

More Editor cards

Event Recruit Alexander Butterfield ~ value 4 **green**

Pin Butterfield's picture face up. Move either initiative or momentum token 2 closer.

Event Recruit John Dean ~ value 2 **blue**

Pin Dean's picture face up. Move either initiative or momentum token 1 closer.

Event Recruit James McCord ~ value 4 **yellow**

Pin McCord's picture face up. Move either initiative or momentum token 2 closer.

Event Recruit Alfred Baldwin ~ value 3 **yellow**

Pin Baldwin's picture face up. Move either initiative or momentum token 1 closer.

Event Recruit Hugh Sloan ~ value 3 **blue**

Pin Sloan's picture face up. Move either initiative or momentum token 1 closer.

Event Recruit Martha Mitchell ~ value 4 **blue**

Pin her picture face up. Move either initiative or momentum token 2 closer.

Event Recruit Rose Mary Woods ~ value 3 **green**

Pin Woods' picture face up. Move either initiative or momentum token 1 closer.

Journalist (reaction only) - Ben Bradley ~ value 2 **blue**

Block a Nixon conspirator that was just played, and remove from game. Nixon's turn follows.

Note - Bradley can cancel Nixon's Chuck Colson conspirator action.

Journalist - Carl Bernstein ~ value 2 **blue** or **green** or **yellow**

Place any one token that's on the evidence board face up onto the zero space.

Journalist - Bob Woodward ~ value 2 **blue** or **green** or **yellow**

Draw one evidence from the bag and place face up at Editor's 2 space.

Move either initiative or momentum token 2 closer.

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Watergate

Play reminders

FunGames4CasualPlayers.com



Is it a knockout?

Nixon wins

He immediately **wins the tussle** if he acquires five tokens on his momentum card. Or, rarely, if there are no more momentum tokens available at the start of a round.

Editor wins

He immediately **wins** if he can link at least two informants' images to Nixon's. They must be linked by the red cords, via face-up evidence tokens.

Starting out

- Nixon and the Editor shuffle their twenty player cards into face-down decks and place them close by, along with their own face-up momentum card.
- The initiative card is placed face-up beside the zero on the research track. Its arrows face the Editor.
- The end-of-round reminder card goes beside it.
- The white initiative token and one red momentum token go on the zero space.
- The seven image cards showing potential informants are placed face up nearby.
- All evidence tokens are put into the black bag and (*gently*) mixed about a bit.

Discards

As cards are played and actioned, they go into the players' discard piles unless told otherwise. Players may inspect either player's discards and removed cards as they choose.



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Rounds

There is no predetermined number of rounds. They just continue until there's a win.
There are three stages within each round.

1 - Preparing the ground

Each round, the scene must be set for the next battle between the evidence-seeking Editor and cover-it-all-up Nixon.

- Evidence tokens - Nixon draws three unseen from the bag and places them face down on the zero space, along with the white and red counters.

Nixon may at any time look at face-down tokens on the research track: not so the Editor.

- Each draws as many cards as are shown on their end of the initiative card. There generally will be nine in play.

If a deck runs out, simply shuffle the player's discard pile and start again.

2 - Card playing

First turn goes to the person that the initiative card's pointing to: then in turn.

3 - Taking stock - evaluation

The effects of the decisions & actions by both parties is evaluated.

Cards

Player cards define and explain their functions clearly.
Players can either use the **value** that's shown to move a token, or they can take an **action**.

Values - upper section

Allow players to move one of the three types of token nearer to them on the research track.
After making a movement using the value shown, the card goes into the player's discard.

Actions - lower section

Nixon's actions include events or calling on conspirators.
The **Editor** can choose between action events, or using an investigative journalist.
The card says on it what is to happen to it after the action.

The '5' space

Tokens that reach a player's 5 space are immediately theirs. Momentum and initiative tokens are removed to the appropriate cards, and the initiative card is rotated if applicable.
2 Evidence tokens are placed on the board in the usual way.

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Editor's cards

Event Saturday night massacre ~ value 1 **blue**

All evidence tokens and initiative move back to zero space. Then, any one evidence 1 closer.

Event Who is paying the lawyers ~ value 2 **yellow**

Initiative token 2 closer, momentum 1 closer, and 1 or 2 face up evidence tokens 1 each.

Event Rose Mary stretch ~ value 2 **green**

Take a face up green evidence token from the track and place it onto the evidence board.

Event The Pentagon papers ~ value 3 **green**

Draw one evidence token from the bag and place face up onto the evidence board.

Event Deep throat ~ value 2 **yellow**

Remove a face down informant from the board & back into the supply pile. Initiative 3 closer.

Event The system works ~ value 1 **yellow**

Perform again the event on one of Editor's cards that was removed from the game.

Event The Watergate Complex ~ value 3 **yellow**

Initiative token 3 closer, one face up evidence 2 closer, one face down evidence 1 closer.

Event The "smoking gun" tape ~ value 2 **green**

Initiative and momentum tokens 2 closer, one face down evidence 1 closer.

Event (reaction only) "Follow the money" ~ value 3 **blue**

If Nixon's played a value move on an evidence token, it moves that many towards the Editor instead (not just backtrack). Then it's Nixon's turn again.

Event (reaction only) Mass demonstration ~ value 1 **green**

Block a Nixon conspirator that was just played, and remove from game. Nixon's turn follows.

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Pin Dean's picture face down. Move either initiative or momentum token 1 closer.

Event Secure support of Hugh Sloan ~ value 3 blue

Pin Sloan's picture face down. Move either initiative or momentum token 1 closer.

Event Secure support of Martha Mitchell ~ value 4 blue

Pin her picture face down. Move either initiative or momentum token 2 closer.

Event Secure support of Rose Mary Woods ~ value 3 green

Pin Woods' picture face down. Move either initiative or momentum token 1 closer.

Conspirator - Bob Haldeman ~ value 1 blue

Move every evidence token on track 1 closer.

Conspirator - Chuck Colson ~ value 1 green

Editor discards one random card from hand, and Nixon goes again, if he has a card. If he doesn't, Editor can go. If neither has, the round ends.

Conspirator - Gordon Liddy ~ value 2 blue or green or yellow

Put 1 face up evidence token from the track back into the bag.

Conspirator - Howard Hunt ~ value 1 yellow

Momentum token 2 closer. Draw 1 card unseen from play deck and enact it.

Conspirator - John Ehrlichman ~ value 2 blue or green or yellow

Momentum and initiative tokens 2 closer. Return 1 face down evidence from the track to bag.

Conspirator (reaction only) - John Mitchell ~ value 2 yellow

Block the Editor's event just played: card goes to Ed's discard pile. Editor goes next.

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Event Secure support of Hugh Sloan ~ value 3 blue

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Actions

Actions are clearly defined on players' cards. Once actioned, cards are placed on the player's discard pile or removed from the game, as instructed.

Reaction cards can only be used as actions in response to cards just played by the opposition.

Cards may be discarded if players cannot use the value, and choose not to use the action. They do not have to take the action.

Evaluation - taking stock

This comes when all cards have been played in the round. All steps must be followed in strict order.

1 - Evidence tokens - on zero

Any evidence tokens on the zero space are returned to the bag.

2 - Initiative token - white

If it has not been won earlier, and is on zero, it is gained by the player that did not have it for the round just finished. Otherwise, it belongs to the player who's side it is on. It is placed on the initiative card.

The initiative card is aligned so that its arrows point towards the card's newly defined owner, and the token can go back to the zero space, ready for the next round.

3 - Momentum token - red

If it has not been won earlier, and is on zero, it is **returned to the supply**.

Otherwise it goes to the player whose side it is on, who places it on the next empty space of their momentum card.

If the Editor gets it, but already has 5, it's removed from the game. If Nixon gets it and now has five, he immediately **wins**.

A new one is put onto the zero space of the track.

4 - Evidence tokens

Starting with the one that now has the initiative (arrows pointing towards them) each player takes tokens on their side of the track and places them onto evidence spaces bearing the same colour (if there's more than one colour on the token, the player chooses which to use).

The Editor places them face up, to facilitate connections. Nixon places them face down, to be obstructive.

If the token shows a red "1", also move the momentum token one space closer to the player.

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Tokens & values

The value at the top is the number of spaces a token can move towards the "5" space on the player's side of the research track.

Players have a choice between the three types of token.

The grey token image below the black line in the value area of the card represents either the **white** initiative token or the **red** momentum token: either may be chosen.

The piece of paper in the paperclip represents an **evidence** token of the colour or colours showing. It means that an evidence token which has that colour showing can be moved on the research track towards the player by the number of steps shown.

As stated, the player can choose to move one of the three types.

Tricky Dickie and evidence

Evidence tokens make their appearance on the research track face down (black), so nobody can see what colours they are.

However, nifty Nixon is allowed to look at them whenever he chooses: the Editor **cannot**. Nixon knows what colours are where, and if he chooses to use the **value** to move a token, he can always first check out exactly what's what on the face-down evidence pieces.

If he wants to move a face-down evidence token, he flips it over and moves it towards himself - by the specified number of spaces.

The evidence token is now visible to the Editor too.

Editor

If the Editor wants to think about moving a face-down evidence token, he must first ask Nixon for information.

The Editor's player card will show one colour or more. The Editor asks if one of the shown colours exists within the evidence tokens on the zero space. If it does, Nixon must respond by flipping the card over and moving it the displayed number of spaces towards the Editor.

If there's more than one with that colour, Nixon can choose which to move: making sure to give no additional information away.

The evidence token is now face up.

The Editor won't need to ask Nixon about its colour(s) if he wants to move it in future.

If Nixon says there are none with that colour (he is not allowed to lie), the Editor may either move the **white** initiative token, or the **red** momentum token, or an **evidence** token that is already face-up, and displaying a colour showing on the Editor's current player card.

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Nixon's cards

Event "Third rate burglary attempt" ~ value 1 blue

One evidence token returned to zero space. Momentum token 1 step closer.

Event A brilliant mood ~ value 2 yellow

Editor cannot play more events this round. May not use this card as his first card in the round.

Event "Cancer on the Presidency" ~ value 2 green

Move one evidence token closer by 3. Round immediately ends - all cards go to discard piles.

Event Operation gemstone ~ value 1 yellow

Move momentum token and two evidence tokens closer by 2 (flipping if appropriate).

Event Gambit ~ value 2 green

Momentum token to 5 space, and claim it.

Remove this card from the game or one in-hand conspirator.

Event Presidential election 1972 ~ value 2 blue

Any number of evidence tokens a total of 4 steps (flipping if appropriate).

Event The President speaks ~ value 1 green

From the bag take 1 evidence token and put it on your 3 space face up.

Event Secure support of Alexander Butterfield ~ value 4 green

Pin Butterfield's picture face down. Move either initiative or momentum token 2 closer.

Event Secure support of James McCord ~ value 4 yellow

Pin McCord's picture face down. Move either initiative or momentum token 2 closer.

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