

M.A.D. Pack Expansion Cards

The following cards (Invasion/Interstate Highway, MIRV Response/Military Base) are not part of the 1961 base game. **These cards are in alpha testing for a planned expansion.** This instruction card notes some of our initial feelings about how they work with the base set of cards. They may not yet be in their final forms, so feel free to contact us if you have any unanswered questions, or run into any gameplay dilemmas. We'd love to hear about any of your creative solutions while these cards are still in alpha testing. You can reach us via email or twitter, at info@housefishballoon.com and [@HFB_games](https://twitter.com/HFB_games).

If this is your first time playing 1961: we recommend not using the MAD pack. 1961 has been carefully crafted to work with its own cards. Once you've played the base game a few times, feel free to add these.

Invasion: Remove all cards from a stack, triggering any Response Systems.



This discards every card from a building's stack, without discarding the building itself. **Response Systems are triggered as they are revealed. MIRV Responses are not.** If you Invade your own stack, you decide where any Response System missiles are launched.

Interstate Highway: Cards stacked on adjacent buildings can travel along this on your turn.

You may move cards from adjacent buildings onto this building during your turn. You may move cards from this building onto adjacent buildings

during your turn. **Cards move one at a time.** You may only move a card from the very top of a building's stack.

Therefore, you may move adjacent Embargoes onto Interstate Highways. However, once the Highway is Embargoed, you may no longer use it to move adjacent cards, or to move the Embargo off of it.

You may move cards using with your Interstate Highways both before and after playing your card per turn. You may use the movement ability on the same turn you construct the Interstate Highway.

Note: **You may slide Interstate Highways between two buildings** as you play them. They needn't be played on the left or the right.

MIRV Response: If this is revealed or destroyed, launch a missile at all players.



Note: For 3-4 players, this effect is chaotic but exciting. For 5-6 players using standard rules, this effect is catastrophic and devastating. Therefore we have altered the rules for 5-6 players in the following way:

Missiles launched by MIRV Responses do not trigger MIRV Responses or Response Systems. All cards revealed by a MIRV Response missile are safely discarded. This prevents the game from ending in a single turn. When playing with 3-4 players, you may decide collectively whether to play with this rule or not, as playing without it can be hectic but rewarding for certain playstyles. We do not recommend playing without this rule for 5-6 players.

MIRV Responses are otherwise identical to Response System except that they blow up everyone, not just the player that destroyed or Sabotaged them.

MIRV Response does not target its owner. For 2 players, MIRV Response is functionally equivalent to Response System.

Military Base: This building and every card on this Stack is a Response System.



When any card on this stack (including the building itself) is destroyed, Sabotaged, or Invaded, launch a missile at the offending player. If you reveal your own stacked cards in this way, you decide where the missiles are launched.*

Cards stacked on an Embargoed Military Base are not Response Systems until the Embargo is removed.

* In the case of Invading your own Military base, each missile must resolve completely before launching the next missile. If you trigger any Response Systems or MIRV Responses, these must resolve before you continue Invading your stack.

Final Note:

The MAD Pack contains 6 Alternate Art Victory Cards to replace Moon Lander. **World's Fair has a special win condition**, previewing what's to come in the expansion. You may choose to use this win condition, or pretend it's a basic Moon Lander. As a last note, the MAD Pack cards may not be in their final forms. Check the 1961 page at HouseFishBalloon.com for updates.

