

# ***Die Atombombe***

Addenda as of Sept. 15, 2019

## **The Rules:**

**In General (clarification):** If the game calls for a player to lose more cards or IPs than he has (or he has none to lose), treat it as “no effect” for that player. Players cannot accumulate negative IPs, or card losses.

**3.0 Sequence of Play (omission):** The first sentence is missing the word “phases” after “several”.

**7.0 Initiative Determination Phase (clarification):** In case of a tie when comparing IPs, players roll a die. Highest roll wins that Initiative # marker, loser gets the next highest one.

**12.0 Two and Three-Player Games (changes):** In a 2 or 3 player game, change the Pass rule in the last paragraph of 9.0 to become once “*any single player*” declares a “Pass”, the Play Action phase closes. Also, reduce the size of the Resource Exchange to just 5 slots, but all other rules still apply