

RESISTANCE WITH REGULAR PLAYING CARDS

The Resistance is a commercially available and professionally printed game from Indie Boards & Cards. If you don't have the game with you while camping or at a friends house you can get the job done with just a standard deck of cards and this file/sheet(s). It is a hidden role game for 5-10 players. For the initiated, players take the role of the Resistance who are fighting a corrupt government. On each round, players take turns being the leader choosing who's going on a mission to destroy the government. However, spies have infiltrated the Resistance who may sabotage missions they are on.

DECK PREPARATION

Role Cards Mappings	Black Suits (Spades/Clubs)	Red Suits (Diamonds/Hearts)
Role Cards	Jacks Queens, Kings for RESISTANCE	Jacks Queens, Kings for SPIES
Pass/Fail Mission Cards	10, 9, 8, 7, 6 of spades/clubs for PASS	10, 9, 8, 7, 6 of diamonds/hearts for FAIL
Voting Cards if using blind voting, otherwise can also use verbal or hand voting for open voting	A, 2, 3, 4, 5 of spades/clubs for YES	A, 2, 3, 4, 5 of diamonds/hearts for NO
Leader Token	JOKER (or Ace of Spades if not requiring all voting cards)	

# PLAYERS	# RESISTANCE (Black Suit Courts)	# SPIES (Red Suit Courts)
5	3	2
6	4	2
7	4	3
8	5	3
9	6	3
10	6	4

Once the correct number of role cards are selected from the deck, they are blindly shuffled and drawn so that each player secretly determines their role (resistance or spy). These can then be mixed back in with the other role cards if desired

The Joker or Ace of Spades (AoS) should go to the player leading the game for the first turn, then it passes clockwise each round. To randomize you can also include in the role cards and once leader card is selected that player will be the leader for the first round and draws another card to determine role.

The first leader, tells everyone to close their eyes. With everyone's eyes closed the leader then tells the Spies to open their eyes and see who the other spies are. After a short period of time, the leader then tells the spies to close their eyes, there is another pause to allow eyes to adjust again, and the leader then tells everyone to open their eyes. The spies should know

who the other spies are, while the Resistance has no clues to whom are on their team or are spies (they will only know they are Resistance).

As noted, each turn the leader picks a team to go on a mission (they typically include themselves and however many people the charts below say to use). They give each member on that team one red card and one black card. The number of players on a mission is decided by the chart below:

ROUND	1	2	3	4	5
5 PLAYERS	2	3	2	3	3
6 PLAYERS	2	3	4	3	4
7 PLAYERS	2	3	3	4	4
8-10 PLAYERS	3	4	4	5	5

The remaining players then vote to allow that team on a mission or not. If they feel there are spies on the mission then they might vote the mission down, or use it to decide who's the spy.. There should be a period of discussion here, usually accusations are made and the like. If a majority vote to pass the mission, then the mission goes forward, which we'll discuss shortly. If it fails to go forward, leadership moves to the next clockwise player to the left and the new leader picks the team. However, if there are 5 mission proposals that are voted down in a row then the Spies get a point.

Once a mission moves forward the players on that mission then have to pass or fail that mission. If they are a Resistance member, they must pass the mission. A spy can pass or fail the mission. There a number of reasons why a spy might pass a mission, including to throw off suspicion, especially on a 2 player mission. Players vote by turning a card in secretly, red to pass, black to fail (keeping with the colors, red for Resistance, black for Spies). The cards they turn in face down are shuffled well and revealed. Their other cards are also turned in face down to another pile and shuffled well. If the mission passes the Resistance scores a point. On most missions, it only takes one fail to make the whole mission fail and give the spies a point, the exception are those marked "(2)" on the above chart, those need two fails for the mission itself to fail and the spies to get a point. Regardless of outcome, leadership moves to the player to the left and a new round begins. If a mission fails, you know there was a spy on that mission and accusations start flying, with the spy trying to pass off that they are actually Resistance... If the mission passes, the Resistance has a point, if the mission fails the Spies get a point. The game goes on until one team or the other has 3 points.

BUY THE GAME! - <http://www.indieboardsandcards.com/resistance.php>

Derived from official 2nd edition game rules and (<http://www.brianathomas.com/archives/2013/12/15/resistance-with-regular-playing-cards/>).

*v1 – Crazy Little Monkey Games
<http://crazylittlemonkey.com/>*