



Revolutania

GAME 601 - Fall 2022

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ABSTRACT

Your land is under the rule of a brutal state, and your people have had enough! While many are ready to overthrow the evil state, you can't really agree on what should come next. Can you work together long enough to take it down? When the tides have shifted, can your ideology come out on top? Send out your Rhetoricians across the land, avoid the deadly state forces, and navigate shifty alliances and secret enemies as you shape your country!

MATERIALS

- 1 board
- 1 main piece of each color
- 21 trail pieces of each color
- 2 state figures(toy soldiers)
- 1 Chopper(toy helicopter)
- 1 or 2 6 sided dice
- 1 8 sided die
- 4 role cards

RULES

- 1) Before each player are 3 workers tiles, with 12 total. On your left is a farm tile, on your center is a factory tile, and on the right is a mine tile. Beyond this are 4 city tiles, and beyond them are 4 cultural center tiles. At the very center of the board is the capitol, the seat of power in this world. The 2 **State Troops** and the **Chopper** sit there at the beginning of the game.
- 2) Four cards are shuffled and dealt. 3 are **Revolutionaries**, and one is a Federal Officer. If you are the Federal officer, your goal is to make sure that there is no revolution within 52 turns.
- 3) Play starts with the first player and moves to their right. After every turn play alternates to start with the fourth player and move to the left. You can determine player order by roll or any way you see fit.
- 4) For each turn, you get to move one piece adjacent to another trail piece that you have. You always have access to the three tiles in front of you to place pieces. As the map shows, certain tiles have pathways to certain other tiles, and you can take tiles through those pathways.
- 5) Once a piece is placed, it cannot be taken over for one move. You should place your main piece on the tile you have just moved, and your trail pieces on the tiles you control. You can choose to not move and keep the main piece where it is to serve as a buffer or place it on an already controlled piece as a buffer.



- 6) After each player moves, the dice for the **State Troopers** are rolled. One die is rolled first, and the number rolled corresponds with the tiles from player 1's farm to player 2's mine. If anything is placed on that tile, it is removed, and nothing can be placed there the next turn. The second roll of the dice moves the other State Trooper on a tile corresponding from player 3's farm to player 4's mine
- 7) Every fourth turn, in addition to the two rolls an 8-sided die is rolled. In the order shown in the diagram, the roll determines which city or cultural center will have the state destroy its tile. The **Chopper** will land on that tile and remain there for 4 turns, blocking communication routes. Players will have to go around the **Chopper**'s tile to

convert people.

- 8) Each tile has a point value:

- a) The outer workers tiles, the **Factories, Farms** and **Mines**, each have **1 pt**
 - b) The **Cities** have **2 pts** each
 - c) The **Cultural Centers** have **3 pts** each



- 9) Certain combinations of tiles controlled give you certain point values:

- a) If you have a factory, a farm, and a mine tile, you get **Heart of the Masses** which gives you 5 points.
 - b) If you have two factories, you get **Industrial Revolt(2 pts)**
 - c) If you have two farms, you get **Agricultural Revolt(2 pts)**
 - d) If you have two mines, you get **Miner's Revolt(2 pts)**
 - e) If you have two cities, you get **City Wide Riot(4 pts)**
 - f) If you have two outer tiles, a city, and a cultural center, you get **Trickle Up**

Communication (5 pts)

- 10) In order to trigger the **Revolution**, with everyone's tiles counted together you should have **25** total points
- 11) There can only be 2 **Accusations** per game. If the player accuses the right person as the Federal Agent, the agent is no longer allowed to place pieces. Instead, they take control of the state peace and can control their placements. If the player accuses the wrong person, they cannot move for 2 turns. Only accuse if you are absolutely sure. If you get a successful accusation, you permanently get **Revolutionary Journalism(5 pts)**
- 12) After the revolution, the win condition changes. A player must hold **15 points or more** for 2 moves to win. The state piece is no longer in operation.



- 13) Once the revolution is triggered, the player with the most points at the time of the revolution holds the **Capitol**. In order to capture the capitol you need control of 2 cultural centers. The Capitol gives you **6 pts**.
- 14) If the **Federal Agent** is not caught but fails to stop the revolution, They must reveal themselves when it happens. They now play as the **State Remnants**. They continue to play as if they were a normal player, but they cannot win through the 20 point win condition of the other players. **If after 26 turns no one has achieved the win condition, the Federal agent/ state remnant player wins.**
- 15) If the Federal agent was caught and failed to stop the revolution, they now play as Foreign Intervention. They continue to move the state apparatus piece around and try to keep people from achieving the win condition.