

ONE DAY, INDEPENDENCE DAY!



INTRO

THE SURRENDER OF JAPAN IN 1945 SIGNALED THE LONG-FOUGHT-FOR FREEDOM OF COREA. WHAT AWAITED THE REJOICING PEOPLE WAS ANOTHER WAVE OF FOREIGN DOMINATION BY THE ALLIED POWERS; THIS TIME, DIVIDING THE COUNTRY IN TWO.

OBJECTIVE

AS ONE OF THE FOUR POPULAR POLITICAL FIGURES, SPREAD MOST SUPPORTERS ON THE MAP TO LEAD YOUR OWN COUNTRY.

- EACH VILLAGE LIVES 1000 PPL.
- ★ EACH CITY LIVES 2000 PPL.
- ★ THE CAPITAL CITY LIVES 5000 PPL.

HOW TO START

RANDOMELY ASSIGN THE FOUR CHARACTER CARDS. TAKE TIME TO READ YOUR CARD AS IT PROVIDES PERSONAL INFORMATION TO GET TO KNOW HIM BETTER.

THE ROTATION GOES FROM **BLUE** TO **WHITE** TO **ORANGE** TO **YELLOW**. THIS ORDER SIGNIFIES THEIR RELEVANCE TO FOREIGN POWERS.

EVENT CARDS

EVENT CARDS ARE ABSOLUTE RULES THAT EVERY PLAYER MUST ABIDE BY. EVENT CARDS ARE DRAWN ACCORDING TO THE SAME ORDER: FROM **BLUE** TO **WHITE** TO **ORANGE** TO **YELLOW**.

PLAYERS HAVE TO MAKE MOVES ACCORDING TO THE ORDER WRITTEN ON THE CARD: FROM TOP TO BOTTOM.

TAKING OVER : REPLACING AN OPPOSING SUPPORTER WITH YOUR SUPPORTER. THE REPLACED OPPOSING SUPPORTER IS 'LOST.'

LOSING (SUPPORTER) : THE SUPPORTER IS TAKEN OFF THE BOARD PERMANENTLY. HE/SHE IS BEYOND SALVAGE. THE PLAYER WHO DREW THE EVENT CARD GETS TO CHOOSE WHICH SUPPORTER IS TAKEN AWAY FOR EVERY PLAYER INCLUDING SELF.

A FIGURE-HEAD CAN ONLY BE TAKEN OVER BY ANOTHER FIGURE-HEAD. THE FIGURE-HEAD IS NOT LOST, BUT RELOCATED TO A DIFFERENT REGION OF HIS CHOICE.

HOW TO PLAY

- EACH PLAYER PLACES SEVEN SUPPORTERS ON THE BOARD ON THE FIRST ROUND
- IF YOU SURROUND AN OPPOSING SUPPORTER BY FIVE OF YOUR OWN SUPPORTERS, YOU CAN REPLACE THE OPPONENT'S SUPPORTER WITH ANOTHER ONE OF YOURS.
- WHEN A REGION IS OCCUPIED ONLY WITH YOUR SUPPORTERS, YOU CAN CLAIM THAT REGION AS YOURS. ONLY EVENT CARDS CAN AFFECT THIS RULE.
- DRAW AN EVENT CARD EVERY THREE ROUNDS.

THE GAME ENDS WHEN EVERY EVENT CARD HAS BEEN OPENED.

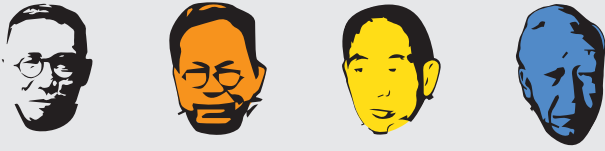
THE SCORE IS THEN CALCULATED ACCORDING TO THE NUMBER OF SUPPORTERS YOU HAVE ON THE BOARD.

MAY YOU LEAD THE COUNTRY TO THE LONG WAITED FREEDOM AND INDEPENDENCE THAT COUNTLESS COREANS SACRIFISED FOR.

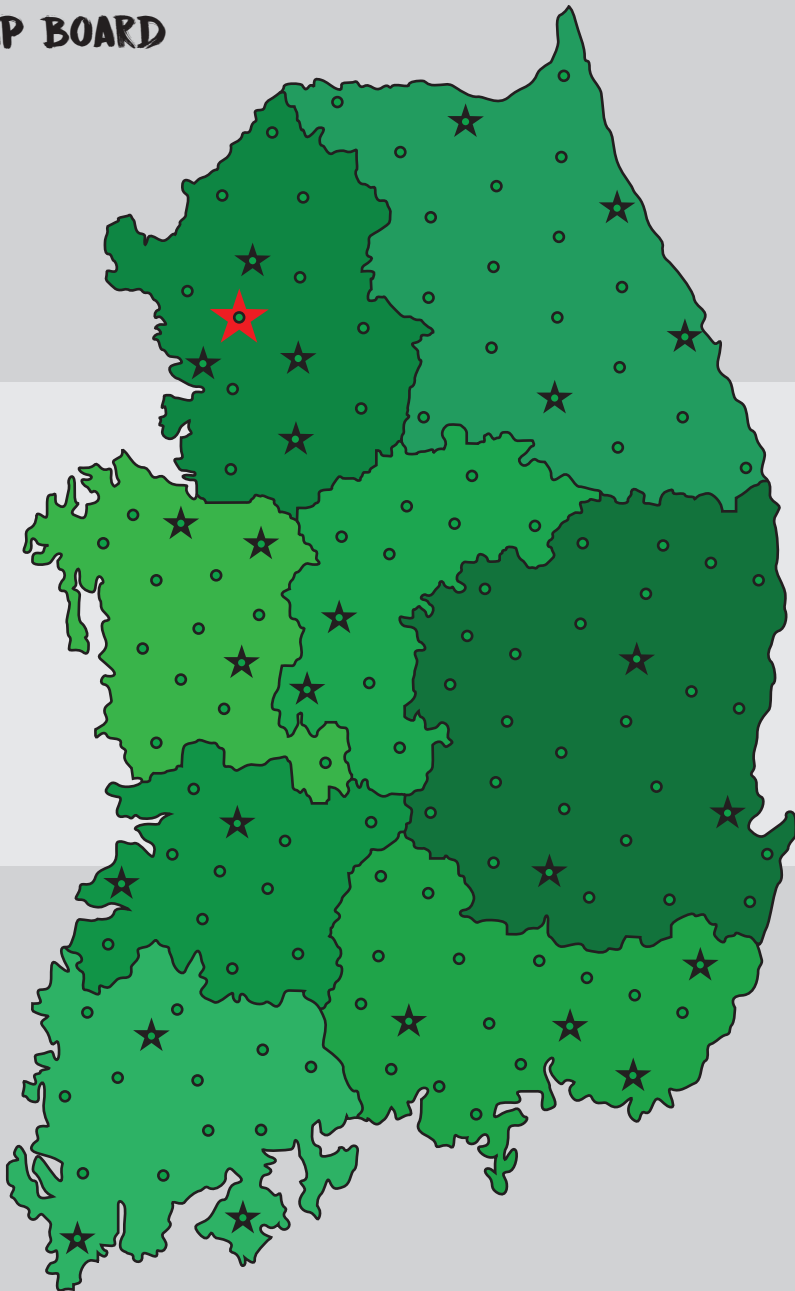
ONE DAY,.. HOPEFULLY

EQUIPMENT

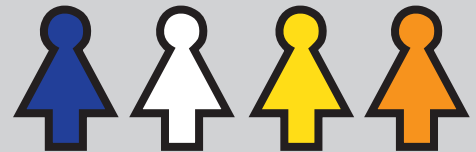
FIGURE-HEADS



EVENT CARDS MAP BOARD



SUPPORTERS X MANY



**TIP; YOU DON'T HAVE TO TAKE
OVER ALL THE SUPPOERTERS
THAT THE CARD ALLOWS YOU TO.
COOPERATION CAN BE THE KEY
TO DEFEAT THE INVISIBLE
FOREIGN FIGURES**

**A POLEMICAL GAME BASED ON
HISTORICAL EVENTS AND FIGURES**

**HYESOO SHIN
UCLA DMA
157 GAME DESIGN**