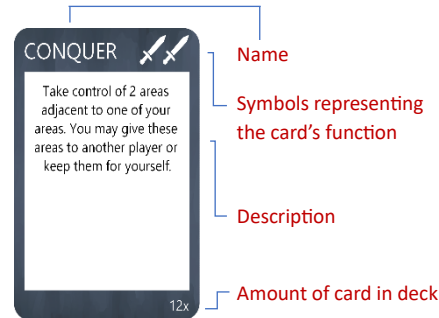# REVOLUTION

Rulebook and Instructions

It's a Revolution! **Cooperate** with your fellow revolutionaries to usurp the King and **compete** to capture as much land as possible to become the new ruler!

GAMEPLAY

Each round, the **Players** and the **King** use cards to **impact the board and each other.** Using cards is the only way for the **Players** and the **King** to take control of areas of land.

Players must always have exactly **5 cards** in their hand **at the end of their turn.**

CONQUER — Name

Take control of 2 areas adjacent to one of your areas. You may give these areas to another player or keep them for yourself. — Symbols representing the card's function

— Description

12x — Amount of card in deck

Player Tokens ●●●● and **King Tokens** ● are used to signify who **owns** the area at any given moment.

Fortify Tokens ● are used to show areas of land that are affected by **Fortify** (See Special Conditions).

Players cannot show other Players the cards in their hand.

Players can talk to each other to **strategize the King's defeat** and **lie to sabotage other Players.**

OBJECTIVES & WIN CONDITIONS

At any point in time, if **the King has no land** OR **the Players control all areas in the City**, the **Player** controlling the most land at the end of the **Player Turn Sequence**, **wins** the game and becomes the **new ruler!**

If players **tie** on who controls the most land, repeat the **Player Turn Sequence** until the round ends with one **Player** winning. The **King** is not active during this time.

However, **if any of your fellow revolutionaries lose all their land at any time**, the revolution will be a failure and **the King wins.**

THE MAP

The gameboard is a map consisting of **different areas of land**, with the **Capital** in the centre, which is ruled by the **King.**

- The *Outskirts,* [1] the region furthest from the **Capital**, where the Players start at the beginning of the game.
- The *Township,* [2] the region in between the *City* and the *Outskirts*.
- The *City,* [3] the region immediately surrounding the *Capital*.
- The *Barrier.* [4] It surrounds the *City* and Players cannot take any areas in the *City* until the **entire Outskirts and Township are Player-Controlled.** At this point, the barrier is **permanently destroyed**, even if the King captures areas in the *Outskirts* or *Township* again.
  o The **King** ignores the *Barrier* when taking areas.
  o **When the *Barrier* is destroyed:**
    ▪ Flip over the **Barrier Card.** [5]
    ▪ **All Players** must **discard their hand** face-up and draw 5 new cards.
    ▪ Players that have not used an action yet during the turn **will still use their action** (and can now take areas in the *City*).

5 — START WITH THIS SIDE FACE UP

3 Players:
Each player plays 1 card on their turn.
The King draws 2 cards on their turn and plays both of them.

4 Players:
Each player plays 2 cards on their turn.
The King draws 3 cards on their turn and plays all of them.

TURN THIS CARD OVER WHEN ALL AREAS IN OUTSKIRTS AND TOWNSHIP ARE UNDER PLAYER CONTROL

THE SPINNER

- The area **closest to** the direction that the **Spinner** (at the centre of the gameboard) is pointing in determines what **areas** are affected by the **King's** cards.
- If the **Spinner** points to an area that **cannot** be affected by the drawn King card, then spin **again** until an **acceptable** area is selected.

GAME SETUP

1. Shuffle the **Player Deck** and **King Deck**. Place both decks (face down) and the **Barrier Card** beside the **gameboard**. Leave space next to both decks for a **Player and King Discard Pile**.
2. Each Player draws **5 cards** from the **Player Deck** to their **hand**.
3. Place a **King Token** ● on each area in the *City* and use the **Spinner** to select either an **additional 2 areas** (if there are **3 players**) or an **additional 4 areas** (if there are **4 players**) in the *Township*, totalling either **6 or 8 King occupied zones**.
4. Use the **Spinner** to determine **which Player goes 1st** and give the **Turn Order Card** to this Player.
5. Each player (beginning with the Player holding the **Turn Order Card** and rotating clockwise) selects a **token colour** ●●●● and places one on **any** area in the *Outskirts*.

PLAYER TURN SEQUENCE

1. Each **Player** (Beginning with the Player holding the **Turn Order Card** and rotating clockwise) will take turns choosing **one** of the following actions:
   a. **Play a card** from their **hand**. (**Unplayable cards cannot be chosen.**) This card is **resolved** and **discarded face-up** unless specified.
   b. **Discard 2 cards** from their **hand** and **draw 2 more**.

   If there are **4 players**, they may choose **one of the above** actions **twice** or do **both on their turn**.

2. If the **Player** ends their turns with **less than 5 cards** in their **hand**, they

KING TURN SEQUENCE

1. After all **Players** end their turn, the **Player** holding the **Turn Order Card** will draw cards from the **King Deck**, revealing and resolving their effects through the spinner. If the **Spinner** points towards an area it **cannot** affect, **spin it again**. Resolved cards are then **discarded** face-up unless specified.
   a. The **King draws 3 cards.** If the barrier has been **destroyed**, the **King draws 4 cards instead.**
2. The **Turn Order Card** is then passed clockwise, and the sequence repeats until a **win condition** is met.

SPECIAL CONDITIONS

Fortify
- When an area is affected by **Fortify**, place a **Fortify Token** ● to represent the fortification. A **Fortify Token** ● prevents the **next attack** from taking an area **unless stated otherwise**.
- **Fortify** can stack on a single space equal to the number of **unique tokens** within the area. [e.g. An **Allianced** area]

Alliance
- When an area is affected by **Alliance**, it is owned by **multiple players**.
- If an Alliance is **attacked**, treat the attack **normally** with all owners losing control of the area.
- An Alliance **cannot** be attacked by Players who possess a token within the area unless the card **Dissolution** is used.

COMPONENTS

- ×1 Gameboard w/ Spinner
- ×22 King Tokens (●)
- ×88 Player Tokens (22x each of ●●●●)
- ×22 Fortify Tokens (●)
- ×1 Barrier Card
- ×1 Turn Order Card
- ×30 King Cards:
  - ×10 Royal Capture
  - ×4 Royal Conquer
  - ×3 Royal Fortify
  - ×2 Royal Stratagem
  - ×2 Royal Spy
  - ×2 Royal Extortion
  - ×1 Royal Assassinate
  - ×1 Royal Favour
  - ×1 Royal Ruin
  - ×1 Royal Alliance
  - ×1 Royal Guard
  - ×1 Royal Onslaught
  - ×1 Royal Subjugate
- ×60 Player Cards:
  - ×12 Conquer
  - ×8 Fortify
  - ×8 Capture
  - ×8 Subjugate
  - ×3 Guard
  - ×3 Alliance
  - ×2 Extortion
  - ×2 Ruin
  - ×2 Stratagem
  - ×2 Rampart
  - ×1 Propaganda
  - ×1 Dissolution
  - ×1 Decoy
  - ×1 Stronghold
  - ×1 Spy
  - ×1 Assassinate
  - ×1 Onslaught
  - ×1 Armistice
  - ×1 Diplomacy
  - ×1 Gambit