

# REVOLUTION!™

## Make Your Bid For Power

*The land bubbles with intrigue and unrest. The people clamor for change. Revolution is coming. When the old regime falls, who will the people support?*

*You're not going to start the revolution. You're just going to make sure you're on top when it's over. By any means necessary.*

*Will you bribe a magistrate? Print pamphlets to inflame the mob? Threaten a noble fop with a beating? Blackmail a respected priest? They can all help you if your persuasion is keen enough. But their loyalties shift with the wind. Your rivals are making their own bids for support.*

*Hire spies. Recruit officers. Persuade the shopkeepers their best interest lies with you. Long before the shooting starts, you can win the revolution.*

### The Influence Cubes

Each time you gain influence in an area, you will place one of your cubes on an empty space in that area.



If all the spaces in an area are full, no more cubes may be placed there. Even when an area is full, though, Influence Cubes can be switched – see *Spy and Apothecary*.

There are 25 cubes of each color.

## Components and Setup

Three or four can play. Place the gameboard in the center of the table. Each player picks a color and takes the bid card, bidding screen, influence cubes, and score marker of that color. Place the score markers, with the “bomb” side up, on the exclamation point at the top-left of the board.



### The Board

The gameboard has two important features.

The Support Track goes around the edge. Your score is the overall support your faction has gained in your troubled city. These points are never lost. If your Support score reaches 99, turn your marker over to the 100 side and go around again.

The board also shows seven different “areas” of town, representing different sorts of political power. For instance, the Cathedral represents religious power, and the Fortress represents military power. Each area has 5 to 8 white spaces for Influence Cubes (below). Controlling an area at the end of the game will give you extra support.



## The Bid Board

Each player has his own bid board, divided into spaces. Each space represents an influential person who can help your cause . . . and shows the benefits that person will give you if you win him over. None of these characters ever stays bought, though. You'll use the bid board on each round.



## The Screen

Your screen keeps the other players from seeing your bids before they're revealed.



## Tokens

There are three types of tokens. You will place these on the bid board to indicate what sort of persuasion you are applying to each of the characters. From strongest to weakest, the tokens are:



Force



Blackmail



Gold

Each player starts the game with one Force, one Blackmail, and three Gold. The rest of the tokens make up the bank. There are 32 Gold, 12 Blackmail, and 12 Force.

## Rounds

The game is played in rounds. Each round has four phases. All players act simultaneously on each phase – there are no “turns.” The phases are:

1. Espionage
2. Bidding
3. Resolution
4. Patronage



## 1. Espionage

The town is full of spies, so everyone knows what resources his rivals have.

At the beginning of the round, every player must show the tokens he's starting with.

Knowing your opponents' capabilities will help you plan your own strategy.

## 2. Bidding

During the Bidding phase, each player hides his bid board behind his screen, and places his tokens in secret. Each type of token represents a different sort of “persuasion” to use against the town's power structure.

Force trumps everything. One Force will beat any amount of Blackmail or Gold. Blackmail is the second strongest token. One Blackmail will beat any amount of Gold. Gold only wins if no Force or Blackmail are present.

### Illegal Bids

There are two ways to bid illegally.

- A player might bid a token on a character who is immune to that form of persuasion. Red tokens cannot be played on a character with a red background, and black cannot be played on a character with a black background. Illegal tokens are removed, but there is no other penalty. If your remaining tokens make the strongest bid, you still win.



- A player might also accidentally bid on too many characters. Only the first six bids (see *Resolution*) are evaluated; the others don't count and are discarded with no effect.

