



Let's Relive the Referendum!



BREXIT CHAOS: HOW IN THE WORLD DID WE GET HERE?

Let's find out! With **Brexit: The Board Game of Second Chances™**, we transport you *back in time* to 2016, when David Cameron called the EU Referendum. It's Leave against Remain again, but this time, *you're* in control.

Maybe you want to rewrite history for Remain? Or to shut those Remoaners up once and for all?

Either way, here's your chance! Grab your friends and family, choose sides, and ruin friendships and holiday get-togethers with frustrating competition and loud political arguments!

Just like the EU referendum, it's lose-lose, but a hell of a ride!

How to Ignore this Rulebook

Are these twelve pages of meticulously written and painstakingly designed rules not *good enough* for you? Ignore our hysterical crying and cruise on over to our website to watch a gameplay video instead.

BrexitGame.com

Who Made This Weird Game?

Bad Hipster Games, LLC is a wee game company full of geeks (both gaming and political). They include:

Dani Hedlund: CEO, Co-Creator, Artist, & Designer

Race Garber: Co-Creator & Lead Game Designer

Geoff Aberdein: Political Advisor

Jon Schindehette: Game Advisor & Distribution Manager



Contents of the Box



6 Double-sided Map Tiles

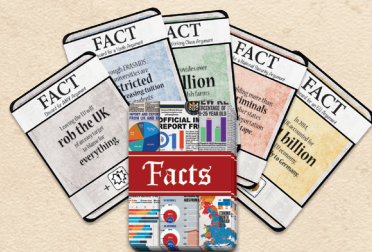
32 Headline Cards



18 Voting Tokens



5 Custom Dice



12 Fact Cards



4 Quick Play Cards



6 Sabotage Markers



1 Rulebook (you're holding it!)



Overview of the Game

Divide into two teams: Remain versus Leave. Like any campaign, your goal is to get more votes than the opposition. Votes are represented by these nifty Voting Tokens...



The goal is simple: gain support for your side by adding your campaign's Voting Tokens to the map. If you get three of your Tokens in one region, you can flip it over, locking that region's votes for your side!



The first team to flip three regions—thus winning the majority of votes—wins.

But how do you get votes, you ask?
By manipulating the media, of course!

On your turn, you'll draw Headline Cards. Your goal is to spin the Headlines using your Argument Dice and Fact Cards!

If you match the argument symbols on a Headline Card with the dice you roll and any Fact Cards you might have, you've spun the news to your side and you get cool bonuses (like those Voting Tokens, Fact Cards, and the ability to sabotage the opposition).



And that's it! Bolster your cause, sabotage the opposition, and sway the electorate to your side. The first campaign to win the majority of voters, wins the games!

Setting up the Game

Set the game up by following these steps:

A. Set up the Map

Use the six tiles to make the UK Map. The Regions should be placed face up (the side with empty circles and the green map).

B. Prepare the Headline Deck

Find the Polling Day Card in the Headline Deck and place it to the side. Shuffle the remaining Headline Cards. Place the Polling Day Card on the bottom of the shuffled deck and place the deck face-down to the left side of the Map.



C. Prepare the Fact Deck

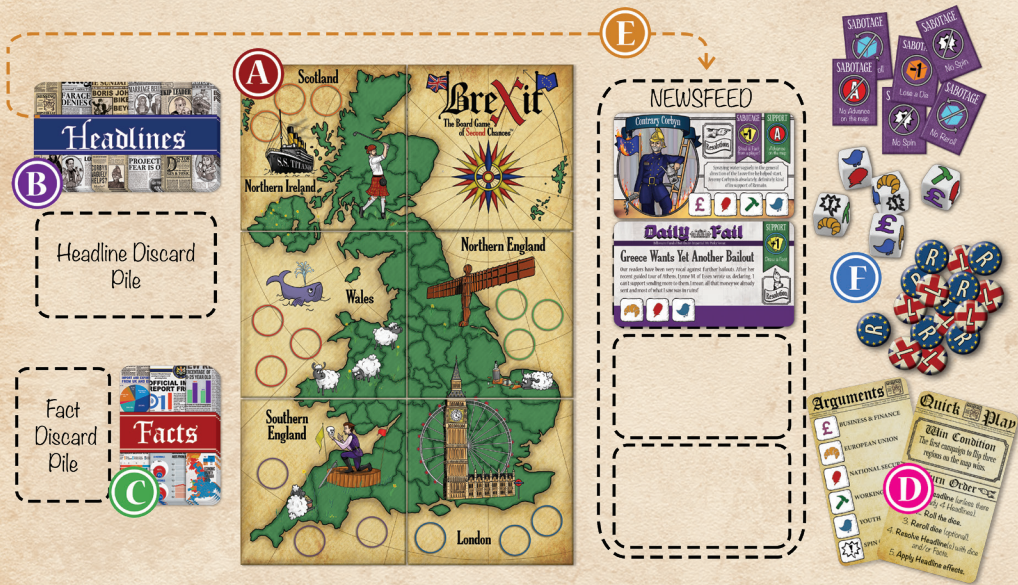
Shuffle the Fact Cards and place them facedown below the Headline Deck.

D. Hand a Quick Play Card to each player

E. Start the Newsfeed

Draw the top **two** Headlines from the Headline Deck. Place them face up beside the top right of the map. This area to the right of the board is **the Newsfeed** and represents the news your voters are seeing (and being swayed by!).

F. Keep the Voting Tokens, Sabotage Markers, and the dice handy.



Teams and Turn Order

Divide into Teams

The very first thing you do is divide into teams: Leave and Remain. With two players, it's a head-to-head match-up. With four players, divide into teams of two.



Turn Order

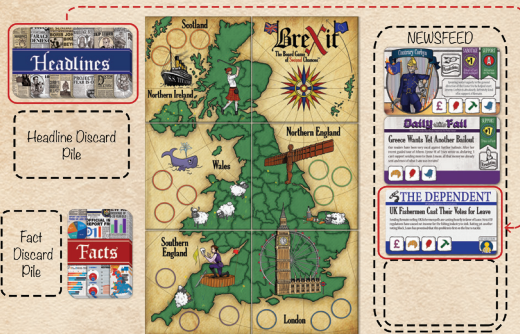
Turn order will always alternate between the campaigns (for example, Leave player, Remain player, Leave player, etc.), so we recommend you sit around the table alternating teams.

Who Starts?

Flip a Voting Token. Whichever side lands face up starts.

What To Do On Your Turn

STEP 1: Draw one Headline Card (always face up) and place it in the Newsfeed.
If there are already 4 Headlines in the Newsfeed, don't draw any more.



STEP 2: Roll all available dice.

Dice are your primary way to spin the Headlines. Each side of the dice represents an argument that was essential to the EU Referendum:



Banking & Finance: It all comes down to cash.



European Union: Lipstick this pig or dress it for slaughter!



National Security: A terrified voter is a loyal voter!



Working Class: Over-promise, under-deliver...repeat.



Youth: Go viral or go home!



Spin: A clever soundbite trumps facts any day! (*Spin is wild and can serve as any other argument.*)

You'll see these same argument symbols on the Headline Cards:



Your goal is to match the argument symbols on Headline Cards with the dice you roll and any Fact Cards you might have (more on that later). No matter which side you're on, you can resolve any Headline (whether the card promotes Leave or Remain).

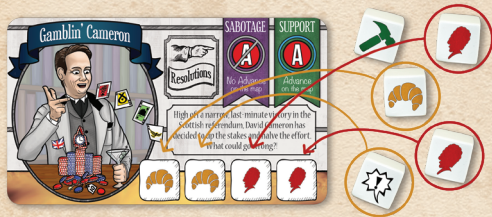
STEP 3: Reroll any number of dice ONCE (optional).

If you didn't get what you wanted on your first roll, don't worry! You get a reroll.

Please note: Dice must be rerolled all in one go (no rerolling one die to see what you get, then rerolling others).

4. Resolve Headline(s) with dice and Fact Cards (optional).

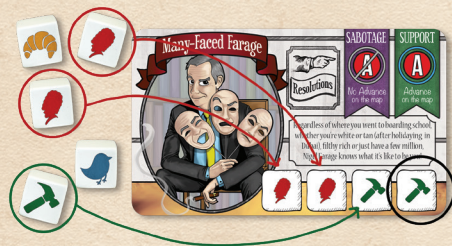
If you can match all the argument symbols on a Headline Card with your dice roll, you can resolve that card.



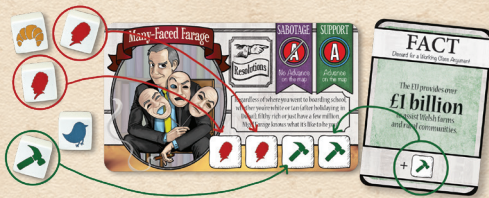
Fact Cards can also help meet the requirements on the Headline Cards.

These cards contain actual facts relevant to the EU Referendum (you know, those things neither side actually told us) and can be used as whichever argument is written on them.

For example, if you rolled the following dice, you wouldn't be able to resolve Many-Faced Farage because you're missing one Working Class die:



However, if you had a Fact Card with a Working Class argument on it, you could use it in lieu of the die:

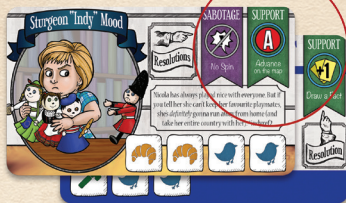


Please Note: Fact Cards only work once. If you use one to resolve a Headline, you must immediately discard it.



Step 5: Apply Resolution Effect(s)

If you resolve a Headline, you carry out all of its Resolution Effects.



These effects can be seen on the top right side of Headline Cards and range from positive effects that bolster your campaign (like drawing Facts and placing

Voting Tokens on the Map) to fun ways to sabotage your opposition (like stealing their dice and Facts).

Step 7: End your turn

Your turn is over. Discard any resolved Headlines or used Facts and hand the dice to the next player.

If you've managed to forget all these steps (maybe cut back on the Guinness), remember they are written on your Quick Play Cards...*



How to Win the Game

Like any campaign, this game is about winning over the majority of voters. Votes are represented by these nifty Voting Tokens.



You get to place these Voting Tokens on the Map by resolving Headlines that allow you to "Advance on the Map" or Flip Regions (read more on the next page!).



Your goal is to win over more regions than your opposition. You win regions by placing three of your wee Voting Tokens on that region, allowing you to lock that region for your side (and you get to flip it over!).



The first side to flip three regions, thus winning over the majority of voters, wins the game!

Understanding the Headline Cards



When you resolve a Headline Card, you get to use its Resolution Effects. There are two types of effects: Support and Sabotage.

SUPPORT EFFECTS

Support Effects are positive actions that bolster your campaign. There are five types:



Draw a Fact

Draw the top Fact from the Fact Deck and place it face-up in front of you. Remember, Facts can be used to satisfy dice requirements of the same argument type as shown on the Fact Card.

You can only use the Facts in front of you (i.e. you **cannot** use other players' Facts) and you must immediately discard a Fact after you use it.



Advance

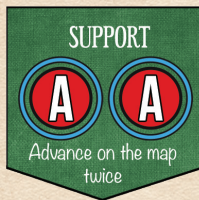
When you resolve a Headline Card with this symbol, you get to advance support for your campaign on the map.

You can Advance by either placing your campaign's Token in an empty circle on the Map or by removing a Token of the other campaign from the Map.

For example, let's say you are on Team Remain, and you want to Advance in Southern England (see below). You can either (1) add a Remain Token in an empty circle or (2) remove a Leave Token.



Remember: Once a Region has been flipped, no Tokens can be removed or added there.



Advance Twice

This effect appears on the pro-Remain buses. It has the same effect as Advance (above), but Advances twice.



Flip a Region with at least one of your Tokens on it.

This effect is found on the pro-Leave buses.

Flip any one Region that already has at least one Token from your campaign on it.

For example, if you're Leave, and you have one or more tokens in any given region

(see below), you can flip that region for your side (even if the enemy has tokens there too!).



You CANNOT flip a Region that has already been flipped or has none of your campaign's Tokens on it.



If no unflipped Regions have one or more of your campaign's Tokens on them, you can still resolve the Headline Card (to prevent your opposition from resolving it), but it will have *no effect*.



Flip a Region

This effect is found only on the Polling Day Card (last card in the deck). It allows you to flip any Region that has not already been flipped. It

doesn't matter what, if any, Tokens are on the Region.

SABOTAGE EFFECTS

It wouldn't be politics without a handful of dirty tricks. The following effects let you sabotage another player for ONE TURN!

When you resolve a Headline with a Sabotage Effect, find the corresponding Sabotage Marker and "give it" to a member of the opposition.



On that player's next turn, that Sabotage effect applies. After their turn is over, the sabotaged player will discard the marker and no longer be affected by it.



Lose a Die

The sabotaged player only has four dice to roll/reroll that turn instead of all five.

No Advance

During the sabotaged player's turn, they cannot advance on the map. If they resolve Headlines that allow them to advance in or flip regions, those resolution effects have *no effect*.



No Reroll

The sabotaged player has no reroll (i.e. the player rolls once and then stops).

SABOTAGE



No Spin

No Spin

The sabotaged player cannot use Spin arguments (from dice or Facts) to resolve Headlines. As a part of a player's normal reroll, they can reroll Spin dice, but they cannot be used if they land on Spin again.

Steal a Fact

No Sabotage Marker required! Immediately choose a Fact from another player and take it! If that player has more than one Fact, choose your favorite!

SABOTAGE



Steal a Fact from a Player!

You can steal a Fact from a player in your own campaign—and must, if no opponent has a Fact. If no players have a Fact, you can still resolve the Headline but Steal a Fact has no effect.

SPECIAL HEADLINE CARDS

Extra! Extra!

The voters may not always be herded as you intend. When you draw an “Extra! Extra!” Headline, read the card out loud (they're funny!), immediately apply its effects (written punter-proof on the card), then discard it.



Then continue your turn as normal—by rolling the dice and trying to resolve Headlines.

POLLING DAY

If no side has won a majority—by flipping three regions for their side—by the time you get to the last card in the Headline Deck, you'll battle it out on Polling Day.



Unlike other Headline Cards, Polling Day stays in the Newsfeed until one side wins, no matter how many times it's resolved.

RESOLVING MORE THAN ONE HEADLINE

Sometimes you may be able to use the dice and multiple Facts to resolve more than one Headline on your turn. In that case, choose one Headline to resolve first, apply its effect(s), and discard it; then resolve the second, apply its effect(s), and discard it.

Remember, you can't use the same dice or Facts to resolve two Headlines.



Alternate Rules



Interested in shaking things up? Here's a few rule variations to make determining the fate of the world a bit more fun!

Snap Election!

You never know when the vote is coming! To make the Headline Deck, remove Polling Day. Shuffle the remaining Headline Cards. Draw two face down. Shuffle the Polling Day Card in with those two cards. Place the remaining Headline Cards on top of that three-card pile. Continue as normal.

Legitimate Allies!

Imagine if politicians actually cared more about the cause than, I don't know, fame, ego, or becoming Prime Minister? (Don't worry—we can't imagine that either.) In a four-player game, players on the same team can play Facts during their turn *or* their teammate's turn.

THIRSTY PLAYER VARIANTS

We get it. It's still quite soon to laugh about this stuff. So pull up a pint and add one or more of these effects:

Schmooze the Voters!

You don't just win votes, you win hearts. And that's easier over a pint. So, when a player places a Voting Token, that player drinks.

Knowledge Ain't free!

Where'd you learn them fancy facts? Uni, of course—a drinking institution with a thinking problem. When a player draws a Fact Card, that player drinks.

Sabotage Triples!

When you dominate one area of discourse, the other campaign should suffer, right? It's like you're leaving them speechless (or at least slurring their words). Any time a player rolls three of a kind (whether initially or through a reroll), the other campaign must drink.

Warning: Drink responsibly. We'd strongly suggest just using one variant at a time. Also, "drinks" are sips of a drink, not a shot, because, your liver.



DOCTOR BE GONE

With this amazing miracle cure, you will never have to be bummed about anything again! Girlfriend left you? Lost your job? Your country fall into the hands of the enemy? No bother!

with the magic of GIN & TONIC

Not only will this amazing cure prevent the hurt from overtaking your every waking thought...you'll even be able to start joking about it! Suddenly Brexit, losing the love of your life, and your boss publicly humiliating you are sources of much entertainment. Mate, you could even play a board game about them now...