

## Victory conditions under Soviet-Japan Non-Aggression Pact (NAP)

Page 6 - How the War Is Won: The listed victory conditions and Victory Cities (VC) are now this ones. Honolulu is still a Victory City. But **Stalingrad and Sydney are now Victory Cities.**

Paragraph two should change to this "On the map are **fifteen victory cities** crucial to the war effort. As the game begins, the **Axis controls six of these cities** and the **Allies control nine of them.** The Allies begin the game controlling Washington, London, Leningrad, **Stalingrad**, Moscow, Calcutta, **Sydney**, Honolulu, and San Francisco. The Axis powers begin the game controlling Berlin, Paris, Rome, Shanghai, Manila, and Tokyo. **The standard victory condition is if your side controls three more total victory cities than it started with** (9 for the Axis or 12 for the Allies) at the end of a complete round of play (after the completion of the U.S. turn), you win the war."

Also, paragraph three should change to "If you want to use the total victory condition, then after the completion of the U.S. turn, your side must control all fifteen (15) victory cities. Players must agree at the beginning of the game which victory condition will constitute a win. If no specific agreement is made, then the standard victory condition will apply."

Finally, the Standard Victory condition should change to "9 for the Axis or 12 for the Allies", and the Total Victory condition should change to "15".

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On initial set-up, **an IC is put in Eastern Australia (Sydney).**

During first game round, if Japanese player elect not to invade any USSR territory, **Japan receives 6 additional IPCs in each of his Collect Income phase** until he breaks the Soviet-Japan Non-Aggression Pact.

**If Japan breaks the NAP, Soviet player receive immediately these 6 additional IPCs** (to be spent on his turn) and every other Soviet Collect Income phase until the end of the game and an **Industrial Complex (IC) is also immediately build in Vologda** territory.

If USSR breaks the NAP, **Japan player keeps receiving these 6 additional IPCs on his turn until the end of the game.**