

# COUP RULEBOOK

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**Number of Players:** 3-6

**Objective:** Be the last player standing with influence cards left.

**Materials:** Deck of influence cards, bank of coins.

**Setup:** Shuffle the cards and deal two to each player. Players should look at their cards but keep them hidden from everyone else. Each player takes two coins from the bank as their starting wealth.

**Cards:** There are five different characters in the influence deck (three copies of each character). Each of the five characters has one or more special abilities.

1. The Duke takes taxes and Blocks Foreign Aid.
2. The Assassin forces one player to give up an Influence card at the cost of 3 coins.
3. The Captain steals two coins from another player and blocks stealing attempts.
4. The Ambassador lets you swap or appear to swap your Influence cards with two new ones from the deck and blocks stealing attempts.
5. The Contessa blocks assassination attempts.

**Play:** Starting with the player to the left of the dealer and going clockwise, players take turns performing one of the available actions.

1. Income: Take one coin from the bank. This cannot be challenged nor blocked.
2. Foreign Aid: Take two coins from the bank. This cannot be challenged but it can be blocked by the Duke.
3. Coup: Costs seven coins. Causes a player to give up an Influence card. Cannot be challenged nor blocked. If you start your turn with 10 or more coins, you must take this action.
4. Taxes (the Duke): Take three coins from the bank. Can be challenged.
5. Assassinate (the Assassin): Costs three coins. Force one player to give up an Influence card of their choice. Can be challenged. Can be blocked by the Contessa.
6. Steal (the Captain): Take two coins from another player. Can be challenged. Can be blocked by another Captain or an Ambassador.
7. Exchange (the Ambassador): Draw two Influence cards from the deck, look at them and mix them with your current Influence card(s). Place two cards back in the deck and shuffle the deck. Can be challenged. cannot be Blocked.

**Blocking:** If a player takes an action that can be blocked, other players may block it by claiming to have the proper character. The acting player cannot perform the the action and any other action this turn. However, if the acting player chooses to challenge the blocking player and wins the challenge, the action goes through.

**Challenge:** Whenever a player takes their action or another player blocks someone's action, the block or action can be challenged. For challenging a block, any player can challenge the block even if they were not involved. The challenged player must now prove they have the card for the action/block or forfeit the challenge. If they have the corresponding character, they reveal it, the action/block goes through, and they place the revealed card back into the deck. They then shuffle the deck and draw a new card. The challenging player has lost the challenge. If they do NOT have the proper character, then they have lost the challenge.

**Losing a Challenge:** Any player who loses a challenge must turn one of their Influence cards face up for all to see. If that is their last Influence card, they are out of the game.

**Losing Influence:** Any time a player loses an Influence card, THEY choose which of their cards to reveal. These cards are not returned to the deck.