Revolution!

Roger's Rules: Firedrake/BGG

Last edited 2024-03-19

Objective

Have the highest score at game end.

Set up

Choose to play the core game (3-4 players) or either expansion (The Palace or Anarchy, 5-6 players).

With an expansion, place its board in the centre of the main board.

Each player gets:

- a bidding board (core: 3 rows; Palace, 4 rows with Mayor at bottom left; Anarchy, 4 rows with Governor at bottom left).

- their coloured cubes, scoring markers (place the bomb on zero on the score track), and bidding shield.

- 1 Force, 1 Blackmail, 3 Gold tokens.

Play

Each turn:

Announce your available tokens.

Behind the shield, place your tokens on your board; all must be used each turn. You may place more than one on the same space; you may not place tokens on more than six spaces. A bid of Force on a space with red, or of Blackmail on a space with black, is invalid. When done, knock.

When everyone has knocked, everyone removes their shields. Resolve the spaces in order, top row to bottom row, left to right within a row.

A bid with Force beats any bid with less or no Force. Within that, a bid with Blackmail beats any bid with less or no Blackmail. Within that, more Gold beats less Gold.

If the top bids for a space are identical, nobody gets it. Otherwise resolve its effects top to bottom.

Once all effects are resolved, count your new tokens. If you have fewer than five and the game is not over, make the number up to five with Gold.

End Game

When all scoring spaces on the board are full at the end of resolution (not counting Garden or Guardhouse), the game is over.

Each Force gained in the last round is worth 5 points; each Blackmail, 3; each Gold, 1.

Award the point value of each area to the player with the most cubes in it. A tie for first place means nobody gets it. (With the Anarchy expansion, this value may be negative.) Highest total score wins.

Effects

Influence: place one of your cubes on an empty space in that area. If there's no empty space, do nothing.

Support: gain that many points on the score track.

Force/Blackmail/Gold: gain that many tokens.

Spy: replace a cube on the board with one of yours from stock.

Apothecary: swap two cubes on the board (neither need be your own).

Occupy Guardhouse: remove the current cube, if any, from the Guardhouse space and place one of your own there. This does not count towards the Palace, but does prevent your cubes from being affected by actions of other players.

Reassign: move one of your cubes on the board to an empty space.

Reclaim: take back one of the tokens from your winning bid on this space.

Asylum/Jail: when you add a cube to this region, if the region is full, eject a different cube first. Asylum: this must be an opponent's cube if possible.

Anarchist: if you choose to copy the Warden space, reclaim one of the tokens you bid on the Anarchist.