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Now the trumpet is coming back to us not as a call to bear arms, although the weapons we need; not as a call to battle, although we faced –but a call to bear the burden of a long twilight struggle... – John F. KennedyIn 1945, unlikely allies overthrew Hitler's war machine, while the most devastating weapons of humanity forced the Japanese Empire into its in a firestorm. Where once there were many great powers, then there were only two. The world had a few months to sigh its collective relief before a new conflict threatened. Unlike the titanic struggles of the preceding decades, this conflict would be waged not primarily by soldiers and tanks, but by spies and politicians, scientists and intellectuals, artists and traitors. Twilight Struggle is a two-player game simulating the forty-five-year dance of intrigue, prestige and occasional flares of war between the Soviet Union and the United States. The whole world is the scenario in which these two titans struggle to make the world safe for their own ideologies and ways of life. The game begins amid the ruins of Europe as the two new superpowers fighting over the remnants of World War II, and ends in 1989, when only the United States stood. Twilight Struggle inherits its fundamental systems from card-driven classics We the People and Hannibal: Rome vs. Carthage. It is a fast gameplay, low complexity in this tradition. The game map is a map of the world of the time, in which players move units and exert influence on attempts to gain allies and control their superpower. As with other GMT card-driven games, decision making is challenging; how to best use cards and units given consistently limited resources? Twilight Struggle's Event cards add detail and flavor to the game. They cover a variety of historical events, from the 1948 and 1967 Arab-Israeli conflicts, to Vietnam and the U.S. peace movement, to the Cuban missile crisis and other such incidents that brought the world to the brink of nuclear annihilation. The subsystems capture the prestige-laden space race, as well as nuclear tensions, with the possibility of ending the nuclear war. Components (original edition): 228 full color counters 22x34 full color map 103 event cards 2 six-sided dice 1 24 pages rule book 2 full color help cards for playersComponents (deluxe edition 2009 and after) 260 full color counters 22 x34 map mounted with revised graphics 110 event cards 2 six-sided dice 1 24-page rulebook 2 help cards for full colortime SCALE players : approx. 3-5 years for turnMAP SCALE: Point-to-point system UNIT SCALE: Scorer of influenceNumber OF PLAYERS: 2DESIGNER: Ananda Gupta & Jason MatthewsMAP, CARD, & COUNTER ART: Mark SimonitchA deluxe edition, published in 2009 includes the following basic game changes: Map mounted with revised graphics Two double-thickness counter sheets with 260 counters Row of 110 event cards (increased from 103) Revised rules and player help cards Reviewed in start settings and text change for kit Aldrich AmesUpgrade #98 card for the owners of the previous version includes the following version : Map mounted with revised graphics New card covers Updated Rules and graphics Twilight Struggle is a historic board game of 2 players that follows decades of war between the United States and the Soviet Union. Based on a chronology of 45 years, each players advance approximately 3-5 years in the future. Players will move units across the map as they gain allies and control while playing this card-driven board game. If you don't have twilight fighting anymore, do a coup here on Amazon. SET UP GAMEPLAY Start by placing the board in the middle of both players with room for a stack to discard next to it. The initial influence chips will be placed on the board as well as VP tiles at the start of the Victory Point track that will move in either direction while scoring. Each player will be treated 8 cards each from the cover of The First War. After receiving their hands, each player will add the specified amount of additional influence pieces to the board indicated on their cards if necessary. The USSR player will take this step first, followed by the American player. Target The goal of the game is to gain control over as many countries as possible to earn more victory points than the enemy player at the end of the game. Player actions During the game, the influence marker will be rotated alongside colors when a country is controlled. In order to gain control of a country, the influence must be greater than or equal to the indicated number of stability of the country, as well as the influence of the opponent. For example, if a country has a stability number of 3 has 1 CSR marker on it, the North American player must place 4 of his markers in the same country to take control of it. All countries on the battlefield are marked with a purple flag. Each player's turn will follow the order shown in the bottom left corner of the game board: First, increase the defcon by 1 if possible. Then each player will be treated more cards so his hand always equals 8. This rule represents the necessary turns 1,2,3 and 9 seconds. Rounds 1-3 will be played with the cards of the first war only, Middle War cards will be added for rounds 4-7, and late war cards are added to the deck that will be used for the rest of the game. The next step is called Title Stage. Players will draw 1 card and place it face down on the table in front of them, and each will rotate it upwards at the same time. The card with the highest number in the top left corner is played first. If these numbers are the same, the U.S. player will go first. The round of action phase follows and players will each play cards from their 1 hands at a time of back and forth. Turns 1-3 will have 6 rounds of action per player, and then there will be 7 rounds of action for the rest of the game. Players will play the event on their card if the star in the top left corner matches the color of their country, which is red for CSR, white for the US, or half red and half white for both. For example, the North American player can the action of a card if the star is white or both red and white. If the card has an asterisk at the end of the text, it is only used once and will not remain in the game. All other cards go to the discard pile after sorting out and could be re-mixed on deck if necessary. Necessary. Opponents will play cards to earn operations points, which is the value of the star at the top left of each card. They can choose to use these points in 1 in 3 ways per shift. First, if the color of the star does not match the country of the active player, they have the option to resolve the card before or after their points of operations are used in the game. If the color of the star matches the player color or shows the two, only the operating points are used and no action is played. The markers of influence on the amount of the points of operation listed on the card must be placed in any country where the player has influence or that is adjacent to one in which it has influence. It takes 2 points per influence marker to add them to a country controlled by the opponent. These markers can also be extended to several countries during this shift. The next option is to perform a roll of realignment in any country in which the opponent has influence. Each player will roll 1 dice and add 1 to the result for each adjacent controlled country of the opposing superpower, if their country is adjacent to their superpower, and whether their country has more influence than the opponent. The player with the highest roll will eliminate the difference between the 2 in the points of influence of his enemy. The amount of rolls must be equal to the points of operations, and several countries can be selected during this shift there are enough points of operations indicated on the card. Finally, players can choose to use their points of operations to perform a coup d'tat. To do this, you will multiply the stability points of the country that your opponent has influence on 2, roll 1 dice and add the points of operations of the card to the results of the roll. If that number is greater than double the country's stability points, your opponent will lose the difference in the markers of influence in this country. If the opponent does not have enough influence to be removed, he will add the rest to his own country. Then the active player will move the necessary military operations marker for the value of the points. If this happens in a battlefield country, the defcon scoreboard will decrease by 1. This action can or can happen in any country in addition to Europe and Asia because of its defcon states. Once in turn, you can play a card in order to advance on the space racing circuit. The value of the card operations must be greater than or equal to the number printed in the next space you want to advance. After rolling the dice, if the value is equal to the required value on the board, you can advance 1 space. Some spaces give victory point bonuses to the first and second players to reach this position as indicated on the board. Punctuation cards are played as normal event cards throughout the game. Points are based on the level of influence that players have on Region as follows: The presence is taking control of 1 country in a region. Control is when you have control of more countries than your adversary and the entire battlefield of this region. The map on the board shows the victory points for each level of presence in each region. 1 bonus point is awarded for each battleground country that is controlled and another for each controlled country that is adjacent to the opposing superpower. After all the rounds of action are finished, check the military operations marker at the bottom of the board. If this number is lower than the current defcon level, the opponent will earn the difference in the two numbers in the victory points. Each superpower will have 1 card in hand before moving on to the next round, and you must show each other the bottom of your card to prove that it is not a scoring card, which must be played in the same round that is drawn. Whoever has the China card at the end of the game gets 1 bonus win point. How to end the game The game can end in any of these 3 ways: If a player reaches 20 points of victory , if the defcon scorer moves to 1 causing the active player to lose the game, or if a player controls Europe during the European score. Otherwise, the game will end after a total of 10 rounds have been played and will be marked accordingly. As you score the game If 10 rounds of the game are completed without a winner due to the above conditions, the player with the most points of victory added is the winner. Strategies The first twist in twilight fighting is vital to your country's success through the rest of the game. It is important to make the right decision about where to put your influence tiles on the board during this phase to make it harder for your opponent to establish domination before you. For the USSR player, it's smart to go for Greece or Turkey in the Middle East or Jordan and Lebanon if the U.S. player has influence in Israel. On the other hand, the American player must use Lebanon and Jordan to protect Israel in the event that the USSR player has already established influence in Iran. Variations of the game Twilight Fighting including chinese, Hungarian, Polish, Italian and Portuguese editions, all with multiple separate prints over the years. Variations of rules to play with kids Although Twilight Fighting is intended for 2 players, it would be a good idea to form groups or teams while playing with young children to help them understand and play the game effectively. Alternatively, the rules can be completely modified using only the dice and cards to determine where each player should place their influence markers on the board. QUICK INFO Time to play: 120-180 minutes Alternative game titles: Gleichgewicht des Schreckens, Student valka, Zimna wonja Fabricant va player age: 13+ Community suggested player age: 14+ Expansion list: Twilight Struggle: Turn Zero and Promo Packs, Twilight Colonels promotion card regime, twilight wrestling: turn zero community rating: 8.3/10 Popularity: Rank 5 Difficulty: Hard

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