels. The player cannot play two or more higher-level cards on one set of lower level card. For example, the Dictator cannot play two "Kidnap Political Rivals" cards on top of one "Shut Down Opposition's Press" card.

**Card Types:**

**Activist's cards:**

- Blog Against Regime (No requirement, +2 Anger, +1 Fear). 10 cards
- TV Interview Against the Regime (Requires to have played one "Blog Against Regime" card. +3 Anger, +2 Fear). 10 cards.
- Call For Strike (Requires at least 10 Anger, If played right after "Make a Statement on State Media" card or "Readjust Taxes" card, Activist may block Dictator's next move). 10 cards.
- Riots! (Requires: if the Activist has played "Call For Strike" twice, -2 Anger, -3 Fear. Or if the Activist has played "Call For Strike" thrice, -2 Anger, -4 Fear. 3 cards.
- Zombie Alien Whale Falls on Presidential Palace (Requires to have played "Riots!" twice). 1 card.

**Dictator's cards:**

- Shut Down Opposition's Press (No requirement, + 1 Anger, + 1 Fear). 10 cards.
- Make a Statement on State Media (No requirement, -1 Anger, -1 Fear).
- Kidnap Political Rivals (Requires to have played one "Shut Down Opposition's Press", +1 Anger, +2 Fear).

- Readjust Taxes (Requires to have played one “Make a Statement on State Media”, -2 Anger, -2Fear).
- Mobilize Army Into Capital (Requires to have played one “Kidnap Political Rivals”, +2 Anger, +4 Fear).
- Release Opposition Leader (Requires to have played one “Readjust Taxes”, -4 Fear, -3 Anger).

**Turn example:**

Decide who is going to be the Activist by the most rebellious thing that the players have done in their lives.

The Activist is the first one to make the move followed by the Dictator.

In the first turn, each player can only play a card that does not have any requirement written on it. The Activist can only play “Blog Against Regime” while the Dictator can then play either “Shut Down Opposition’s Press” or “Make a Statement on State Media”.

Play the card by placing it in the middle of the table nearer to the player’s side. There is no specific orientation of the cards. However, when using cards that require another card, it is advisable to stack the higher-level card on top of the lower-level card.

Update the Fear and Anger sliders every time a player makes his/her move. Once the Dictator has made his/her move, that turn ends and a new one begins.

In the second turn and so forth, each player can continue to build the base cards or to follow up one of the cards that s/he has played.

Towards the middle of the game, each player should have built enough of the base cards to start the card combo in preparation for the last few turns of the game.