

Labyrinth Clarifications

Updated April 2011

FAQ

The following are questions which are frequently asked. These questions are addressed in the body of the rules as written. We post the Q&A here as a convenience to players:

Q. The Event Card says, "Test" a country, but the country already has a marker, do I Test it again?

A. NO. Once a country is marked with either a Governance or a Posture marker, ignore future instructions to "Test" that country. See final paragraph of 4.9.4.

Q. I have an Event Card which says I can shift an Adversary to Neutral. Can I use this in an Islamist Rule country?

A. YES, BUT do read rule 7.1.3.

Q. When an event is triggered by an opponent's card play, may the player associated with the event refuse the event?

A. NO. When an event is triggered by an opponent's card play, the event MUST be carried out! Rule 6.3.2 does not provide for the player 'opting out' of the triggering of his event.

Q. How do I handle the FATWA event in a Solitaire game?

A. Easy! Follow these steps: (1) You play FATWA for Event for the Jihadists. (2) Jihadists give the player the top card from his stack per 9.2. (3) Player shuffles his cards [excepting the one just received in step 2], takes a random card from his hand, and places it on top of the Jihadist's stack. (4) Jihadists then perform a 1OP operation with the FATWA card, per FATWA Event Text. (5) Because this is a solitaire game, the Bot will get an ADDITIONAL 1OP play since FATWA is an unassociated event, so after resolving the 1OP from the Event, resolve a second 1OP play per the Flowchart.

Q. How does the Oil Price Spike event work?

A. It's simple really: First, you play the event. Next, dig through the discard pile and find a card you would like to bring into your hand. Once you've made your choice, show the selected card to your opponent and place it into your hand. You can play the selected card during a future card-play opportunity. Place the Oil Price Spike event in one of the Lapsing Event boxes on the map to serve as a reminder that Oil countries' Resource Value is increased by +1. Note that if both Oil Price Spike events come up in the same turn, their Resource Value effects stack--Oil countries have a Resource Value of +2!

Q. What are the "US Disrupted" and "Governance Improved" markers for?

A. These pieces were included late in development as a convenience (we had extra counter space). Certain events require that players remember that the US disrupted or

that Governance improved in a country. These markers can be used to mark such occurrences. They are especially useful for when players need to pause the game.

Q. Is the Troops Track considered part of the United States?

A. NO. Not in game terms. Yes, the Troops Track represents the United States in a sense, but in game terms the Troops on the Troops Track are not considered to be in the United States. Consequently, events like "Special Forces" cannot be used in Canada, nor would a Disrupt Operation in the United States yield +1 Prestige (for presence of Troops).

Q. The Jihadist Player places Plots with his first card. If more Plot markers are placed with the second card, may the Jihadist player "shuffle" the placed Plot markers to confuse the US player?

A. YES! For example, the Jihadist player Plots with card 1 using a 1OP card and a level-1 Plot is placed in the country. Then, with card 2, the Jihadist player plays Martyrdom Operation and places a level-2 Plot and a level-3 Plot. The Jihadist player may take all three Plot markers he's placed in the country, shuffle them up and place them back into the country so that the US player won't be able to tell which Plot is the level-1 Plot.

Q. Can an Islamist Rule country receive a Besieged Regime marker?

A. YES! The opposition to the government is on shaky ground should the US decide to conduct a Regime Change.