

Welcome to a preview of the STRIKE! The Game of Worker Rebellion rulebook.

PLEASE NOTE:

- A professional rulebook editor will help us shape and copy edit the final version of this rulebook.
- The final version will be beautifully illustrated and laid out by a professional designer. The final version will also have helpful diagrams and pictures for demonstrating the gameplay.



The Story So Far...

HappyCorp, the richest company in the world, has just unleashed its most evil plan yet: turning Mercury City into an entirely corporate-run metropolis. From the schools to the sidewalks, everything will be owned and run by HappyCorp, and every resident will become a HappyCorp employee. There will be no more minimum wage, no more public services, and no more unions. HappyCorp has already begun unleashing its Smile Drones to convert the city's infrastructure, crush protests, and ensure every resident watches its Commercial Breaks.

Players take on the role of the Strike Council to lead a city-wide rebellion of workers against HappyCorp's take over, while also fighting for better livelihoods for all!

So do you have what it takes to lead the worker rebellion to defeat HappyCorp? Or will you soon be an employee of HappyCity?

Components

40 Strikers (10 blue, 10 gray, 10 orange, 10 purple)	24 drones (cubes)	5 MegaDrones	4 energy markers (hearts)
14 Strike Hubs (stars)	8 characters on 4 double-sided player boards	1 City Board	36 STRIKE! Cards
18 Ally Cards	30 Commercial Break cards	1 Rulebook	2 score markers (circles)
16 Action tokens	12 sided die		

Set Up

1. Place the City Board on the table.
2. Each player takes a double-sided Player Board and then chooses one characters to play as. (Tip: It's helpful to sit near the Home Base of your character.) This will determine who you are playing as, where you start on the city board, your stats, and your special powers.
3. Each player takes all the Strikers of the matching color. Place two of them in your starting location and then the rest near your Character Board.
4. Give each player four Action Tokens (red cubes). They should place them near their Character Board.
5. Each player takes an energy marker (heart) and places it on the "3" on the Energy track of their Character Board.
6. Shuffle the STRIKE! Deck, the Ally Deck, and the Commercial Break deck. Place them face down near the game board. Each player takes one STRIKE! card. You may show each other the cards in your hand.
7. Place the score markers on the 0 for both HappyCorp (yellow) and the Strikers (red).
8. Place all of the drones in a pile, the MegaDrones in another pile, and the Strike Hubs in another pile near the board.
9. **Choose your difficulty level & place drones.** We know that people have different ranges of skill sets when it comes to games, so we made a wide range of difficulty levels for all types of gamers! We recommend first time players try either Easy or Medium.
 - a. **Very easy:** Place one regular drone in Financial District and Corporate HQ.
 - b. **Easy:** Place one regular drone in Stadium, Restaurant Row, Financial District, and Corporate HQ.
 - c. **Medium:** Place 1 regular drone in every location except Stadium, Restaurant Row, Financial District, and Corporate HQ.

- d. **Hard:** Place 1 regular drone in every location.
 - e. **Very hard:** Place 1 regular drone in every location. Then remove 5 random cards from the Commercial Break deck and place them back in the box.
10. **Choose a player to go first!** Whoever shouted at their boss most recently goes first. Or, choose a first player by another method.

Winning and Losing

- The **Strikers** win if they score 15 points: HappyCorp is abolished from Mercury City!
- **HappyCorp** wins if:
 - a. It reaches 15 points
 - b. There are 5 MegaDrones on the board (watch out, this one is easy to forget about!).

Overview

The City Board is made up of 12 locations. The objective is to get your Strikers in different locations in order to complete the requirements on your Strike cards, which will score you points!

Player Boards - Energy & Powers: Each player has an Energy track on their player board. You will gain and lose Energy throughout the game. No matter what, you can never go below 1 Energy or above 7.

Each character board also has two unique special powers. Your first power (1+) is something you can always do. Your second power is only in effect if you have four or more Energy (4+). It does not replace your first power; it's an additional power.


Turns


Every player takes individual turns, which consists of two steps: spending four "action" tokens on your character board to do things, then drawing a commercial break.

At the end of your turn, you will refresh all of your action tokens by removing them from your player board so you can use them again next turn.


1) Spend Four Actions



Each turn, you will use your four actions by placing them on the areas of your player board. When you've spent four, your turn is over and you draw a Commercial Break. Each area of your player board can hold a different maximum number of actions - and these maximums are different for each player. Once an area has reached its maximum, you cannot place actions in it again until your next turn.



Grow Ranks: Place an action on **Grow Ranks** . Add 1 new Striker to your Starting Location or wherever you have a Striker already. You may have a maximum of 10 Strikers on the board.

Mobilize: Place an action on Mobilize  . Move 1 of your Strikers already on the board one space, across a line. You can move the same Striker multiple times in a turn.

Disassemble: Place an action on Disassemble  . Remove one regular Drone from a space where **you** have a Striker.

Draw: Place an action on Draw  . Draw a Strike or Ally Card. You may have a maximum of 4 cards total at once. **IMPORTANT:** If your hand is full, you cannot draw another card for any reason.

Play an Ally Card to Gain Energy & Bonuses. Playing Ally Cards is the only way for you to gain more Energy. To do so, you must place an action onto the **area of your player board required by the card** (such as  or ). Then, instead of using the basic effects of your player board (Grow Ranks, Mobilize, etc.), you do what the card says - which always includes gaining Energy. Discard the Ally card after you've played it.

Complete a Strike card to Score Points: To complete a Strike card, you personally must have three Strikers in the location listed on the card. Then, place an action on the two required areas of your character board, which are listed on the card (such as  and ). **Remember: the area of your character board cannot be at its maximum limit for you to place an action there.** When completing Strike cards, **instead** of taking the basic actions (Grow Ranks, Mobilize, etc.), you add a Strike Hub to the space and score points (see below).

Adding Strike Hubs Scores Points: The first time you add a Strike Hub to a location, you score 1 point. The second time you add a Strike Hub to a location, you score 2 points. The third time, you score 3 points.

But It's Harder to Complete a Strike Again in the Same Place: The second Strike Hub you add to a space requires 5 strikers (instead of 3), and then the third Strike Hub you add to a space requires 7 strikers. However, any of these **additional** Strikers beyond the first three **may** come from your teammates. You personally must always have at least 3 present when completing a STRIKE! card.

Whenever You Complete a Strike card, you may also choose any one player to draw an Ally.

***Strategy Tip:** Drawing cards and gaining energy may not seem like the most pressing thing to do on your turn, but it's super important. HappyCorp will constantly be chipping away, forcing you to lose energy and discard cards!*

2) Commercial Breaks

At the end of each player's turn, they must draw one commercial break. Commercial Breaks will do bad things for players - primarily adding new drones. Whenever you draw a Commercial Break, do what it says.

Rolling the drone die. Most Commercial Breaks will tell you to roll the 12-sided die. Whenever you do, add a regular drone to the number you've rolled. For example, if you roll an 8, add a drone to the University.


Adding regular drones to spaces removes Strikers. Whenever a new regular drone is added to a space, **every** player who has a Striker there must remove one of their strikers from that location.

But Energy protects your Strikers: You can instead lose 1 Energy to keep your Striker there! **Important:** Even if you spend an energy to save your Striker, the drone is still placed.

Three drones fuse into a megadrone! *Whenever* a location has a third regular drone added to it, replace all three with a MegaDrone in that space - **and HappyCorp scores 1 point for each MegaDrone in that color!** *Example: There are two MegaDrones in blue spaces already and another is added to a blue space, so HappyCorp scores 3 points total.*

Regular drones can still be added to locations with MegaDrones. If three regular drones are in a space with a MegaDrone, they will fuse into another MegaDrone in the same space.

MegaDrones block Strikes. You cannot complete a Strike card in a space with a MegaDrone.

Disassembling MegaDrones: In order to remove a MegaDrone, you just use an action to Disassemble (). However, you must have three Strikers in a location in order to do so.

If players are ever told to do something by a Commercial Break that they cannot do, they must do as much of it as they can and then add a drone to their home base. *For example: Every player is told to lose 1 Energy, but there are two players who don't have any energy. They must both add drones to their Home Bases.*

Commercial breaks get harder. Most of the Commercial Breaks tell you to do something “per level,” such as “roll the drone die per level.” At the start of the game you will be at level 1. But as you move along the score track, you'll reach levels 2 and 3. If you are at level 2, “roll the drone die per level” means roll the drone die two times.

If the Commercial Break deck runs out of cards, the game is not over. However, HappyCorp will stop playing around. You do not shuffle the Commercial Break deck and make it again. Instead, if a player cannot draw a card from the Commercial Break deck because it's empty, they will have to roll the drone die three times at the end of their turn. *Warning: This is very punishing, so you want to get as close to winning as possible before the Commercial Break deck runs out.*

Shorter Game

Here are instructions on how to shave 30 or so minutes off a game: Follow the normal set up, but start both HappyCorp and the STRIKERS! at 5 points. Choose a difficulty level, then place one Strike Hub in Restaurant Row, Corporate HQ, Stadium, and Financial District. Place one MegaDrone in Corporate HQ and Financial District. Each player starts with 2 extra Strikers in their Home Base.