



## Errata and FAQ

A small, yet important rule slipped through the editing net.

The rulebook says, in effect, that you draw a strategy card when the death marker drops to a new color for the first time. So if you control Canada (and its 1 population) when the marker drops from yellow to red, you draw a yellow strategy card.

This is true.

However, an important note is that you do not draw a strategy card if that country has no population pawns remaining. So if Canada's lone pawn is removed, its owner receives no card. In addition, you do not draw black strategy cards when the game is over for nations you control that have no population pawns.

This adds an extra bit of planning as to where to place your biological weapon or nuke as the strategy cards are an effective way to earn political capital and if you can remove the population from the neutral country, you can damage a nation's ability to draw cards.

With that out of the way -- on to the FAQ

Some of these are in fact answered in the rulebook but nevertheless:

### **Q: If a player loses all its population are they out of the game?**

A: There is no player elimination in Tomorrow. Even if the entire population is eradicated the leadership and a wealthy elite continue along.

### **Q: How balanced are the playable nations?**

A: Balanced to the point where there are viable strategies for all nations. Tomorrow is a balance of power game. The positions are explicitly different and, in this case, not equal. Winning requires playing the other players as much as your own position, and "strength" is often punished.

Bottom line: you can win as any of the six playable nations – you just need to learn how to use them. Playing as the USA requires a different strategy than the Arab Caliphate.



**Q: What happens if the death marker goes up to the skull marker icon on the yellow track?**

A: Congratulations! You just doomed humanity. The game is over.

**Q: Can I pass even if I have a playable action queued up?**

A: Yes. You may always choose not to play an action.

**Q: If I use the military action as a response, can I take over the neutral nation?**

A: No. You only use the response military action to block.

**Q: Hmm ok then what's the point of responding if I can simply use my military tokens next turn to knock the player out of the country?**

A: You may certainly do that – assuming you have ample military available. The military response is mostly used by weaker nations to block a massive invasion by the USA, or to prevent India from embedding into a large area as they are tough to remove. It is also a great chip to use when bargaining for favors. Everything in Tomorrow should be a deal. “Support my military action to block the USA and perhaps my espionage action will block a bio attack that could be headed your way...”

**Q: Can you explain the order in which a biological attack is resolved?**

A: This requires patience by the player launching the bio. The order is as follows:

1. Attacker announces a biological attack and reveals the action card
2. The attacker places a disease card face down on the action card but does not say where it is going or what the disease is
3. The other players may then decide if they'd like to block the disease. They may ask the attacker where the disease is going (the attacker can be honest or lie or say nothing)
4. The attacker must give the players time to discuss. Finally, a choice must be made – if the disease is blocked, it is discarded face down. If not, it launches and the disease is revealed and the attacker declares a target and the attack is resolved.

In addition, this process is the same when using espionage to block the Caliphate's *regular* terror action.



**Q: Can my espionage card cancel any another player's espionage action?**

A: Yes! As long as the cards were chosen during action selection; you may never play a normal action card other than the two you've chosen for a given turn.

**Q: Can my espionage action block the biological action to draw two new diseases?**

A: No.

**Q: Can Russia invade the USA?**

A: No, we are not playing Red Dawn. In fact no playable nation may attack another playable nation's home territory with its military—even if those nations are not played in a game with fewer than six players.

**Q: Can India be a playable nation in a 5-player game and not the Caliphate?**

A: Yes

**Q: Does the Arab Caliphate earn protection points for Central Asia even if it is controlled by another nation?**

A: Yes, both nations get the points, in fact. The green pawns in Central Asia only need to survive for the Caliphate to get the points. Whoever controls CA with their military earns the Strategy cards when the marker drops to a new color

**Q: Do you have to "use" a strategy card in order to get the political capital listed on the card?**

A: No but then you run the risk of the player who controls cyberspace stealing your card. By completing the mini objective on the card you are safe from cyber theft.

**Q: What happens if there are no strategy cards left of a certain color when the death marker falls to the new color?**

A: This is a rarity but it CAN happen. You draw cards by turn order. If the full order is not yet established, the player who sets the turn order that turn (The EU or the player who controls cyberspace) determines the order in which cards are drawn. If none are left for some players...blame the European Union.

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# TOMORROW

**Q: Is Europe adjacent to North Africa? Can a disease spread between the two?**

A: Yes

**Q: Is Southeast Asia adjacent to Oceania?**

A: Yes