



**TOP SECRET
CONFIDENTIAL
INSTRUCTIONS**

*Through the miracle of cloning, former
United States Presidents battle it out to become the
Supreme President of These United States! Each body
at your feet and every turn around the arena is another
vote in your pocket. Your own President may be lost in
the fight, but another will always rise up to take their
place.*

*Get rid of the opposing Presidents by killing them,
corrupting them, or having them dragged away kicking
and screaming. Survive the carnage by dodging,
bribing, and making treaties with your opponents.
Whatever it takes to win the fight and the election.*



Setup:

Each player starts with 3 President cards, 3 Action cards, and a player aid.

Players decide if they want to keep their Action cards or discard them for 3 new ones.

Players secretly choose which President card to start with and place their others in reserve.

Once everyone has chosen their starting President, players read through their President cards aloud to announce their candidacy.

The earliest President (lowest number) goes first.

Objective:

Kill opposing Presidents. Add their bodies to your vote pile.

Get 5 votes to become Supreme President of These United States! Your last vote must be from a kill or Last Player Standing.

In a 6-player game, you only need 4 votes to win.



100 ACTION CARDS

43 PRESIDENT CARDS

1 RULE BOOK

32 COUNTERS

Game Overview:

Phases of the Turn

Campaign-

If you have no President, you come back to life as a new President from your reserve. If your reserve of President cards is empty, take the top card of the President deck as your new President. Announce your candidacy for everyone at the table.

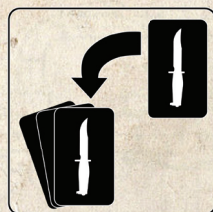
If you survived a full turn around the table, you get a vote from the bottom of the President deck. Add it to your Vote pile.

Action Phase-

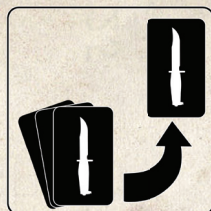
You may take 3 Actions in any combination of the following:



Stab a President Next to You: If the attack hits, your victim takes one wound. You can only use this action once each turn. A President is next to you if there is no living President between you. Stabbing is a form of Attack, which only requires an Action to use.



Draw an Action Card: Add the top card of the Action deck to your hand. You can repeat this Action as long as you have Actions left to spend.



Play an Action Card: Play an Executive Action or Attack card from your hand. You can repeat this Action as long as you have Actions left to spend.



Activate a Presidential Ability: Each President has a unique ability, some of which can be activated. If your President has an activated ability, you can use it as an Action. Some presidential abilities can be used more than once.

End Phase-

After you're finished taking Actions, your turn ends.

If you have any effects that occur at end of turn, such as Wartime, they happen now.

If you have more than 4 Action cards in your hand, discard Action cards until you have only four.

The turn passes clockwise, as that is the American way.

Dying- If a President gets Wounds equal to their life, they die. The player that killed them takes the fallen President card and adds it to their Vote pile. The dead player will discard their wounds and any Executive Actions played in front of them, then return to the game at the start of their next turn.

While you have no President, you cannot get a winning vote, you cannot play cards or abilities, and you cannot be affected by other players' cards or abilities. You cannot interact with effects like Impeachment or Manifest Destiny.

Corruption- If a player gets five corruption counters, their President is thrown out of office, and taken by the

player that corrupted them as if they had killed them. The corrupted player loses one of their votes, then clears their corruption counters. Corruption doesn't go away when your President dies. You cannot play a card that would give yourself a fifth corruption counter.

Coming Back to Life-

When you come back to life, select a President card from your Reserve to be your new candidate. If you're out of Presidents in your Reserve, draw one from the President deck. You may discard your hand of Action cards to draw 3 new Action cards. Announce the candidacy of your new President when you return to the game.

Last Player Standing-

If only one President is left in the game (or no Presidents), the living player gets a vote (except in a 3-player game). This vote can win the game. If it was the survivor's turn, that player uses the rest of their actions to draw cards and their turn ends. Each dead player will then choose their next candidate, announce their candidacy, and come back to life immediately; then the game will continue as normal.

Types of Cards:

President Cards- The President cards represent the characters you'll be playing throughout the game. Each President card has several parts:



1-Life: The number of wounds it takes to kill this President.

2-Years in Office: The years the president sat in office.

3-Slaveowner Status: If the President owned slaves at some point in their life, it will say slaveowner above their text box. Some cards and effects specifically target slaveowners.

4-President Number: What number President they were. This determines which player goes first at the beginning of the game.

5-Party: What political party the President belonged to.

6 - Presidential Ability: The President's abilities are described here. Each President's ability has a different effect on the game. Some presidential abilities are always in effect, such as Washington's (pictured). Some must be activated, and will read "As an Action..." Some abilities are reactionary, and trigger when certain events occur – "When you announce John Tyler's candidacy," "Whenever James Monroe is attacked," etc.



Action Cards- Action cards have their title at the top, what type of Action card they are in the center, and their effects below their card type. After an Action card's effects are finished, place the card in the discard pile.



ACTIONS

There are three types of Action cards, all of which affect the game differently-

Attacks- Attack cards deal wounds to your opponents. Melee Attack cards can only be played on a President next to you, Ranged Attack cards can be played on any President at the table. Attacks can only be played on your turn. Attacks can be avoided with Reaction cards, unless they state otherwise. Playing an Attack card on someone is a form of attacking.

Executive Actions- Executive Action cards have various effects, including drawing cards, preventing attacks, and causing wounds.

Some Executive Actions are played in front of a player and remain there until their effect is used up (such as Scapegoat or Vice President). Some Executive Actions deal wounds, but are not considered Attacks. Once an Executive Action's effects have been completed or used up, discard the card. Executive Action cards can only be played on your turn.

Reactions- Reactions are the only type of card you can play when it's not your turn. Reaction cards help you survive your opponents' attacks and actions. Reaction cards' text always starts with "Play when ____"- dictating when you can play the card.

Some Attacks say they "cannot be blocked or dodged," these are unaffected by Block cards or Dodge effects, but other Reactions still work. For example, you could play Bribery against a Benedict Arnold attack that can't be Blocked or Dodged, or Block a Stab from Theodore Roosevelt that can't be Dodged. Even if a Reaction deals damage, it is not considered an Attack.

Other Information:

Votes and Winning-

There are several ways to get votes: killing opposing Presidents, surviving a full turn around the table, corrupting Presidents out of office, and more. If an effect tells you to get a vote (like the Campaign Phase), add the bottom card of the President deck to your Vote Pile, face-down under your current President.

You win the game when you get your fifth vote (or fourth vote in a 6 player game), but your last vote **MUST** be from a kill, Last Player Standing, or other effect that states it can win the game. Your President has to be alive to get your final vote. If you are playing with 6 players, you only need 4 votes to win instead of 5.

Distance- The Stab Action and melee attacks require your victim to be next to you. A player is considered next to you if there are no living Presidents between you and that player. Ranged attacks, such as Throwing Knife, are unaffected by distance.

Dodge- Some effects will tell you to Dodge an attack. Similar to the card Block, this means the attack misses, and you take no wounds from it.

Unavoidable Wounds-

Some effects cause Unavoidable Wounds. Unavoidable Wounds cannot be stopped by Reaction cards or Dodge effects. You can still play Reaction cards for their other effects (such as Secret Service changing out the attacker's President, or Bribery giving a Corruption Counter), but they won't stop the wound from happening.

Scapegoats can absorb an Unavoidable Wound from an attack.

Announcing your Candidacy-

Whenever you bring a new President into the game, you will Announce your candidacy by reading through the card for everyone at the table, including the President's name, party, life, slaveowner status, and presidential ability.

Special Cases:

Cards vs. Rulebook-

If a card contradicts what the Rulebook says, follow the instructions on the card. These cards modify the rules of the game.

Rule Disagreements-

If players disagree about something not covered in the rules, all the players at the table (including the dead ones) can vote on the outcome, but remember, you're playing with politicians- impartiality and fairness are only a pretense. If the vote is a tie, ask for an innocent bystander to break it. Or argue some more.

God Bless America.

FaQ:

How many times can I discard my Actions Cards to draw new ones?

Once when you start the game, and once each time you come back to life.

If I would get my winning vote at the same time that I die, what happens? (For example, using Mutually Assured Destruction.)

You cannot get your last vote if your President is dead. A President has to die before their body can be claimed as a vote, so if you die at the same time as you kill someone, you won't be able to claim their corpse for your winning vote.

If I get a new President during my turn (For example, from Secret Service), does my turn end? Do the actions I've taken so far still count?

You will continue your turn as normal after announcing the candidacy of your new President. The actions you have taken for your turn count regardless of which President you've taken them with, including your one stab action per turn.

If my President dies and is replaced (for example, with Vice President or Richard Nixon), but my new President is alive during my Campaign phase, do I get a vote?

Yes. Those effects replace your death with a new President, and your new President is still alive at the start of your turn, so that counts as surviving.

Can I react to a Reaction?

You can only play a Reaction when the card says you can. If a Reaction (such as Mutually Assured Destruction) is causing you to die, you could play Rigged Re-Election to save yourself, but you can't play Block because you aren't being attacked.

If someone plays Emancipation Proclamation or Excessively Partisan Politics, will my Scapegoat save me from taking damage?

No. Scapegoats can only save you from Attacks, and those cards are Executive Actions. In addition, the Scapegoat is a Slaveowner, so it will also be wounded by Emancipation Proclamation, and Excessively Partisan Politics specifically mentions killing Scapegoats.

Is Barack Obama in the game?

*Barack Obama has not yet joined the Presidential Knife Fight.
...but some day he may.*

Emancipation Proclamation says “Abraham Lincoln and Barack Obama each get +1 Life.” How would I give them +1 Life?

To give a President +1 life, you can remove a wound counter if they have any. If they do not have a wound, place the Emancipation Proclamation card face up by your President. The next time they would take a wound, discard the Emancipation Proclamation card instead.

If my President was removed from the game but comes back at the start of my turn (i.e., Bill Clinton or George W. Bush), do I get a vote?

Presidents like Bill Clinton and George W Bush come back at the start of your turn, so you will get a vote during the Campaign phase.

What if my President is out of the game (i.e., Bill Clinton or George W. Bush) and all the other Presidents are dead? What if all but one other President is dead?

In both scenarios Last Player Standing will trigger, and the other players will come back to life immediately. Your President will be unaffected, continuing to be removed from the game until the start of your next turn, as decreed by Clinton and Bush’s abilities.

Special Thanks

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Please don’t stab the President.

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Questions? More info available @ www.pkfgame.com

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