

PROPAGAYDA

PROPAGAYDA

In Propagayda players work together as members of a tribe to help one another advance and survive. Each player is on their own individual path of self-discovery by growing, surviving monster attacks, and enduring disasters, but the tribe must also advance for anybody to win; likewise, it is entirely possible that everybody will fail and the tribe will become lost.

PIECES

- 1 Game Board
- 1 Sex Die
- 6 Spirit Totems
- 6 Player Pieces
- 18 Gray Sex Cards
- 47 Yellow Fortify Cards
- 57 Blue Gather Cards
- 71 Red Hunt Cards
- Food Tokens




SETUP

Two to six can play. Divide the cards into the four different types of decks — Hunt, Gather, Fortify, and Sex — then shuffle each deck. Place the game board in the center of the table, place the Spirit Totems on the game board, and align the Hunt, Gather, Fortify, and Sex decks along the outside of the game board as shown.



STARTING GAMEPLAY

The oldest player in real life always goes first. Do the following:

1. Roll the Birth Die to determine what the starting sex will be for your tribe member; this can't change unless otherwise noted by a card. 
2. Choose a tribal member Player Piece. 
3. Find the corresponding player card in the Sex Deck for your color/sex, and place it in front of you. Insert Pictures of card here.
4. Place your Player Piece into the Start Circle on the game board. Insert Picture. 

When the first player finishes their turn, the player to their left takes a turn, and so on rolling the Birth Die, choosing a Player Piece, and finding their corresponding Player card. After each player has done this, deal two cards from the Hunt, Gather, and Fortify decks to each player.

TURN PHASES

Each player's turn begins as soon as the previous player's turn ends. First a player has to decide if the tribe is going to hunt, gather, or fortify by drawing one card face up from the corresponding deck. All decks yield Totem Cards, but only certain decks yield Monster, Disaster, and Item Cards.

- If the player decides that the tribe will gather, each player takes a 1 Food Token each
- If the player decides that the tribe will hunt, and it's a Monster Card (See *Combat*)
- If the card is a Disaster it applies to all members of the tribe immediately. (See *Disaster*)
- Any other card, reveal to the other tribe members, and place it into your hand.

Then, each turn a player has two free actions that they may take. A player may either:

- place or remove a card in play
- trade a card from your hand to another tribe member for a card in their hand
- acquire a Spirit Totem
- draw a card from any pile
- get rid of a Monster or Item Card and receive it's equivalent in Food
- or any combination of the previous. *These options are also written on your player Sex Card.*

At the end of each player's turn you can only have five cards in your hand, unless otherwise noted by a card in play. If you have more than five cards, discard down to five and give them to the lowest level person in your tribe. Once all Players complete their turns, a Phase of the Moon has gone by (see *Phase of the Moon*).

TRIBE ADVANCEMENT

Each player must work together to help every tribal member advance and survive. To achieve stability with and a quality of life for your tribe, each member of the tribe has to be born, identify with a gender, develop an attraction, form at least one relationship, achieve a place in the tribe, and acquire a Spirit Totem of their very own. This is done by players collaboratively building and supportively sharing cards, and overcoming disasters and monsters together.

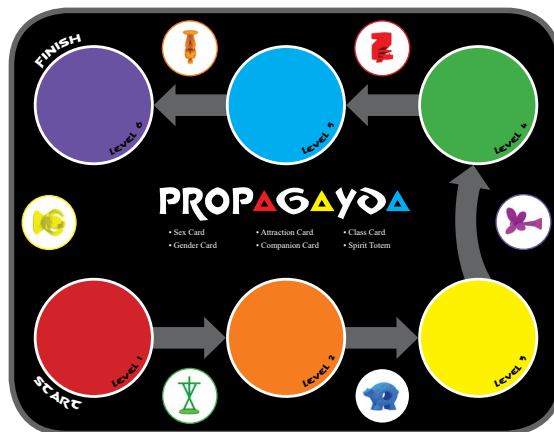
To win the game of Propagayda, each tribe member must achieve the six conditions: being born, identifying with a gender, developing an attraction, forming at least one relationship, achieving a place in the tribe, and finding a Spirit Totem of their very own.

Most of these will be in the form of cards and will have to be drawn by the individual players; however, Spirit Totem, Companion, and Item cards can be traded from one player to another in exchange for other cards.

Each time a player places one of the following cards in play:

- Sex Card (given at Birth)
- Gender Card
- Attraction Card
- Companion Card
- Class Card

... or they acquire a Spirit Totem by discarding three Totem Cards at once, in exchange for a Spirit Totem figurine, they advance their Player Piece on the game board to next circle level of their tribe's development.



WINNING THE GAME

Once each tribe member is in the last circle of their tribe's development, and has a Sex, Gender, Attraction, Companion, and Class Card in play with a Spirit Totem in play, the game is over and the tribe has won!

COMBAT

Often when a player makes a decision for the tribe to hunt, they will encounter a Monster. When this occurs, the player that drew the card makes the decision (usually by consulting the rest of the tribe) to either fight the Monster or placate the Monster by doing the following:

FIGHTING

If the tribe is going to fight a Monster, each player:

- counts their level from the game board
- adds to that all bonuses from Companion Cards in play
- and adds to that all bonuses from Item Cards in play

Then add each player's total is added together with the other's player's total, and this determines the tribe's combined strength. If the tribe's combined strength is greater than the Monster's strength – or if it the tribe's combined strength is tied with the Monster's strength, and you have a Warrior in your tribe – the Monster is defeated. The tribe then gains the amount of food indicated on the Monster Card.

PLACATING

If the tribe is going to placate a Monster instead of fighting, the tribe must sacrifice the amount of food indicated on the Monster Card. The Monster then is discarded, and no harm or reward comes to the tribe.

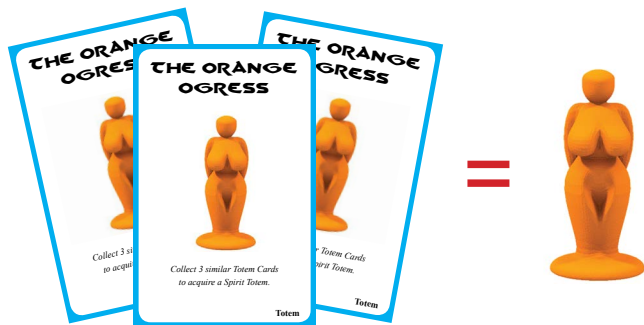
DEATH

If the tribe can't fight or placate the Monster, then the player that drew the Monster Card dies. When a player experiences Death the Monster is put into the discard pile, their turn is immediately over, the player removes their Player Piece from the board, they return their Spirit Totem if applicable, and they discard all of their cards from their hand and in play to the appropriate discard piles.

On the player's next turn, they are born again and must start over by rolling the Birth Die, choosing a Player Piece, finding their corresponding Player card, placing their Player Piece into the Start Circle on the game board, and drawing two cards from each deck. Their turn is then over, and it goes to the next player. When it comes back to this player, and going forward, the player resumes normal play and turn actions.

ACQUIRING A SPIRIT TOTEM

When a player has three similar Totem Cards, they may use one of the free actions during their turn to acquire a Spirit Totem.



The player then stacks the three similar Totem Cards in play, retrieves the totem card from the game board and places it on top of the stacked Totem Cards. The player then moves their Player token up one level.

Once a totem has been claimed, it can't be reclaimed by another player, unless that player dies.

LOSING THE GAME

If at any time there are no Player Tokens on the board, the game is over and the tribe is lost.

CARDS

For cards in general, player's may find it beneficial to reveal their hands to other tribe members; however, make sure you are aware of the cards that are 'in play' versus 'in your hand'.

COMPANION CARDS

If players don't have an attraction, players may put Companion Cards into play until they develop one, then discard or keep the companion accordingly.

ITEM CARDS

Each tribe member may have no more than two Item Cards in play.

DISASTER CARDS

Disaster cards affect the entire tribe, and are put into play immediately when they are drawn at the beginning of the round or traded (except for the first round of gameplay). Some Disaster Cards have one affect and then go away, while others stay in play until resolved by the tribe.

PHASE OF THE MOON

After each player has had their turn, a Phase of the Moon has passed. The tribe then takes away from their Food Tokens one token for each player in play. Do this every time a Phase of the Moon passes.

SUBSTITUTIONARY PIECES

If you don't want to 3D print the game pieces due to availability, cost, or time you can use substitute pieces. Here are some ideas:

- **1 Six-Sided Die** in place of the Sex Die
Rolls of 1 and 6 would result in Male, 2 and 5 in Female, and 3 and 4 in Intersex.
- **6 Small Objects** in place of Player Pieces and Spirit Totems
It would be great to have objects or toys 1" by 1" in size, and would be blue, green, yellow, orange, red, and purple... but anything will do.
- **Marbles or Coins** in place of Food Tokens