Resonance
A deck-building game of audience and influence

Game Design Proposal

Prepared by: Carlos Aldana Lira, Sabrina Cabezas, Nick Andrews

Email: caa5p@mtmail.mtsu.edu, sic2m@mtmail.mtsu.edu, nma4a@mtmail.mtsu.edu

Game Description

Resonance is a competitive deck-building game about audiences and influencers. Through its mechanics, the game models the reciprocal, polarizing relationship between political influencers and their audiences while engaging players in the strategic exercise of composing and capturing the attention of audiences. Players experience firsthand how strategic choices in messaging and audience targeting can advance their win conditions. As a result, Resonance delivers a tabletop experience balancing strategic gameplay with timely commentary on social media dynamics and political discourse.

Audience

Resonance targets college-educated players aged 21—32 who are engaged with U.S. political media and experienced tabletop gamers of like age. Within these demographics, the game primarily appeals to players interested in media literacy, information systems, and social media dynamics. Resonance's deck-building mechanics appeal to experienced tabletop gamers, and the game's implicit examination of influence, audience cultivation, and audience capture appeals to players who appreciate games with commentary. In general, this game is well-suited to appeal to players who value strategic gameplay and thought-provoking themes.

Resonance takes 1–2 hours and 2–4 players to play. This playtime appeals to both dedicated and casual tabletop audiences. The number of players ensures the game remains a social experience, enabling discussion about its themes.

Publishing Preference

To ensure Resonance achieves its objectives as an educative *and* strategic tabletop game, a hybrid publishing approach with a traditional publisher and print-and-play publishing is preferred. Partnering with a traditional publisher would open access to professional production quality, marketing resources, and distribution networks necessary to reach our target audience of politically-engaged tabletop gamers. Simultaneously, a print-and-play model option would ensure our game remains accessible to educational practitioners and casual players interested in the game's themes but hesitant about or unable to fulfill the game's monetary commitment. These publishing arms will serve two distinct audiences unlikely to interfere with the sales or downloads of the others, conferring the benefits of both publishing models.

Our proposed publishing model is not unprecedented. Secret Hitler, a social deduction card game set in 1932, pre-WWII Germany, was published under a Creative Commons

license for print-and-play and manufactured through Breaking Games. Secret Hitler's success and alignment with Resonance's themes suggests a similar model would also prove successful.

Game Treatment

In this section, we briefly discuss key components of Resonance. We describe our player experience goals, the game's emergent dramatic structure, and the kinds of actions players can take. We then discuss Resonance's theme and genre, and we finally describe the game's basic gameplay and core gameplay mechanics.

Player Experience Goals

Resonance's player experience goal is: players will feel cunning yet morally dubious by contemplating both the strategy and social implications of responding to real-world events and shaping their audiences. The game cultivates this experience primarily through its deck-building and resonance mechanics. These mechanics are discussed below.

Dramatic Structure

Resonance has no explicit narrative. Instead, its dramatic structure consists in players' embodiment of political influencers building audiences on a fictional social media network, Prism. Throughout the course of the game, players respond to real-world events and receive points based on their responses' interactions with the event and their audiences. This results in an emergent narrative where players adopt archetypes of political influencers and gradually compose their audiences.

What Actions Can Players Take?

As influencers, players can select special response cards in reaction to real-world events, earn influence by resonating with their audiences, and strategically grow and cull their audiences and repertoire of responses. The core gameplay loop of Resonance involves responding to events, resolving how events and responses resonate with audiences, earning influence and attention points, and using influence points to compose one's audience.

Theme

The theme of Resonance is: influencers crafting responses and composing audiences for attention and influence. To fulfill this theme, the game explores how responses

differentially resonate with various audiences and how influencers deliberately craft their responses to elicit attention.

Genre

Resonance is primarily a strategic, competitive deck-building game with strong political and social themes. While the mechanics of deck-building and resource management structure the gameplay, the theme of media influence and audience cultivation is integral to the experience and commentary of the game. It combines elements of luck and drama common in thematic games with the strategic, engine-building typical of Eurogames. Resonance is designed as a hobby game with moderate complexity that appeals to experienced players while remaining accessible to newcomers interested in its themes.

While Resonance is a multiplayer game, players primarily interact indirectly. Players race to achieve identical goals but cannot directly harm or help one another. Instead, players strategically design their repertoire of responses and audiences to ensure they do not accidentally assist other players and compete for a shared pool of audiences, responses, and influence points.

Basic Gameplay

As an influencer, your goal is to earn 100 attention points before others. You earn attention by responding to real-world events in ways that resonate with your existing audience, and you improve your ability to earn attention by strategically building and refining your audience. Fun emerges as you balance the composition of your audiences and responses in the face of new, real-world events and the opposing players.

Resonance is a round-based game. You and other players first draw and play personas (cards representing audience members) from your deck, then select response cards in response to events, and finally resolve any bonuses resulting from resonance between your personas, response, and the event. You earn influence points when your audience resonates with your response or the event; you earn attention points when your drawn personas have a higher value than opponents'. You can use influence to grow and cull your deck of personas and responses. A full game of Resonance typically takes 60–90 minutes and 2–4 players, and randomness is embedded in every card draw of the game.

Core Game Mechanics

The core mechanics of Resonance include deck-building, resource management, and strategic card play. Players draft persona and response cards to enhance their decks,

manage influence points to continually optimize the composition of their decks, and select response cards that will most likely resonate with their current audience in response to events. The resonance mechanic is the central innovation of Resonance: cards that match the audiences of personas trigger additional card draws and resource generation, creating powerful cascading effects when taken advantage of. The resonance mechanic is described in detail in the *Resolving Resonance* section of the Rulebook.

Players progress through turns in a round-robin fashion, with gameplay divided into three distinct phases: Event (responding to global events), Discourse (resolving resonance effects), and Network (modifying decks by adding or removing personas). Turn-order is determined differently in the Discourse and Network phases, as described in the *A Round of Resonance* section of the Rulebook. The game constrains players through limited influence tokens, hand size limitations, and the competitive drafting of a shared pool of persona and response cards.

The victory condition is achieved by being the first player to accumulate 100 attention points, earned solely by winning event cards through having the highest-valued hand during the Discourse phase. The value of a hand is determined by the persona cards drawn during the Event phase, as described in the *Counting Hand Values* section of the Rulebook. The player structure is competitive, with each player developing their own audience and strategy while attempting to maximize resonance with global events.

Competitive & Comparative Research

There are three games currently on the market that are similar in concept to our game, Resonance. Two games focus more on the social media aspect of influencing the world's views rather than simply trying to amass a following to advance an agenda. Two games are also online, while one is a board game. Resonance is a card game, but it is similar in its physical and traditional gaming aspects. All have a similar audience range of adults, ranging from 17 to 32. Two games have no specified age demographic, while the board game lists the recommended age of players to be 17+ because of the game's suggestive and potentially explicit adult content.

Influence Inc.

In [*Influence Inc.*](#) the player works for a digital influence company where their job is to manipulate social media and mainstream news to promote celebrities, market products, and even sway elections. This is accomplished through research, sharing on social media, leaking information, and targeting specific audiences to influence your way to the top of the trending list. This game is available for purchase as a digital game and is similar to a simulation game.

In the game, players can choose which missions to accept from different companies or people sent to their inbox. Players use company-created personas to boost hashtags or news about a certain topic to gain public traction. The player earns money by completing the missions they have accepted. The game ends with a performance review at the end of the month, with five possible endings based on the choices made.

This game is geared more towards an older audience who may be interested in a job simulation game where you must manage several teams and objectives. Those in college might also be interested if they are trying to find a career to major in. This game is not meant for casual players; it aims to educate its audience to think deeply about why we pay attention to or ignore topics and how that can affect our worldview. Compared to our game, we are trying to bring a more fun experience that does not seem so obvious in its messaging. Since *Influence Inc.* is targeting a specific audience, we will be able to fill the gap

and find players younger and older who want to experience a fun game to play with friends or family that can also function as a learning opportunity for those who might not keep up with current events, politics, or only rely on social media to tell the audience how they should think.

 Influence Inc. is a single-player game, while Resonance is a multiplayer game. *Influence Inc.* also has an approximate game time of about three hours or more, but Resonance can take as little as one hour to play. As a computer game, there is also a lot to manage and a lot of information and tabs crowding the game screen. Resonance cards are clearly labeled, and players control how much or little to manage within their persona and response decks. There are also functions within *Influence Inc.* that seem to serve no purpose. In Resonance, every piece is vital to winning, and players interact with each other's audiences to increase competition and the need for strategy.

Influence Inc. is a good game to compare Resonance to because of the messaging and targeted audience. The premise is different in that the company is not just focused on social media and increasing followers; it is focused on the company's and its clients' agendas. In Resonance, growing the player's targeted following is the main focus to increase the chances of creating a winning response to current events.

Influenc'd

[Influenc'd](#) is a single-player, simple, cozy game about becoming a social media influencer. The game is playable online for free through a computer browser. Players must become influencers in three months by performing tasks chosen from a list. Each task grants a reward. The game is over immediately if the player fails to meet the requirements of any goal.

Players start with a small following of 9,000, and the character has decided to start a side hustle as a content creator while still having a typical 9-5 job. Players choose which tasks to complete, but some tasks are related to more significant projects over a period of time that will have bigger rewards if completed. Completed tasks will reward you with followers, money, or a follower multiplier that multiplies each follower by a different amount. Choices do have consequences, so players must be careful to avoid tasks that may seem unethical.

This game has no specified age demographic but is geared toward a younger audience. *Influenc'd* was created to teach audiences about entrepreneurship through the lens of social media. This educational aspect is similar to what we want to accomplish with Resonance. What the player is learning is different between the two games. Resonance hopes to teach that events in the news may be spun by those with large platforms to gain power, influence, and money without a thought to how that affects the worldview of their audience. We

would be targeting an older audience that cares more about strategy, compared to a simple game that does not require the player to think much about what is happening within the game.

Influenc'd has no end goal, and followers only matter to complete the goals. Influence over people and their thoughts is not the game's primary goal. While there are similarities to what we want to create with our game, we will be able to compete since the main objectives of the overall game are different. The game is called *Influenc'd*, yet having control and influence over people is not part of the game. As another single-player game, it creates a gap for us to target players who want to compete with their friends about who can be the most influential person and find out who could become "social media famous".

Influencers In The Wild

The last game is called *Influencers In The Wild*. A social media influencer, Tank Sinatra, created this light-hearted board game made to poke fun at modern social media stars. This is the only board game out of the three games in the comparative analysis. Players move across the board to different influencer hotspots around the world, ending at the most iconic selfie spot, the Pink Wall in L.A. The game is for two to six players and players 17 and up.

Players start with 100,000 followers and roll a die to move. Each space has a different color and action. Most of the gameplay occurs in the blue spaces, with players drawing a blue

action card. Each card has a statement about something that has happened on your socials, resulting in either a loss or a gain of followers. Each player also has a character figure representing different stereotypical influencers to move around the board. Challenge and question cards encourage real-life participation by having players ask others questions or complete dares in the form of challenges. Once all players have reached the Pink Wall, the player with the most followers wins. Followers are kept track of by using cards to represent 25, 50, and 100 thousand followers.

This is another game that focuses on overall following and not what causes that following or the effect the player might have on them. *Influencers In The Wild* has more direct competition as a board game, but it has no education or hidden messaging to encourage deeper thinking about social media or the world. They are also only targeting a younger audience and have no intent of trying to relate to any older or younger consumers. Due to their definition of influencers and social media, our game appears more family-friendly since we are focused on more news-worthy current events and not the potentially explicit content that could come up on a social media feed.

Our game includes depictions of real-life individuals who would normally engage with current events. *Influencers in the Wild* is more of a gimmicky game that relies on memes and pop culture references that only younger audiences under 25 would understand. The game does not make the players think differently after the game is over. *Resonance* is a fun game that brings attention to how flawed social media and the internet can be.

Features and Functions

Features	Resonance	Influence Inc.	Influenc'd	Influencers In The Wild
Cards	✔			✔
Board				✔
Character Pieces				✔
Dice				✔

Computer-based		✔	✔	
Free to Play			✔	
Single-Player		✔	✔	
Multi-Player	✔			✔
Deck-building	✔			
Educative	✔	✔		
Print-and-play	✔			

Design Document

Flow and Factors of Gameplay
To effectively capture and iterate on the flow of Resonance's gameplay, we created graphs and charts illustrating the phases, relationships, and decisions of the game. Figure 1 shows the flow of gameplay for an entire game of Resonance at the level of game rounds and their constituent phases. Figures 2, 3, and 4 show the distribution of key values in the game. Figure 5 shows the flow of influence in the game's economy and its role in modeling real-world influence. Each figure is accompanied by descriptive captions.
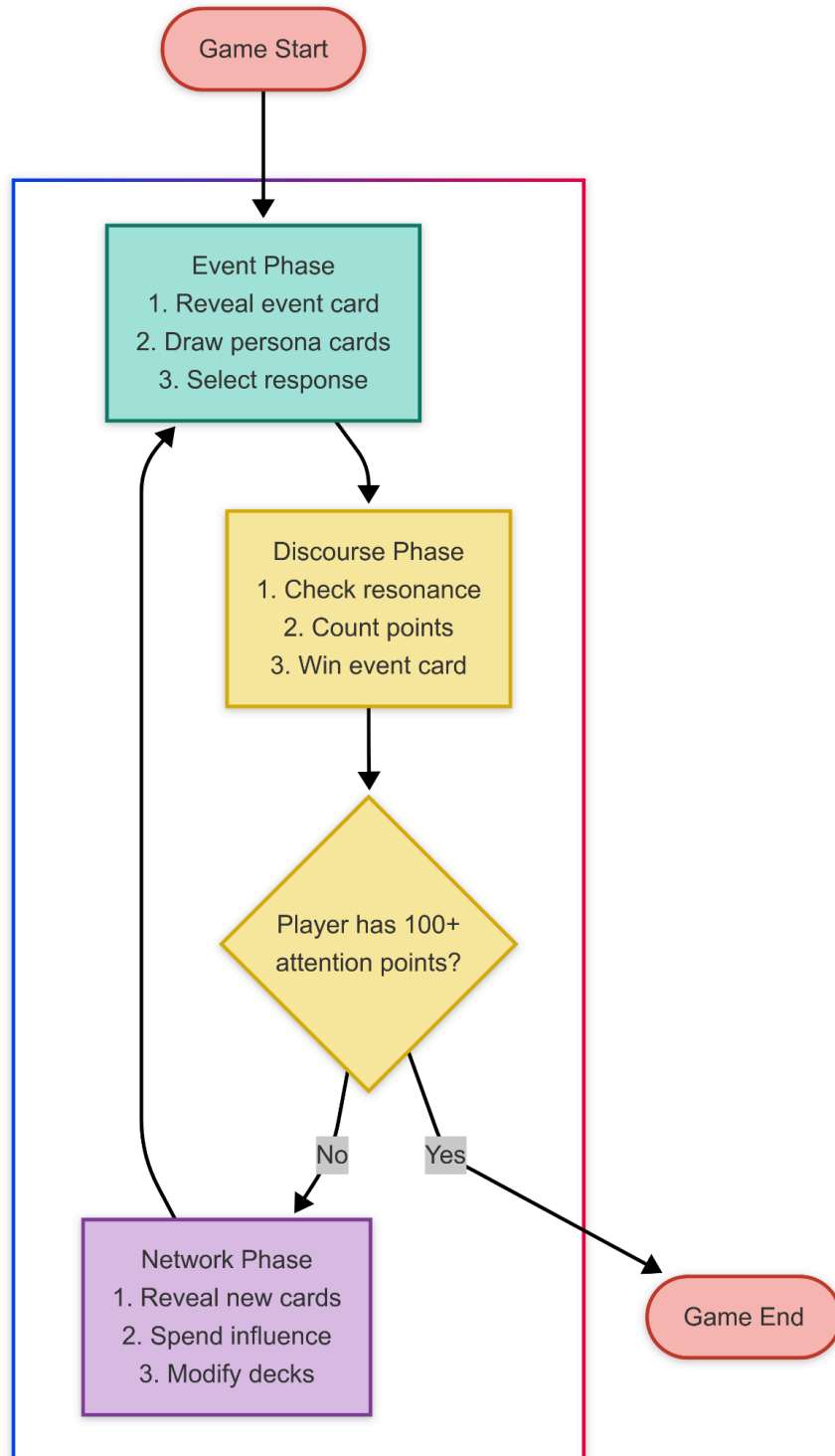
Figure 1: Sequence of Resonance's major gamestates. Gameplay consists of repeating rounds, which further consist of three phases. A round begins with the Event phase, moves to the Discourse phase, and concludes with the Network phase. A game of Resonance can end only in the Discourse phase.

Distribution of Persona Attention Values
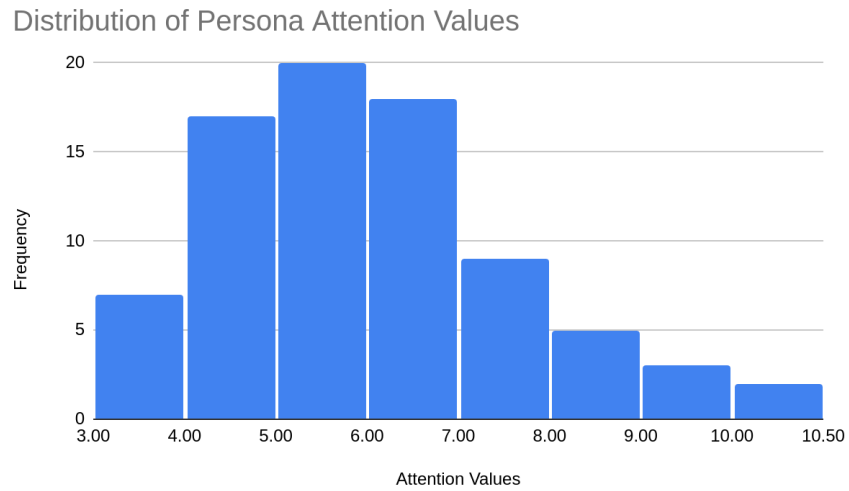
Figure 2: Distribution of values of persona cards. An approximately normal distribution ensures players' hand values are likely to be close to one another. Extremes enable chance events in which players feel lucky or unlucky, contributing dynamism to the game.

Distribution of Event Attention Values
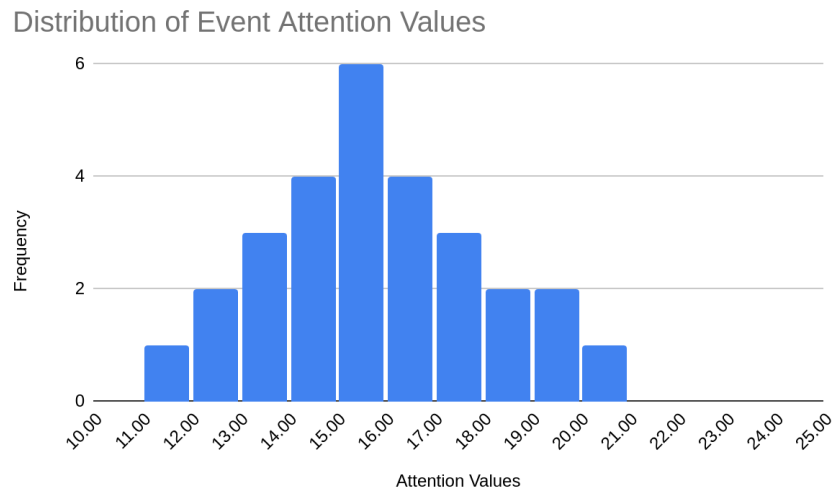
Figure 3: Distribution of attention points of event cards. An approximately normal distribution centered at 15 ensures a player must earn 7 event cards to win, on average. Playtesting has determined 7 rounds allows other players to adapt their decks and ensures games last between 10 and 20 rounds, on average.

Distribution of Resonance Draw Values
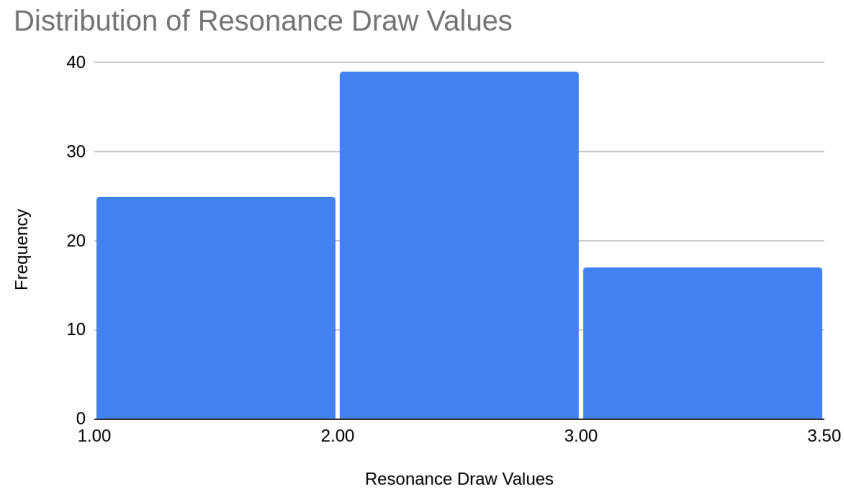
Figure 4: Distribution of draw values for a persona's resonance. Centering an approximately normal distribution at 2 ensures the average resonance is a significant contributor to a player's hand size. This contributes towards the satisfaction of achieving a resonance, incentivizing strategic play.
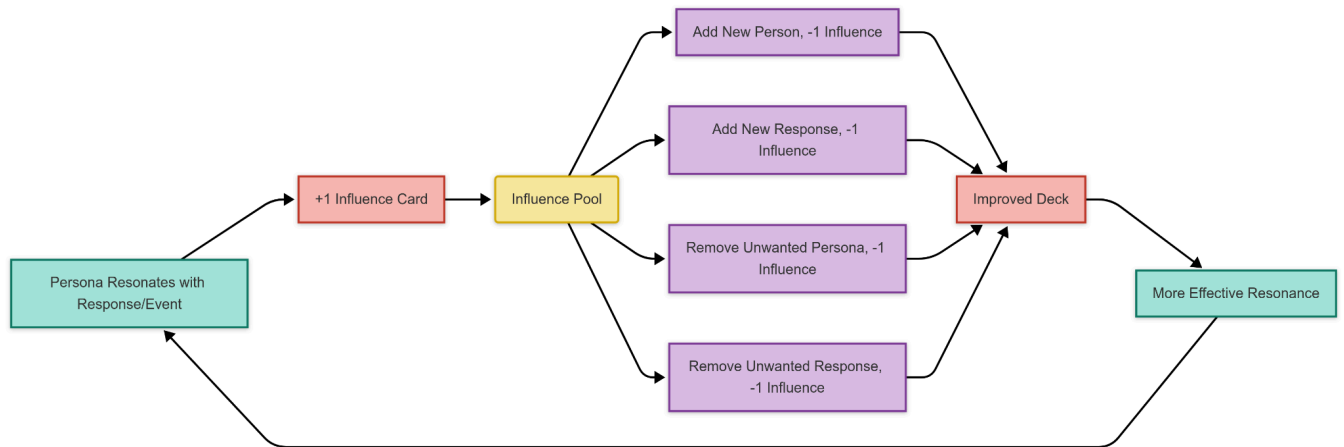
Figure 5: Movement of influence for a single player during a game of Resonance. After earning influence, players have considerable choice in its application towards improving their decks. A positive feedback loop emerges as improved decks generate more influence, enabling further improvements. This reflects the real-world snowballing effect of influence, contributing to the game's educative goals.

Cards and Card Designs

Resonance is played with four kinds of cards: persona cards, response cards, event cards, and influence cards. Here, we present the front and back of each kind of card and describe the role it plays in gameplay.

Figure 6: Front and back of a persona card. A persona has a name, affiliation with an audience, and two numerical values. The first value from the top-left is the value of the persona; the second value is the number of cards drawn when the persona resonates with an event or response card. Players win attention points and influence cards through persona cards.

Figure 7: Front and back of a response card. A response has a name, flavor text, and an affiliation with an audience. Players improve the effectiveness of their persona cards by matching the audience affiliations of responses to personas. However, a player's response can resonate with opponents' personas.
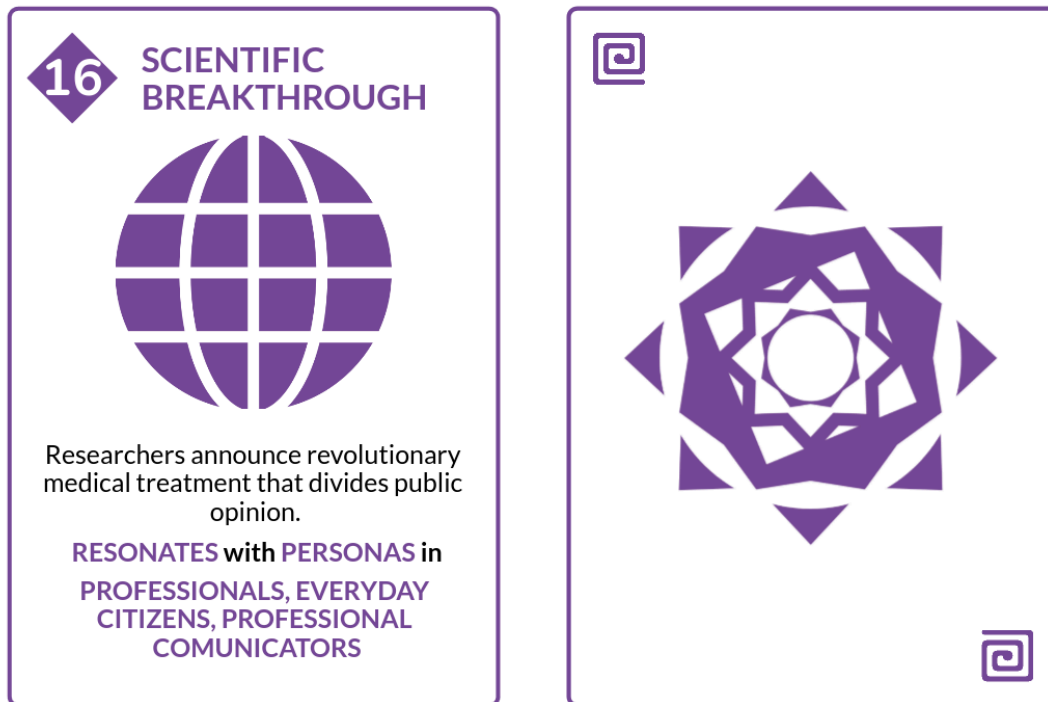
Figure 8: Front and back of an event card. An event has a name, flavor text, and affiliations with one or more audiences. Events can resonate with the personas of all players. This ensures that resonance occurs at least once per round, on average.
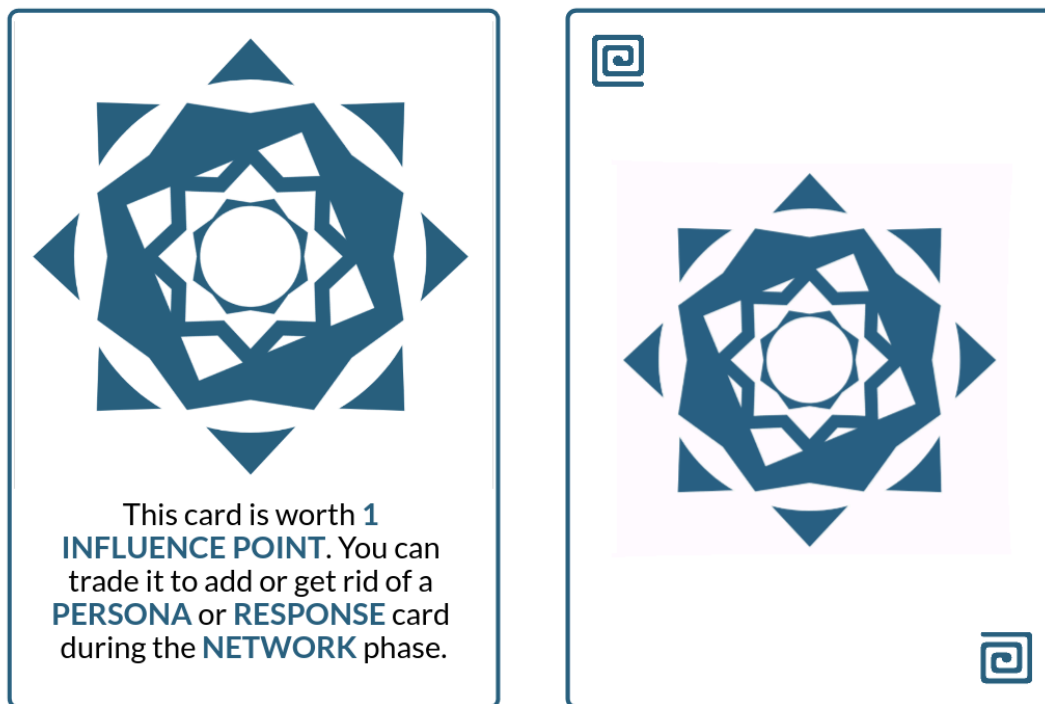
Figure 9: Front and back of an influence card. An influence card has a value of 1 influence point and a description of its use. A player can trade 1 influence card to add or remove a persona or response card from their decks during the Network phase of a round. This is the only way a player can refine their decks and increase their chances of winning.

Sample Game Set-Up and State

While Resonance's components consist entirely of cards, it is fundamentally a tabletop game. To play Resonance, each player requires a play area of considerable size, and there must be enough space in the middle of the table to comfortably complete the Network phase. Figure 10 shows the state of a game of Resonance right before an Event phase begins. Figure 11 shows the state of the game during the Discourse phase, wherein players resolve resonances and compete for the round's event card. Figure 12 shows the state of the game during the Network phase, wherein players trade influence cards to refine their decks and increase their chances of winning.
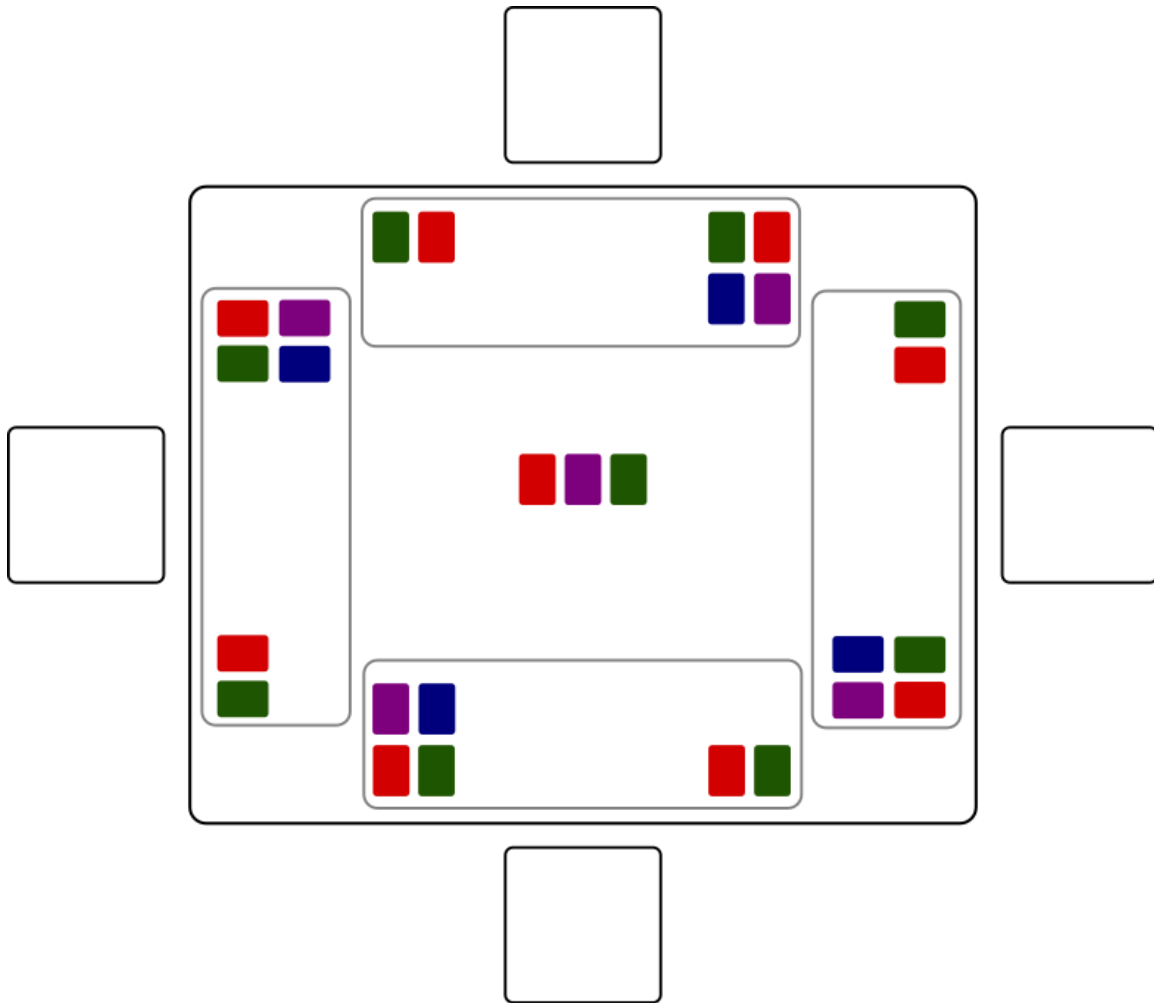
Figure 10: Table layout of a game of Resonance with 4 players before the Event phase. Each player is denoted by a white square. The play area for each player is outlined in light gray. The center of the table has three shared decks. From left to right, the shared decks contain: personas, events, and responses. Each player has 6 decks to manage. From top-to-bottom, left-to-right, the 6 decks contain: won events, influence cards, personas, responses, discarded personas, and discarded responses.
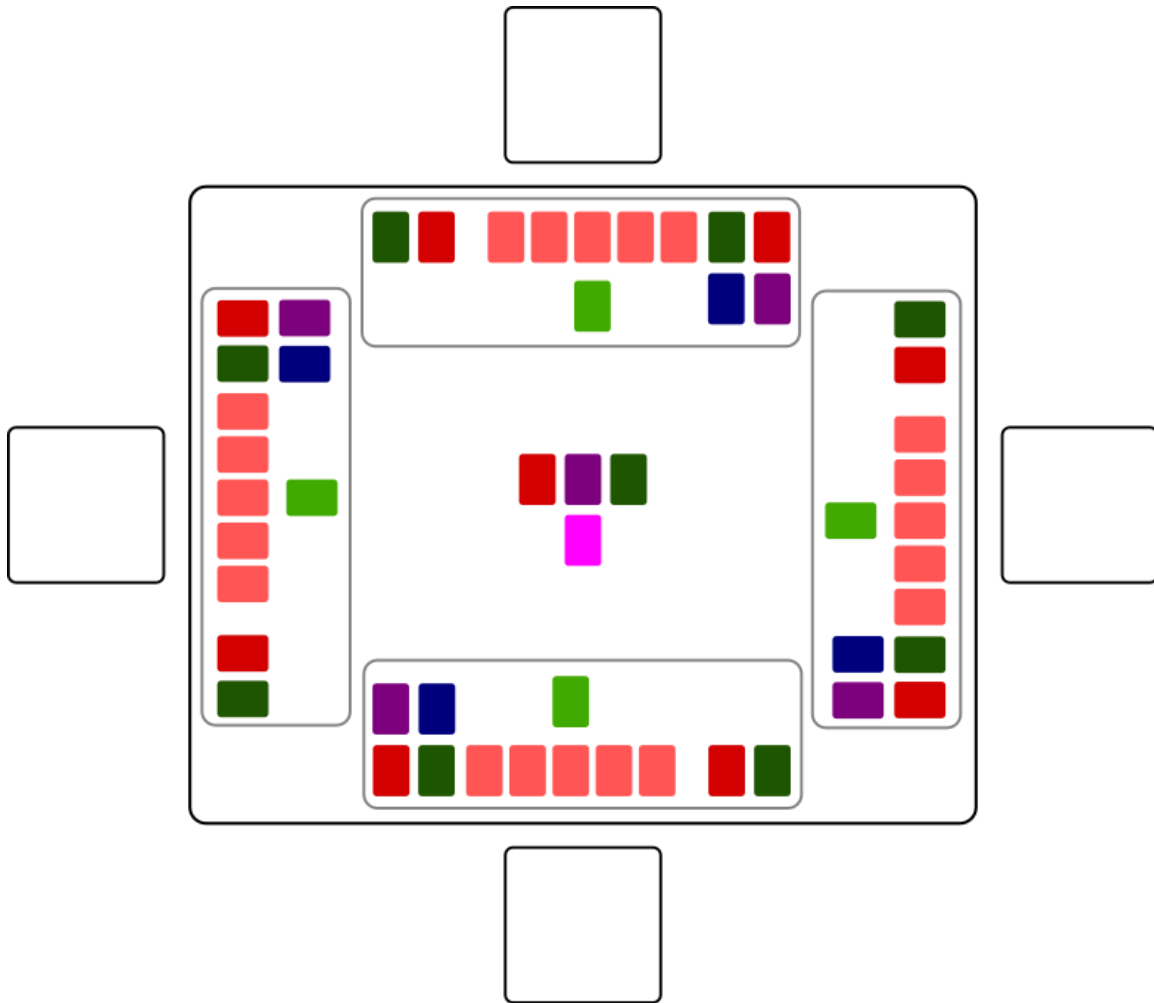
Figure 11: Table layout of a game of Resonance during the Discourse phase. Each player has drawn 5 persona cards and 1 response card. Each player must compare the audiences of their persona cards and each response and event card in play. After this comparison, players further compare their drawn personas to determine who wins the event card in the center of the table. See description of Figure 10 for legend.
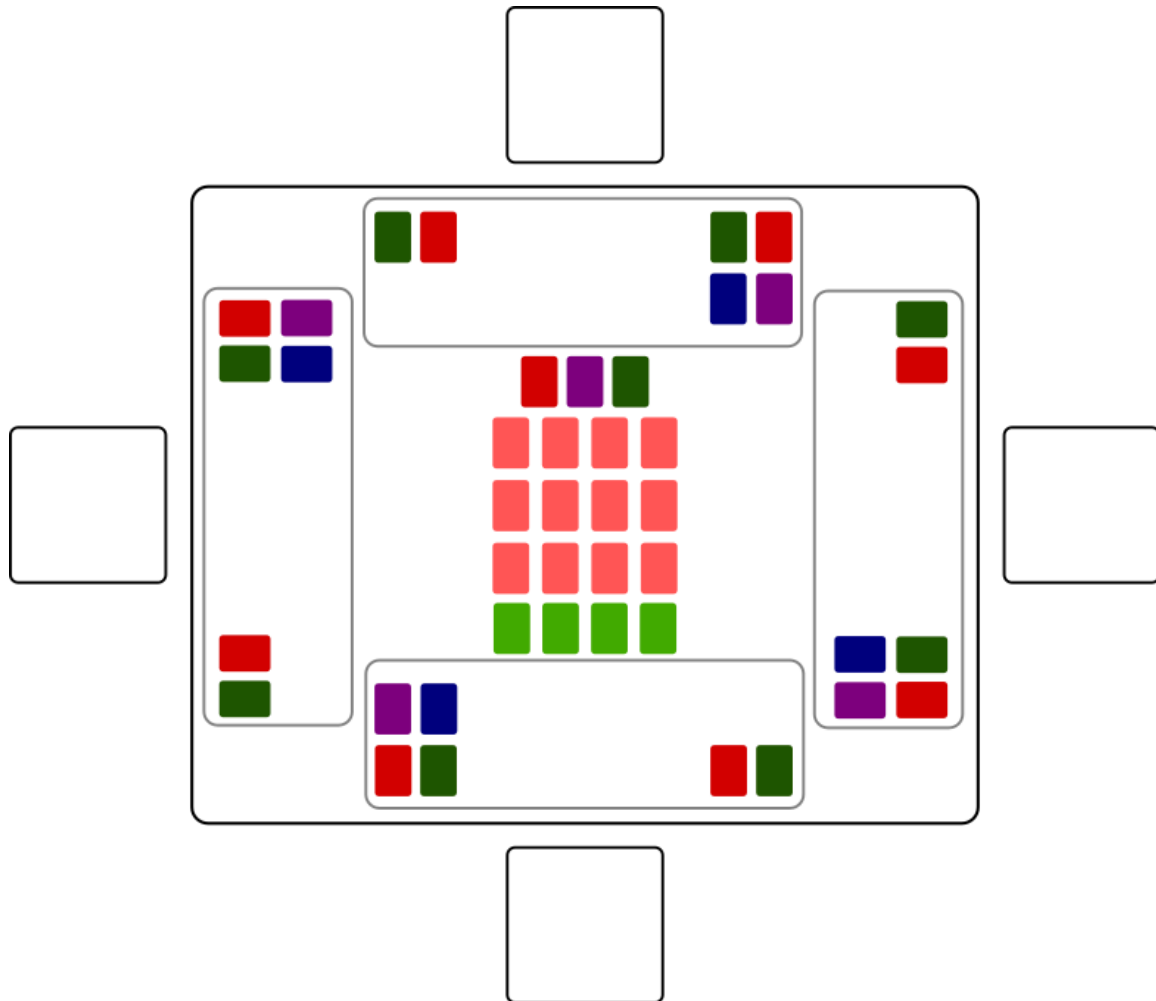
Figure 12: Table layout of a game of Resonance during the Network phase. The center of the table contains 12 persona cards and 4 response cards. Each player takes turns trading 1 influence card for 1 persona or 1 response card to add to their decks. This continues until no more cards are available or all players pass their turn. See description of Figure 10 for legend.

Schedule

In the below table, we list past and future milestones for Resonance.

Task Description	Assignee	Due date (EOD)
Write the concept of the game (including rules, gameplay, mechanics, equipment needed, winning conditions, etc.)	Carlos Aldana Lira	3/7/2025
Write comparative analysis of competing games	Sabrina Cabezas	3/7/2025
Write audience description	Nick Andrews	3/7/2025

Create initial prototype	Carlos Aldana Lira	3/21/2025
Draft game instructions	Carlos Aldana Lira	3/21/2025
Identify three experiments to run for internal playtesting	Carlos Aldana Lira	3/31/2025
Write report for experimental rounds of playtesting	Carlos Aldana Lira	4/4/2025
Conduct Round 4 playtesting	Sabrina Cabezas	4/6/2025
Rewrite rulebook based off of Rounds 1–4	Carlos Aldana Lira	4/7/2025
Write report for Round 4 playtesting	Sabrina Cabezas	4/7/2025
Conduct Round 3 playtesting	Nick Andrews	4/9/2025
Conduct Round 2 playtesting	Carlos Aldana Lira	4/10/2025
Write report for Round 5.5 playtesting	Carlos Aldana Lira	4/10/2025
Write report for Round 3 playtesting	Nick Andrews	4/10/2025
Conduct Round 8 playtesting	Carlos Aldana Lira	4/11/2025
Collect feedback from strangers on rulebook	Nick Andrews	4/11/2025
Write report for Round 8 playtesintg	Carlos Aldana Lira	4/12/2025
Write report for Round 6 playtesting	Carlos Aldana Lira	4/13/2025
Write report for Round 7 playtesting	Carlos Aldana Lira	4/13/2025
Report feedback on Prototyping and Playtesting Report	Sabrina Cabezas	4/13/2025
Report feedback on Prototyping and Playtesting Report	Nick Andrews	4/13/2025
Write report for Round 5 playtesting	Carlos Aldana Lira	4/14/2025
Revise rulebook based off of playtesting	Carlos Aldana Lira	4/16/2025
Write comparative and competitive analysis for Game Proposal	Sabrina Cabezas	4/18/2025
Write game treatment for Game Proposal	Nick Andrews	4/18/2025
Write game description for Game Proposal	Nick Andrews	4/18/2025
Write design document for Game Proposal	Carlos Aldana Lira	4/18/2025
Revise final draft of Game Proposal	Carlos Aldana Lira	4/19/2025
Create visual assets for game	Carlos Aldana Lira	4/20/2025
Outline packaging requirements	Nick Andrews	4/20/2025
Report feedback on Game Proposal	Nick Andrews	4/20/2025
Report feedback on Game Proposal	Sabrina Cabezas	4/20/2025
Report feedback on Game Rules	Sabrina Cabezas	4/20/2025
Report feedback on Game Rules	Nick Andrews	4/20/2025

Print and package completed game	Carlos Aldana Lira	4/27/2025
Create slides for Complete Game Presentation	Sabrina Cabezas	4/27/2025
Create online advertisement for Complete Game Presentation	Nick Andrews	4/27/2025
Create photo document for Complete Game Presentation	Sabrina Cabezas	4/27/2025

Appendix A

In the following pages, we list the game rules for Resonance.

Resonance

A deck-building game of audience and influence

Official Rulebook

Prepared by: Carlos Aldana Lira, Sabrina Cabezas, Nick Andrews

Email: caa5p@mtmail.mtsu.edu, sic2m@mtmail.mtsu.edu, nma4a@mtmail.mtsu.edu

Table of Contents

Introduction

Resonance is a 2–4 player competitive deck-building game about audiences and influencers. In this game, you are an influencer trying to get famous on Prism, a new social network. Your goal is to get the most attention by building a loyal group of followers. A game of resonance lasts 60–90 minutes.

This rulebook teaches you concepts and actions to play the game. Here is the big picture: when events happen in the world, you must decide how to respond. Your responses need to match (or "resonate" with) what your followers like to see. The better your responses match your audience, the more attention you will get.

But be careful! If you change your responses to match new followers, you might not match the ones you already have. The first influencer to win 100 attention points wins the game!

Components

In Resonance, you will use several types of cards. There are four main decks everyone shares:

- 1 deck of **81 persona cards** (the people who might follow you).

- 1 deck of **50 response cards** (the ways you can react to events).
- 1 deck of **25 event cards** (things happening in the world).
- 1 deck of **40 influence cards** (points to trade persona and response cards with).

Each player (or "influencer") has three personal decks:

- 1 deck of persona cards (your current followers).
- 1 deck of response cards (your possible reactions).
- 1 deck of influence cards (your available influence points).

During the game, you will earn and spend influence cards to make your decks stronger.

Personas

Persona cards show the different kinds of people who can follow you on Prism. Each persona:

- Belongs to one specific **audience** (like *Everyday Citizen* or *Grassroots Activist*).
- Has a **point value** (its value in your hand if it resonates).
- Has a **draw count** (the number of cards you draw if it resonates).

When you play personas that resonate with events or responses, they can help you draw more cards.
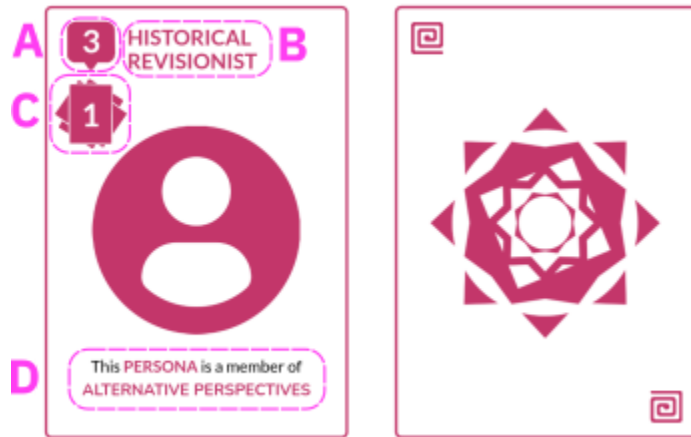
The front (left) and back (right) of a persona card. The front of each persona shows its value (A), its name (B), its draw count (C), and the audience it belongs to (D). A persona's value and draw count are active only when it resonates.

Responses

Response cards show how you react to events happening in the world. These are the posts you make on Prism. Each response can resonate with 1 **audience.**

Your responses are your voice on Prism. They show what you stand for!

The front (left) and back (right) of a response card. The front of each response card shows its name (A), its description (B), and the audience it resonates with (C). Descriptions don't affect gameplay.

Events

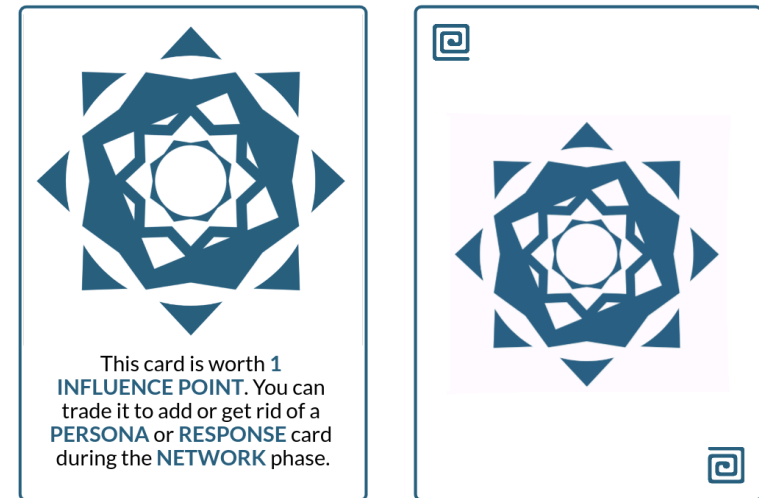**Event cards** show important things happening in the real world. Each event:

- Can resonate with one or more **audiences.**
- Is worth **attention points**.

When you win an event card, you take the card and add its attention points to your score!
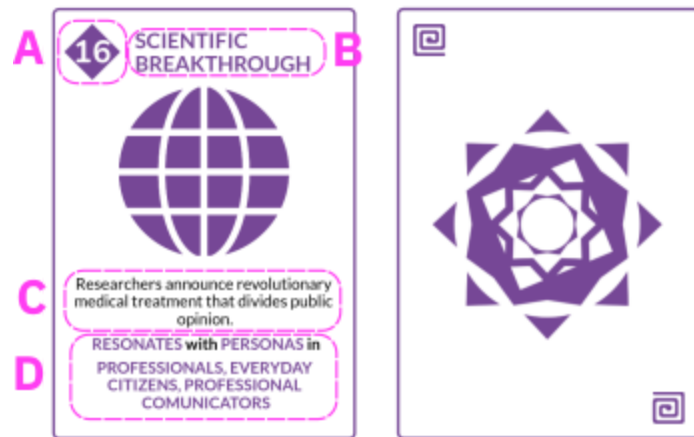
The front (left) and back (right) of an event card. The front of each card shows its attention value (A), its name (B), its description (C), and the audiences it resonates with (D). Descriptions don't affect gameplay.

Influence

Influence is the game's currency. You can use influence cards to:

- **Add** new personas or responses to your decks.
- **Remove** personas or responses from your decks.

You earn influence when your persona cards **resonate** with response or event cards. You spend influence during the Network phase of each round.

The front (left) and back (right) of an influence card. The front of each influence card describes its value and use.

Getting Ready to Play

What You Need

- 2–4 players
- 1 deck of 81 persona cards
- 1 deck of 50 response cards
- 1 deck of 25 event cards
- 1 deck of 40 influence cards

Setting up the Shared Decks

1. Shuffle all 81 persona cards. Place them face-down in the middle of the table. This is the **shared persona deck**.
2. Shuffle all 50 response cards. Place them face-down next to the shared persona deck. This is the **shared response deck**.
3. Shuffle all 25 event cards. Place them face-down next to the shared response deck. This is the **shared event deck**.

Setting up Player Decks

1. Choose one influencer to be **the dealer** for the game.
2. The dealer gives each influencer:
   - 8 persona cards
   - 3 response cards
3. Look at your persona and response cards! These are your starting decks. You can look through them during setup to see what you have.
4. After looking at your cards, you should:
   - Shuffle your 8 persona cards and place them face-down in front of you.
   - Keep your 3 response cards in your hand.

Important rule: Once the game starts, you cannot look through your persona deck until the Network phase of a round.

Now you are ready to play! The dealer should draw the first event card to begin the game.

The 4 components of Resonance. You should have 81 persona cards, 50 response cards, 25 event cards, and 40 influence cards. If you feel a part of your game is missing, please email us at caa5p@mtmail.mtsu.edu and we will be happy to work with you to replace the missing cards.

Overview

Resonance is played in rounds. Each round has three phases: **Event**, **Discourse**, and **Network**. Each phase has special actions.

After you finish all three phases, a new round begins. The game keeps going until an influencer wins by getting **100 attention points**. You can win only during the Discourse phase.

How to Win

In Resonance, your goal is to have the most attention on Prism. To win, you need to be the first player to get **100 attention points**.

You earn attention points by winning event cards, which are worth 10–20 points each. You win event cards by having the **highest value hand** during the Discourse phase of a round.

The more your followers **resonate** with events and your responses, the more likely you are to win events.

Key Actions

Even though each influencer builds their deck differently, everyone follows the same basic rules for three key actions:

1. **Resolving resonance**: This is how you figure out which personas **match** with what cards.
2. **Counting hand values**: This is how you figure out who has the strongest hand of personas.
3. **Earning influence**: This is how you earn influence points to improve your decks.

Resolving Resonance

In Resonance, persona, response, and event cards belong to one or more audiences. When a persona matches with a response or event, it **resonates**. That persona cares about the response or event!

Step-by-Step Matching

1. Look at the persona cards in your hand.
2. Check which audience each persona belongs to.
3. Compare these audiences to your and other players' response cards and the event card.
4. If an audience matches, you:
   a. Draw 1 influence card
   b. Draw the number of cards shown on the matching persona.

Important rule: A persona can earn up to 1 influence card per round. This means when your

persona resonates with 2 or more cards, you get only 1 influence card.

Example

Imagine you have a *Climate Scientist* persona from the *Professionals* audience. The card has a *2* as its draw value.

If you or an opponent played a *Both Sides Rhetoric* response card that **resonates** with *Professionals*, your *Climate Scientist* card resonates! You draw 1 influence card *and* 2 more cards from your persona deck.

If no response or event cards resonate with your persona, you draw nothing, and its points don't count towards your hand value (see Counting Hand Values).

> **Important rule**: No chain reactions!
>
> When you draw extra cards because of a resonance, those new cards don't draw more new cards.
>
> You check for matches once per round. This prevents endless card drawing!
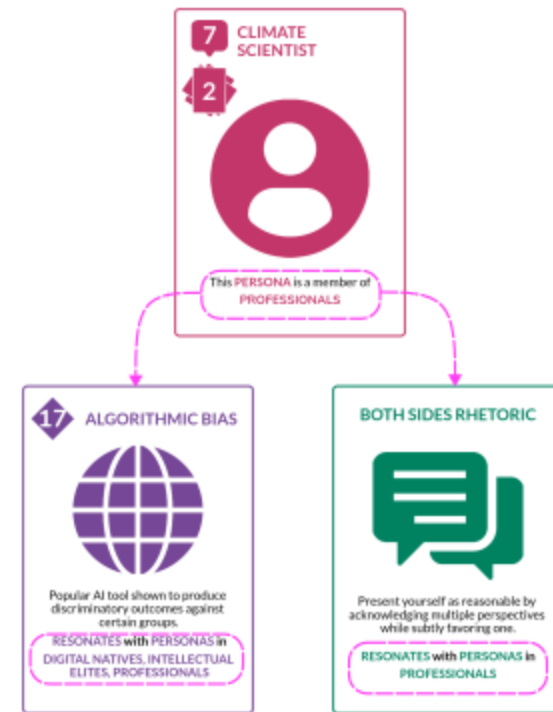
A *Climate Scientist* persona resonating with an event and a response. If you own *Climate Scientist*, you draw 2 more persona cards, 1 influence card, and count the persona's 7 points towards your hand value.

Counting Hand Values

Each persona card has a **point value**. This number shows how valuable that persona is in your hand.

Step-by-Step Counting

1. Wait until you have resolved all resonances.
2. Look at all the persona cards in your hand.
3. Add up the values shown on each card that resonates with a response or event card.
4. The total is your hand's value.

The influencer with the highest hand value wins the current round's event card and its attention points.
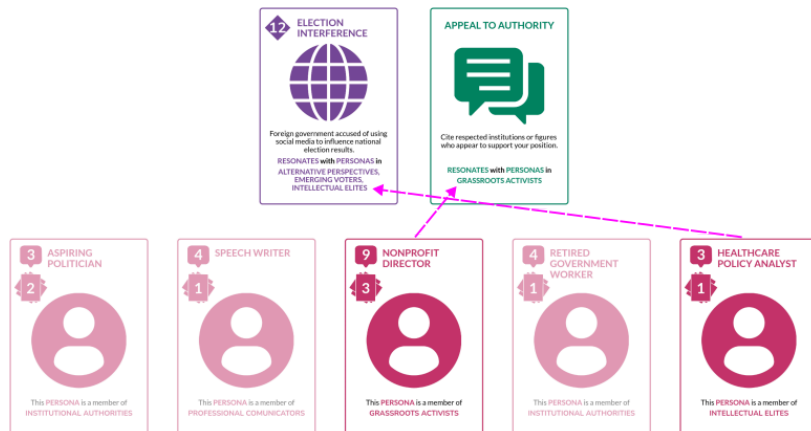
An event and response card resonating with 2 personas in a hand. The *Nonprofit Director* resonates with the *Appeal to Authority* response, and the *Healthcare Policy Analyst* resonates with the *Election Interference* event. Because only 2 personas resonate, the value of your hand is 12.

Because the 2 personas resonate, you can draw 4 persona cards into your hand. If the 4 new personas resonate, you add their value to your hand value.

Earning and Spending Influence

Influence is currency. You use it to add or remove cards from your decks.
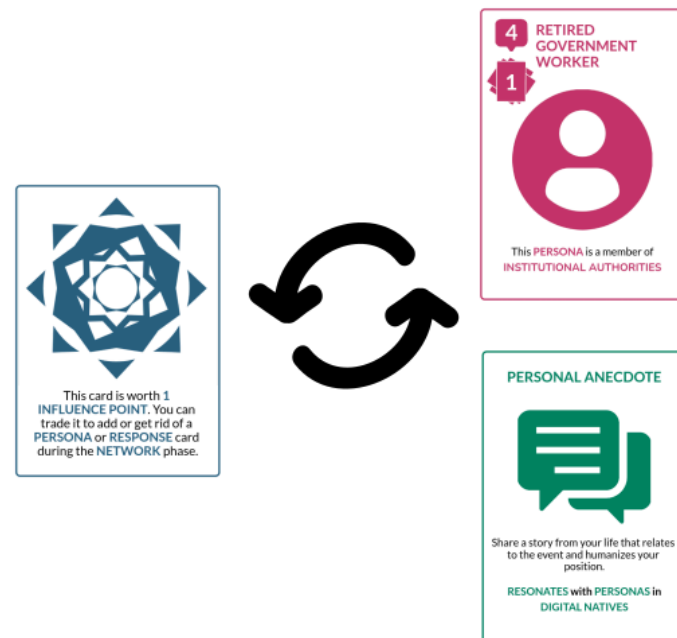
An influence card can be traded to add 1 persona or 1 response or to remove 1 persona or 1 response from your decks. Influence is earned when a persona resonates.

You earn **1 influence card** whenever one of your persona cards resonates with a response or event. The more resonances you get, the more influence you earn.

During the Network phase, you can spend influence to:

- Add new persona or response cards to your deck (costs 1 influence per card).
- Remove persona or response cards from your deck (costs 1 influence per card).

    Strategy tip: Don't spend all your influence at once! Sometimes it's better to save influence for later rounds when better cards might appear.

A Round of Resonance

When you play a round of Resonance, you must follow three phases in order: **Event**, **Discourse**, and **Network**. Most games take about 9 or more rounds to finish.

Event Phase

1. **What's Happening?** The dealer draws the top card from the shared event deck. The dealer reads the card out loud so everyone knows what's happening.

2. **Draw Cards.** Each player draws 5 cards from the top of their persona deck. Place these cards face-up in front of you so everyone can see them.
3. **Think About It.** Each player draws 3 cards from the top of their response deck and picks 1 card. Keep your choice secret! Don't show anyone which card you picked. Set the other 2 response cards aside.
4. **Respond!** Starting with the dealer and going clockwise around the table, reveal your response card. Place your card face-up in front of you so everyone can see it.

Discourse Phase

1. **Resonate.** Starting with the dealer and going clockwise, each player takes a turn to check for resonance. Look at your personas and see if they resonate with any response cards or the event card. If they match, you can draw more cards and earn influence!

    Wait for your turn to check if your personas match a response or event.

2. **Count Your Points.** Add up the values shown on all your resonating persona cards. Tell everyone your

total. The player with the highest total wins the event card and gets its attention points!

3. **Clean Up.** Put all your played persona cards in one face-up pile. Put your drawn and played response cards in another face-up pile. These are your discard piles.

Network Phase

1. **Deal New Cards.** The dealer draws 3 persona cards and 1 response card from the shared decks for each influencer in the game. Place these cards face-up where everyone can see.

2. **Add Cards to Your Deck.** Starting with the first influencer clockwise to the influencer who won the last phase, take turns spending influence to pick new cards. Keep taking turns until all cards are taken or everyone passes.

   If you pass your turn, you can't pick any more cards this round.

3. **Remove Cards.** Each influencer can spend influence to get rid of cards they don't want anymore. Cards you remove go back into the shared decks.

4. **Clean Up.** The dealer puts any leftover cards back into the main decks and shuffles them.

Each influencer should:

- **Shuffle your persona deck.** If you have fewer than 5 personas left, add your discard pile and shuffle everything together.
- **Check your response cards.** If you have fewer than 3 responses left, add your discard pile to your hand and shuffle everything together.

You are now ready to play Resonance! Follow the setup procedure described in Getting Ready to Play. Keep this booklet handy as a reference.