

- * Both side Space Race markers to the left of the Space Race track
- * Both Military OPs markers on the zero space of the Military OPs track
- * Turn marker on the first space of Turn Record track.
- * Round marker on 1 space of round track
- * Defcon marker on the 5 space of the Defcon track
- * Both side VP markers on the zero space of victory points track

USSR player receives the **China Card** face up

Place USSR influence markers:

- 1 in Syria
- 1 in Iraq
- 3 in North Korea
- 3 in East Germany
- 1 in Finland

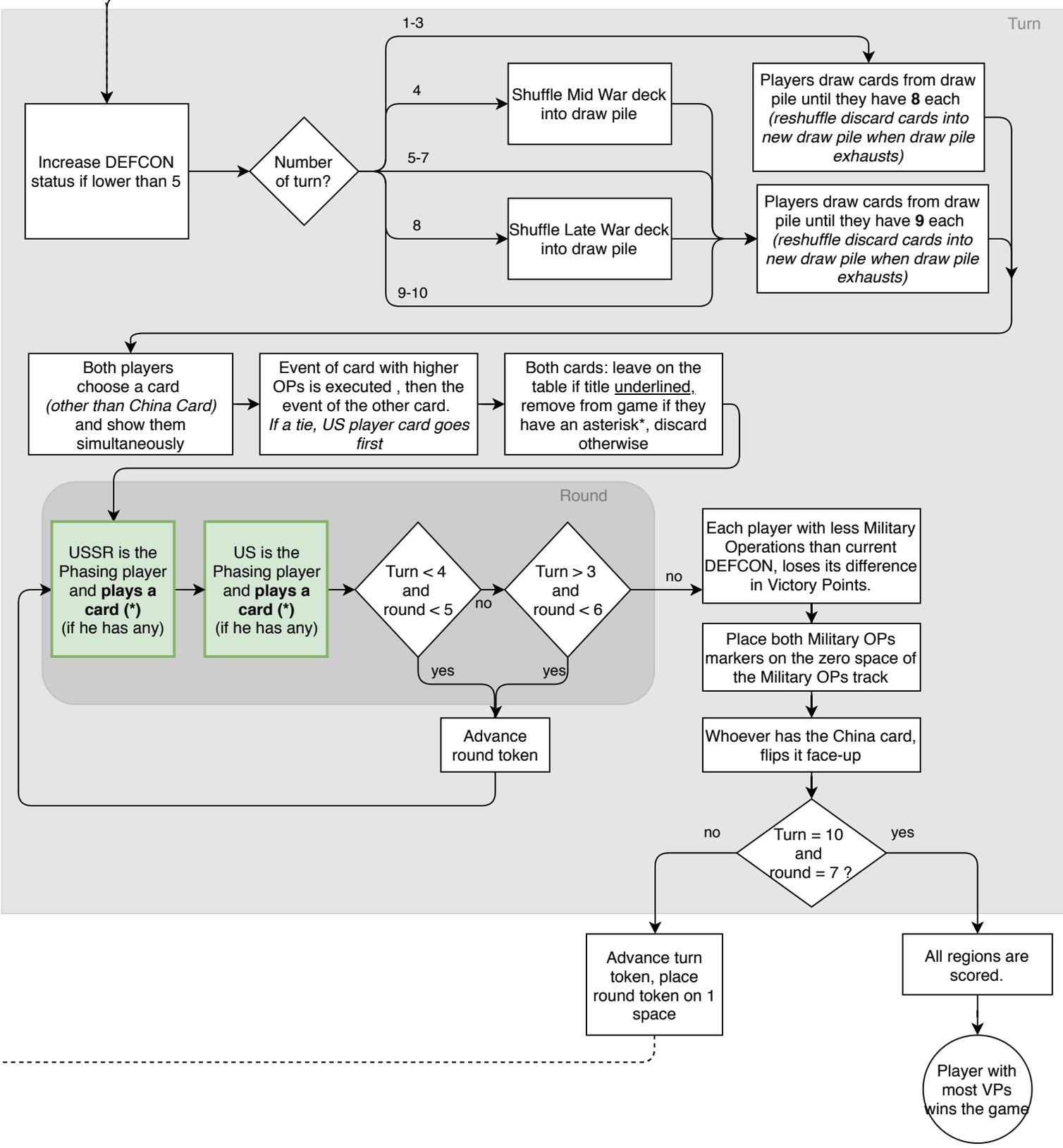
Place US influence markers:

- 2 in Canada,
- 1 in Iran,
- 1 in Israel,
- 1 in Japan
- 4 in Australia
- 1 in the Philippines
- 1 in South Korea
- 1 in Panama
- 1 in South Africa
- 5 in the United Kingdom

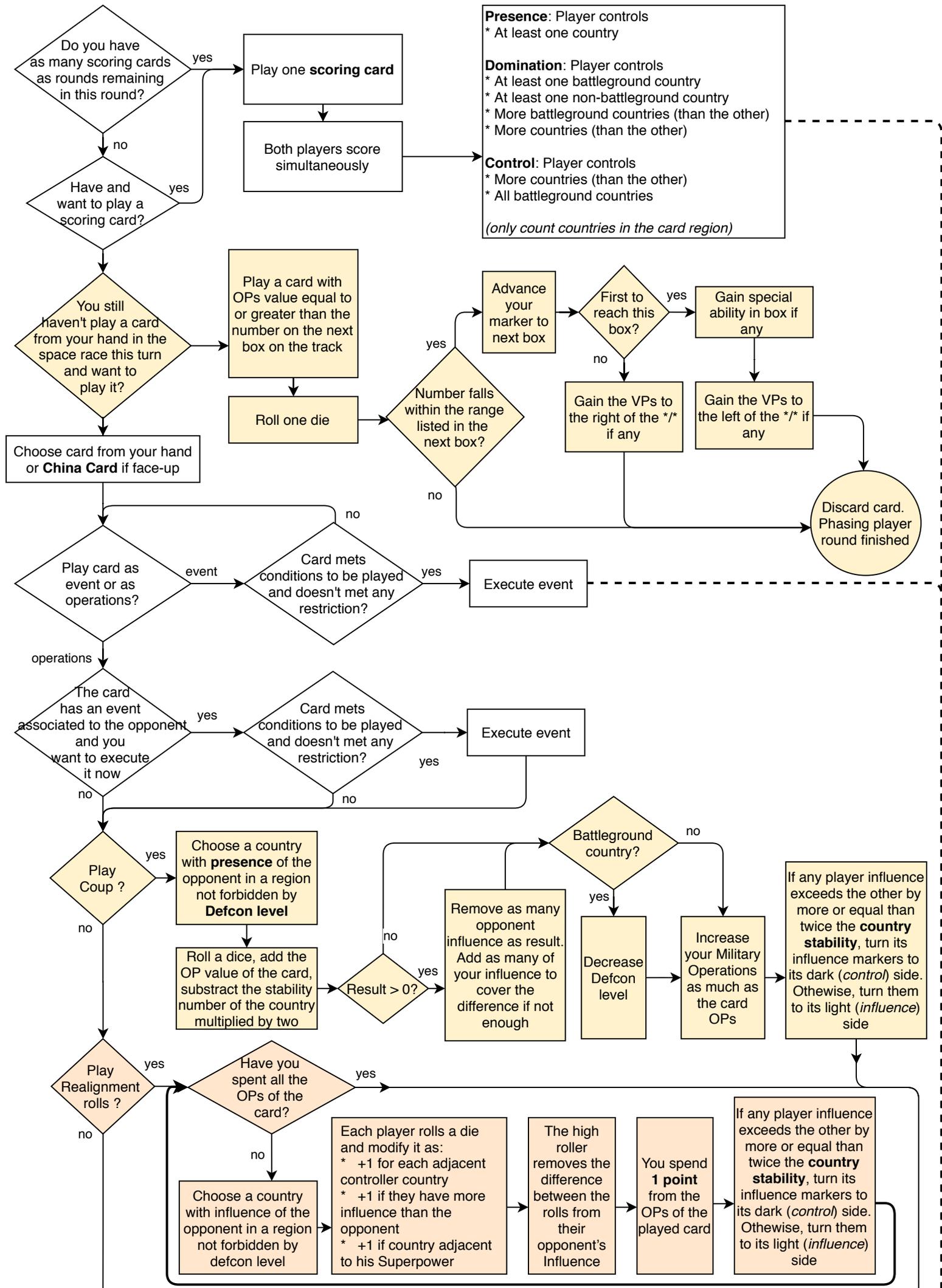
Shuffle **Early War** cards and deal 8 cards to each player

USSR player places 6 influence anywhere in **Eastern Europe**

US player places 7 influence anywhere in **Western Europe**



(*) Phasing player plays a card

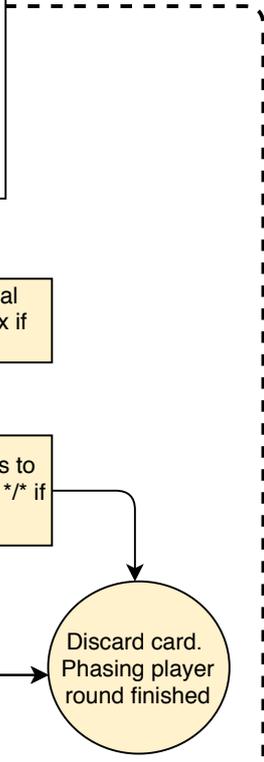


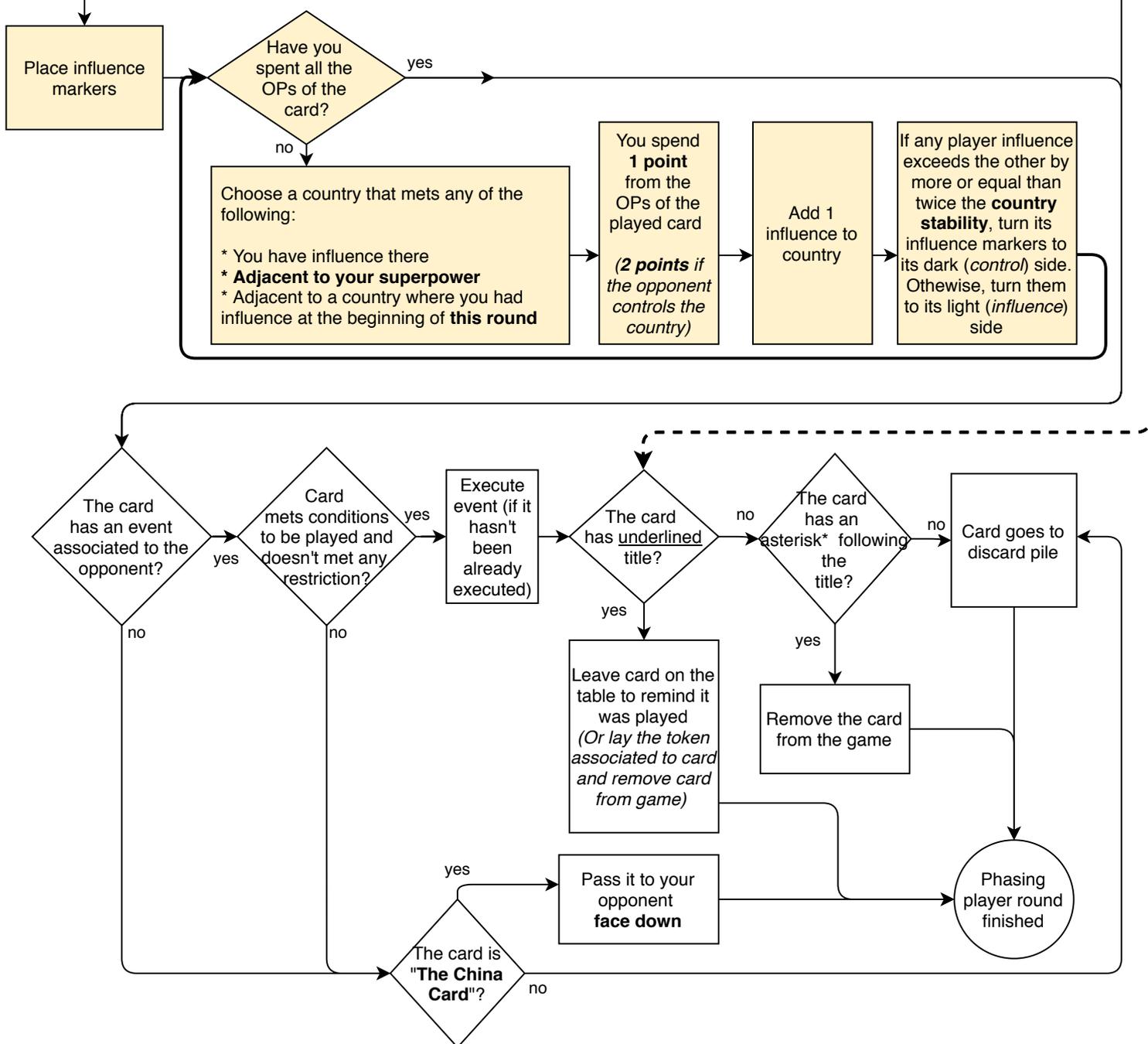
Presence: Player controls
 * At least one country

Domination: Player controls
 * At least one battleground country
 * At least one non-battleground country
 * More battleground countries (than the other)
 * More countries (than the other)

Control: Player controls
 * More countries (than the other)
 * All battleground countries

(only count countries in the card region)





- You are never forced to play the China Card, even if it is your last card in hand.
- When you play a "War" card with an event associated to your opponent, is he the one that scores the Military Operations.
- Whenever the Defcon level reaches 1, the phasing player loses the game
- A player that has 20 VP at the end of round wins the game
- A player that controls Europe when the Europe Score card is played wins the game
- Cards with a split Red/White star are not associated with either side.