

The Age of the Atom

Peace Hangs by a Thread, and We Hold the Scissors

Game Introduction

- **Setting the Cold War Stage**
- **Playable Movements by Country :**
 - **Capitalist Bloc → U.S, UK, France**
 - **Communist Bloc → USSR, China**
 - **Non-Aligned → India**
- **NPCs**
 - **Pakistan, Iran, North Korea, and Israel**
- **Key Terms**
 - **Full Militarization → the nation your movement operates in acquires 6 MTs (permanent)**
 - **Nuclear Exchange → 2 major rivals both reach full militarization and no red phone used**
 - **Nuclear Disarmament → remove all MTs and acquire 10 PCTs (permanent)**
- **Will you successfully disarm your country or ...**



PCT

MT

Key Materials & Mechanics

- **Political Capital Tokens**
- **Militarization Tokens**
- **Global Events Cards (46)**
 - trigger +/- of Resource Cards/ MTs, PCTs or Achievements
- **Movement Progress Cards**
 - can acquire Resource Cards
- **Resource Cards**
 - can build achievements which remove MT or add PCT or allow for countries to share resources

- **Resource Management!!!**
 - **Working for you:**
 - Some Global Event Cards
 - All Movement Progress Cards
 - (Recurring) Benefits of Nuclear Disarmament
 - Spending 2 PCT eliminates 1 MT
 - **Working against you:**
 - Some Global Events Cards
 - Negative Chain Reaction
(emphasizes the importance of treaties and PCT!)
 - +1 MT → Major Rivals -1 PCT
 - <2 PCT → + 1 MT one time

Rules/ Rounds

Rules:

- If a country gains 1 MT its major rivals lose 1 PCT
- If a country reaches Full Militarization, each of its major rivals gains 1 MT and loses 2 PCTs.
- If a country falls below 2 PCT it suffers a one time game of 1 MT

Preparation Round	Action Round
<ol style="list-style-type: none">1. Start Global Forum, decide who needs what and should do what2. Distribute the benefits of already established Achievements and Disarmaments3. Pull Movement Progress Cards by expending 1 PCT4. Build new Achievements (benefits may be distributed this round)5. Move resources or PCTs if allowed by treaty	<ol style="list-style-type: none">1. Pull a Global Event Card and update stations in accordance with outcome

Educational Potential

- Apply and implement what we have learned about international movements and transnational solidarity
- Unlearn the logic of nationalism and recognize shared interests across lines of nationality, ideology, and race
- Understand and experience the political dynamics and obstacles of the Cold War
- Implement our understanding of World Systems Theory and acknowledge the outsized role countries in the imperial core play in driving global geopolitics