



**"WE WERE EYEBALL-TO-EYEBALL AND
THE OTHER FELLOW JUST BLINKED"**

**– DEAN RUSK
US SECRETARY OF STATE**



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★ 13 DAYS ★

THE CUBAN MISSILE CRISIS, 1962



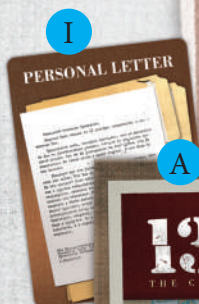
A game by
DANIEL SKJOLD PEDERSEN
& ASGER SAMS GRANERUD



13 DAYS THE CUBAN MISSILE CRISIS

COMPONENTS

- 1 Game board
- 39 Strategy cards (13 UN, 13 US & 13 USSR)
- 1 Personal letter card
- 13 Agenda cards
- 34 Influence cubes (17 red & 17 blue)
- 6 DEFCON markers (3 red & 3 blue discs)
- 6 Flag counters (3 US & 3 USSR)
- 1 Prestige marker (yellow disc)
- 1 Round marker (black disc)



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2 Players • Ages 10+ • 45 min.

H



GAME SET UP

- A Place the Game board on the table and decide which player controls US (blue) and USSR (red).
- B Each player takes all 17 Influence cubes in their colour and their 3 Flag counters.
- C Place 1 blue Influence cube in both Italy and Turkey, and 1 red Influence cube in both Berlin and Cuba (military) as indicated on the Game board.
- D Place the Round marker on the first space of the Round track.
- E Place the Prestige marker in the middle of the Prestige track.
- F Place the 3 blue and the 3 red DEFCON markers on the indicated starting spaces of the DEFCON tracks.
- G Take the 13 Agenda cards, shuffle them and place the deck facedown near the Game board.
- H Take the 39 Strategy cards, shuffle them and place the deck facedown near the Game board.
- I The US player starts the game with the Personal letter. Place it face-up on the table in front of him.



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OBJECTIVE

As President Kennedy or Premier Khrushchev you control one of the superpowers during the tense days of the Cuban Missile Crisis. You win *13 Days* by emerging from the crisis with the most Prestige.

During the game you earn Prestige by dominating the nine different battlegrounds around the globe or by dominating the political, military or world opinion arenas. Each round you select a hidden Agenda that will award Prestige to the dominating player, so be careful to not reveal your true Agenda too soon while trying to outwit your opponent.

Players take turns playing Strategy cards to place or remove Influence cubes, striving to gain majorities across the Game board. The tricky part: if you push too far, you risk losing the game by triggering global nuclear war! What will history remember you as: a hero, a villain or a coward?

GAME STRUCTURE

13 Days is played over 3 rounds. During each round both players will go through 8 steps as outlined below:

1. ESCALATE DEFCON TRACKS
2. DRAW AGENDAS
3. STRATEGY CARDS & INITIATIVE
4. SAVE CARD FOR AFTERMATH
5. WORLD OPINION BONUS
6. RESOLVE AGENDAS
7. CHECK FOR NUCLEAR WAR
8. ADVANCE ROUND MARKER

AGENDA CALL


USA AGENDA

Both players secretly select one Agenda card and tuck it facedown beneath the Game board where indicated. These Agendas are revealed at the end of the round. The two other Agenda cards are returned to the deck without revealing them.

- A Name (the specific battleground or DEFCON track on the Game board)
- B Colour and subheading (political, military or world opinion)
- C DEFCON (if the Agenda affects DEFCON)
- D Bonus Prestige

TURKEY

Political Battleground



D

+0

Dominating player receives Prestige equal to difference in Influence Cubes.



3. STRATEGY CARDS & INITIATIVE

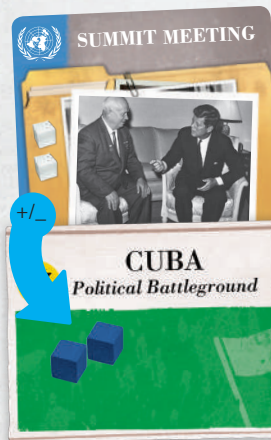
Each player draws 5 Strategy cards (keep the cards hidden from your opponent). You may look at them. Then the player trailing on Prestige determines which player has the initiative this round. If the players are tied, the USSR determines the initiative (this is always the case in the first round). The player with the initiative must play the first Strategy card.

There are two ways in which a Strategy card can be played: either for Command or for the Event. Each play of a Strategy card represents half a day of the missile crisis.

COMMAND

You can play all Strategy cards for Command. If played for Command you may either place or remove (not both) the number of Influence cubes shown on the card to or from a single battleground (only your own cubes). You are allowed to use a card for less than the number of Influence cubes shown. A battleground may never hold more than 5 Influence cubes from one player.

There is a hard limit of 17 Influence cubes per player and you are only allowed to place cubes that are not already on the Game board. If none are available, you cannot place any until you have removed some.



CLOSE ALLIES



Place up to 2 Influence cubes in total on one or more political battlegrounds.

Consulting political allies during the crisis promoted the goals of a superpower.

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Strategy Card Overview

- A. Name
- B. Alignment
- C. Command cubes
- D. DEFCON (if the Event affects DEFCON)
- E. Event text
- F. Historical text

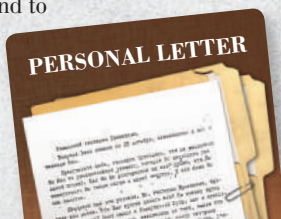


Placing and removing Influence cubes from a battleground also affects the DEFCON tracks. All military battlegrounds are connected to the military DEFCON track. Likewise for political and world opinion battlegrounds. Placing Influence cubes escalates the connected DEFCON track, while removing Influence cubes deflates it. The effect on the DEFCON track is one step for each Influence cube placed or removed after the first. (Thus, placing 1 Influence cube does not affect the DEFCON track whereas placing 3 Influence cubes escalates it two steps (see example)).

No DEFCON marker may be moved beyond the limits of the DEFCON track. Simply leave the marker in the top or bottom step if otherwise required to do so.

Cards associated with your opponent's superpower can only be played for Command, not the Event. When you play your opponent's card for Command, first hand over the card to your opponent. He may then choose to trigger the Event *before* you spend any Influence on your Command action. If the opponent decides to trigger the Event, it is resolved exactly as if he had played the card himself (but on your turn).

The player holding the Personal Letter card may, on his turn, play it alongside a Strategy card played for Command to increase its Influence by 1. Then pass the Personal Letter to your opponent.

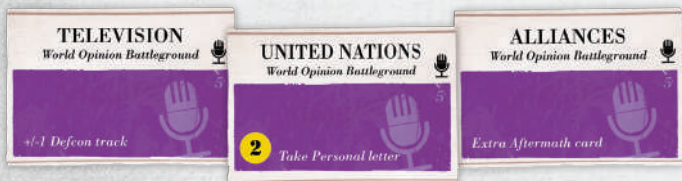


EVENT

You may choose to play any Strategy card associated with your own superpower or the UN as an Event rather than Command. Typically, Events provide a way to either break or tweak the core rules of a Command action, or allow a more powerful but restricted action. When played as an Event, follow the Event text on the Strategy card. If at odds with the general rules for spending Influence cubes, the Event takes precedence (except: no more than 5 Influence cubes per player on a battleground). If the card has a DEFCON icon, the Event may affect the DEFCON tracks according to the normal rules for placing/removing Influence cubes. If the card has no DEFCON icon on it, the Event does not affect the DEFCON tracks.

4. SAVE CARD FOR AFTERMATH

After 4 turns each, both players will have one Strategy card left in their hand. This card is tucked facedown beneath the Game board where indicated to form a special Aftermath stack that is tallied up at the end of the game.



5. WORLD OPINION BONUS

The player with the most Influence cubes on each of the three world opinion battlegrounds may trigger the corresponding end of round effect (in case of a tie no one triggers the effect). Resolve the effects one at a time in the following order:

- Television battleground: The dominating player may escalate or deflate one of their DEFCON tracks one step.
- United Nations battleground: The dominating player receives the Personal letter card from their opponent. If the player already holds the Personal letter card there is no effect.

- **Alliances battleground:** The dominating player draws the topmost card from the Strategy deck and decides to add it facedown to the aftermath stack or place it face-up on the discard pile.

6. RESOLVE AGENDAS

Turn over and reveal the two Agendas selected at the beginning of the round. Remember to retrieve your Flag counters from the Game board at the same time. If an Agenda has a DEFCON icon, all DEFCON markers in the DEFCON 2 area of that specific track escalate one step.

Resolve both Agendas simultaneously, awarding Prestige to the dominating player in accordance with the card text. **The basic amount of Prestige gained is equal to the difference between the players' Influence cubes or DEFCON steps** (in case of a tie, no Prestige is awarded for that Agenda). Often a bonus Prestige is added. You find the bonus inside the yellow circle on Agendas and on battlegrounds across the Game board. DEFCON tracks always award a +1 Prestige bonus. Battlegrounds award 0-2 extra Prestige. Be aware that Cuba (military), Cuba (political) and Atlantic are connected battlegrounds. They award +1 Prestige for each connected battleground also dominated. A player can never lead by more than 5 Prestige.

Place the resolved Agendas face-up in the discard pile after use.



7. CHECK FOR NUCLEAR WAR

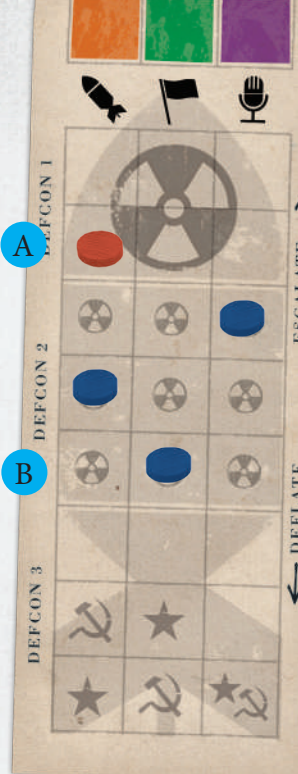
If you push yourself or your opponent to the brink, you risk not being able to pull back before it is too late. A player can trigger global nuclear war in step 7, immediately losing the game. Global nuclear war triggers if any of the following conditions are met (but these conditions may be violated during steps 1-6):

- Any DEFCON marker in the DEFCON 1 area
- All 3 of your DEFCON markers in the DEFCON 2 area

If both players trigger global nuclear war in the same round, they both lose.

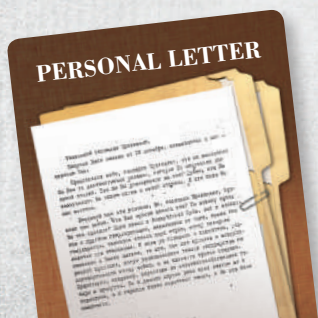
8. ADVANCE ROUND MARKER

Advance the Round marker one step on the Round track. Unless the Round marker has advanced to the aftermath spot, play a new round. If the aftermath has been reached, resolve it and determine the winner.



END OF GAME

Reveal the stack of Strategy cards saved for the aftermath throughout the game (there should be between 6 and 9 cards in the stack). Then count all the Influence cubes of US and USSR associated Events in the stack. Ignore UN Events. Which player placed which cards does not matter. The player with the highest Influence cube total gains 2 Prestige. In case of a tie no Prestige is awarded.



Assuming that no one triggered global nuclear war, the winner of *13 Days* is the player with the most Prestige. In case of a tie the player holding the Personal letter wins the game.



13 DAYS: THE CUBAN MISSILE CRISIS PLAY-THROUGH

David Janik-Jones (US) vs Robert Hahn (Soviet)

13 Days: The Cuban Missile Crisis opens with the United States and Soviet players tied for Prestige, at 0. This means that neither side is winning. The three DEFCON tracks are set up as indicated on the board at the start of the game, and the US and Soviet players place a single Influence cube in four of the battlegrounds; Italy and Turkey for the US, and Cuba and Berlin for the Soviet. The US takes the Personal Letter card. The crisis that brought the world to the brink of nuclear war, has begun again.

ROUND 1

In the first phase of round one, DEFCON markers are increased and each player receives three Agenda cards. The US player has had a stroke of luck! He receives Turkey and Italy, plus World Opinion DEFCON. The Soviet player receives the Atlantic, Personal Letter, and Political DEFCON track. Each player marks these three Agendas on the board.

The US player decides that it is easiest to bolster his existing influence in Italy, and selects that Agenda. The Soviet player notes he is initially behind on the Political DEFCON track, so the Personal Letter is an easier option, and he hopes to gain the advantage of that card, which can be useful later. The unselected four Agenda cards are shuffled back into the Agenda card deck.

Each player draws five Strategy cards. The US player receives: Public Protests (US-centric), Containment (UN), and U-2 Downed, Defensive Missiles and Suez-Hungary (three Soviet-centric). Three of the five cards allow the Soviet player to use their events,

so not a good starting hand for the US. The Soviet receives: Fidel Castro (Soviet-centric), Scramble and Intelligence Reports (UN cards), and Lessons of Munich and Quarantine (US cards), not an especially good hand for the Soviet either. Tied Prestige Points mean the Soviet player decides whether to play first or second this round. He wants to see how the US reacts to the crisis, and chooses to play second.

Designer's note: This is a good example of both players feeling the agony of drawing opponent events right from the start of the game. You will play cards that benefit your opponent, so your job is to play them when they hurt you the least, and when you draw a bad hand, remember: your opponent is probably in the same situation.

The US player begins the game by playing Public Protests for 3 Command, and places three cubes in the Atlantic military battleground as a hedge against future Soviet aggression in the region and to try to block his opponent if that is the Soviet Agenda. The Command action always adjusts the DEFCON track, if more than one Influence cube is placed or removed. Here the military US DEFCON is escalated two steps (one less than the number of Influence cubes placed). The Soviet plays the Scramble card's event and places 1 Influence cube in the Atlantic military battleground (to counter the US player), the United Nations, and lastly Turkey; to counter the one US cube already there. Since there is no DEFCON icon on the card, playing the event does not escalate the DEFCON tracks.

For his second card, the US plays Defensive Missiles. Since this is a Soviet card, the Soviet player may use the event first. He chooses to, placing one Soviet Influence cube in both the Television and UN battlegrounds (despite both being world opinion battlegrounds the DEFCON is not affected since only one Influence cubes was placed on each). The US now gets to act and places a single cube into the UN battleground to counter the Soviet's growing presence.

For his second card, the Soviet plays Lessons of Munich. To misdirect the opponent about his Italy Agenda, as well as counter the Soviet Influence cube already present, the US player uses the event to place a single Influence cube into Berlin. The Soviet player may be uncertain of the US Agenda at this point, but moves forward with his own plan anyway. For his play, he confidently commands three Influence cubes, placing them in the Atlantic military battleground and escalating the USSR military DEFCON two steps. The US player is now torn ... is the Soviet Agenda the Atlantic?

For his third card the US plays U-2 Downed. The Soviet uses the event to place 2 more Influence in Turkey, hoping to block Turkey if that's the US Agenda for the round. The US has no cubes in either Cuba battleground so the Soviet use of the event is complete. The US commands two Influence in the Atlantic (to his maximum of five), convinced this is the Soviet's Agenda.



The Soviet player uses the Quarantine card to play one Influence cube. The event is not usable by the US, since he already has the maximum number of cubes permitted in the Atlantic. The Soviet uses the command action, adding one more cube into the United Nations battleground.

The US now plays his last card for the round: Containment. He has assumed Italy safe from Soviet influence, and commands two cubes placed into the Alliances world opinion battleground (escalating the world opinion DEFCON track one step). The US player is gambling that by adding only two Soviet cubes to the Aftermath pile (on his remaining Suez-Hungary card) he'll be safe. The Soviet, however, surprises the US and plays Intelligence Reports for the event, forcing the US player to hand the Suez-Hungary card over (since it's his only card in hand) and draw a new one. The Soviet discards the card because he is incorrectly assuming that Italy is not the US Agenda, and he prefer to save the Influence cubes for later rounds. Unfortunately for the US player, the replacement card drawn is Moscow is our Brain, a three-cube Soviet card that will now wind up in the aftermath pile.

Designer's note: The Soviet player could have used the Suez-Hungary card to take over the Italy battleground for a late 2 Prestige swing! But US player has done a nice job of misdirection, which is even more important here as the Soviet player is going last and could have responded to a massive influx of US cubes in Italy. In 13 Days you are playing your opponent as much as you are playing the game.

Both players place their one remaining Strategy card into the Aftermath pile and work through the last steps in a round. World Opinion bonuses are resolved. The Soviet player wins the UN world opinion battleground and receives the Personal Letter. The Soviets also win the Television battleground, choosing to deflate their military DEFCON by one. The US wins the Alliances and draws one Strategy card. It is Bay of Pigs, a Soviet card, so the US discards it instead of adding it to the Aftermath pile. Agendas are now resolved. The US reveals Italy, scoring 1 Prestige for his unopposed cube plus one extra as marked on the battleground and his Agenda card. The Soviets reveals Personal

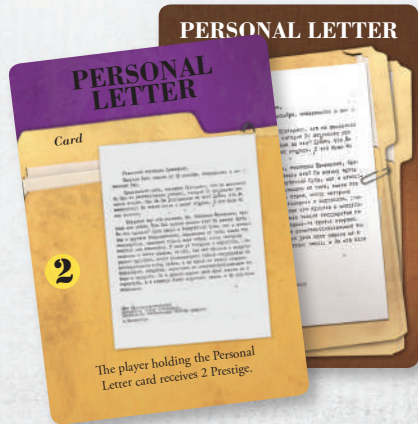
Letter and also receives 2 Prestige for having the Personal Letter card in possession, meaning Prestige is unchanged after this round, tied at 0. Neither US nor the Soviet player has triggered a global nuclear war so the round marker is advanced and round two begins.

US



+2 US

USSR



+2 USSR

US **+2** , USSR **+2** = No change in Prestige

ROUND 2

DEFCON tracks are increased and Agenda cards are drawn. The US receives Political DEFCON, Cuba Political, and Berlin. The Soviet draws Turkey, Atlantic and Military DEFCON. The US selects Cuba while hoping to maintain his strong influence in the Atlantic. The Soviet chooses the Atlantic, hoping to drive the US out. The US player is running low on Influence cubes and will need to pull some out of battlegrounds to act in new areas. The Soviet also hopes to gain bonus Prestige for control of at least one of the two Cuba battlegrounds. Since there is a tie in Prestige, the Soviet again chooses to go second. Five Strategy cards are drawn for each player.

The US draws MRBMs & IRBMS, Strategic Balance, Berlin Blockade, Operation Mongoose, and Wave and Smile, another hand dominated by Soviet cards. The Soviet draws Air Strike, Noninvasion Pledge, Missile Trade, To The Brink and Fifty, Fifty. Not a strong hand, but there are only two US-centric cards.

The US wants to get rid of his Soviet cards and plays Berlin Blockade. The Soviet chooses to gain 2 Prestige, followed by the US escalating the Soviet's World Opinion DEFCON by two, trying to push the Soviets into starting a war. The US player places 2 cubes (his second and third) into Turkey, to try to balance the three Soviet cubes in that battleground (wrongly assuming the Soviet Agenda lies there). The Soviet plays Fifty, Fifty for the event, and de-escalates his World Opinion and Military DEFCON tracks by one each.

Designer's note: Beginning round 2 the US player is in a weaker position on the DEFCON tracks with more escalated tracks. I interpret the early play of Berlin Blockade as an attempt to increase the pressure on the Soviet player to take away some flexibility. Accepting the 2 Prestige at the expense of risking

nuclear war later on is a dilemma. It didn't pay off because the next two events allow the Soviet player to deflate DEFCON tracks and take away that increased pressure.

The US plays MRBMs & IRBMs as his second card. The Soviet uses the event to deflate his Military DEFCON track by one and places 1 cube into the Atlantic military battleground. The US player places one cube in Berlin in an attempt to confuse the Soviet. Since only one cube was commanded, the US Military DEFCON track remains unaffected. The Soviet plays To The Brink for the event, to hamstring the US for the remainder of the round (US cards are now worth -1 Influence when commanding).

The US plays his third card, Wave and Smile, for the event. He relocates two cubes from the Alliance battleground into the Cuba political battleground.



Correctly assuming the US Agenda is that battleground, the Soviet plays Noninvasion Pledge. The US uses the event to remove two Soviet cubes from Turkey because the Soviet Agenda might be Turkey, and also lowers his political DEFCON track by two. The Soviet then places two Influence cubes

into the Cuba political battleground to equal the US cubes already there (escalating his political DEFCON marker one step). For the last card of the round, the US plays Strategic Balance. The Soviet cannot use the event to place more cubes in the Atlantic since the max of five has been reached, so the US simply places one more cube into Cuba's political battleground. The Soviet plays Air Strike. The US player uses the event to remove one cube from Cuba's political battleground, but the Soviet command 2 cubes back into that battleground (escalating their political DEFCON track one step), to even the US player's cubes.



Operation Mongoose and Missile Trade are added secretly to the Aftermath pile. The Soviet player wins the UN world opinion battleground to retain the Personal Letter. The Soviets win Television, and deflate their world opinion DEFCON by one. No one wins Alliances. The US reveals his Cuba Political Agenda, but both players have three cubes in that battleground, so no one wins any Prestige. The Soviets reveal Atlantic, but here is a tie as well with both players having five cubes in that battleground, so no Prestige is won. The Prestige

score is now 2 for the Soviets (after the events of the Berlin Blockade card). Both players check again to see if they have triggered a nuclear war, which isn't the case and the game moves along. The Round marker is advanced and round three begins.

Designer's note: The three battlegrounds around Cuba are quite important. Here both players go toe-to-toe for domination, thus evening each other out. That doesn't mean that the round is wasted. Players are jockeying for board position, the DEFCON tracks continue to escalate, players run low on Influence cubes etc. This will greatly affect the maneuverability in the last round where the game is decided.

ROUND 3

DEFCON tracks are escalated (The US military DEFCON track now reaches the critical DEFCON 1 area, while all three Soviet DEFCON tracks are in the DEFCON 2 area – so both players must be careful to avoid triggering nuclear war) and Agenda cards are drawn. The US receives Political DEFCON, Military DEFCON, and Cuba Military. The Soviet draws Berlin, Political DEFCON and World Opinion DEFCON. The US selects Military DEFCON because he is ahead of the Soviets on that track. The Soviet chooses Berlin, even though the US has a 1 cube advantage in that battleground to start the round (the Soviet player has more freedom to place Influence on a military battleground without escalating into the DEFCON 1 area). The US is behind in Prestige so chooses to play second. Five Strategy cards are drawn for each player.

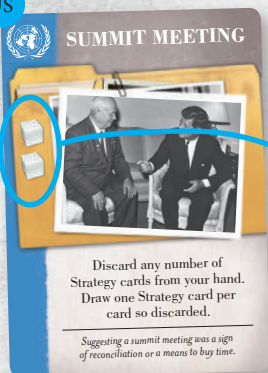
Designer's note: The US is under a lot of pressure from the military DEFCON track. The Soviet could

have exploited that by picking the Political DEFCON Agenda safely assuming that the US would stay deflated on that part of the track.

The US draws National Liberation, Eyeball to Eyeball, Summit Meeting, Close Allies and Nuclear Submarines, a mixed hand. The Soviet draws SOPs, U Thant, A Face-Saver, Invasion of Cuba and Math Precision, a poor hand for the Aftermath segment with two US cards and three UN cards.

The first Soviet card is SOPs used for the event, so for the remainder of the turn Soviet command actions are +1. The Soviet player is running low on Influence cubes, and that card will allow for better actions when removing cubes. The US plays Summit Meeting and removes two Influence cubes from the Atlantic, thus deflating the military DEFCON track one step (back down into the DEFCON 2 area). The second Soviet card is Invasion of Cuba. The US decides not use the event (he does not want to escalate back into DEFCON 1 on his military DEFCON track), so the Soviet places one cube into the Alliances battleground. The US plays Eyeball to Eyeball and, since he is the most escalated on the military DEFCON, uses the event to place a single Influence cube on Cuba military without escalating the DEFCON further.

US



The third Soviet card is Math Precision. The US player uses the event to deflate his Political DEFCON track by one and places one cube on the Cuba military battleground. The Soviet then commands four cubes out of the Atlantic (three from the card and one extra granted from the previously played SOPs card (deflating the USSR military DEFCON track three steps). The US plays Close Allies and again removes two cubes out of the Atlantic, deflating his military DEFCON another step.

Designer's note: Since the US player keeps adding Influence to the Cuba military battleground, the Soviet player wrongly assumes that is his secret Agenda. From that perspective, and due to running low on cubes, drawing four cubes out of the Atlantic and deflating the military DEFCON track is not that bad a move, though here it proves costly.

The Soviet plays his final card, A Face-Saver, for the command action. He moves two Influence cubes into Berlin (again using the bonus from the SOPs card), and escalates his military DEFCON marker one step. US plays National Liberation. The Soviet player decide to abstain from using the event so as not to escalate the political DEFCON marker into the DEFCON 1 area). The US places one cube into Berlin to counter the Soviet move.

Nuclear Submarines and U Thant are added to the Aftermath pile. The Soviet player wins the UN world opinion battleground to retain the Personal Letter. The Soviets win Television, and deflate their political DEFCON track by one (to avoid losing if US player has the political as the marker was sitting just under the DEFCON 1 area and could be pushed the final step by that agenda card). The Soviet also win Alliances and draws the U-2 Photographs card (one US cube), discarding it. The US reveals his military DEFCON Agenda. He is ahead on that track by 3 points. He increases that DEFCON marker by one (to just under the DEFCON 1 area) and gains 4 Prestige for that, moving the Prestige marker to the 2 space on the US side. The Soviets

Both players are safe from starting nuclear war, so the Aftermath cards are now revealed and added up. The UN cards are discarded, and only the cubes on the US and Soviet cards are counted. The US only has two cubes on one card. The Soviets have a total of nine cubes on three cards and gain two Prestige for this, moving the marker back to the 0 space on the Prestige track. The game is a tie on Prestige so the Soviet player wins because he holds the Personal Letter card. The game is over and the Soviet Union walk away from the crisis the winners in the world's eyes. Nuclear war has been averted.



★ 13 DAYS ★

THE CUBAN MISSILE CRISIS, 1962

Created by:

**DANIEL SKJOLD PEDERSEN /
ASGER SAMS GRANERUD**

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