



# INSTRUCTIONS

## PARTY INITIATE SET

TAKING BABY STEPS TO BECOMING  
THE SUPREME LEADER FOR LIFE\*

The Party Initiate set is an abridged, sample version of the card game Devolution. It consists of 46 cards (vs 160 of the full version or 191 of the one with all the possible extension cards), It is designed for 2 people (vs 2-6 people). It takes 5 to 8 minutes to play. The rules differ from the full version in the following ways:

- each **players** holds 5 (not 7) cards in their hand (and plays 2 during their turn)
- you need 9 Republic points to win (or 9 military or 9 church if you already hold one INSTITUTION)
- you need 13 points with the SPIRIT OF THE REVOLUTION card.
- the starting point on the Depravity Meter is 70.

All other rules remain the same. Since this is a 2-person version, remember to treat the bank as another player and take popularity points from it whenever the cards say to take popularity points from each player. Also remember to take the shortfall the rival player does not have.

**Contents:** The Party Initiate set contains the following cards (30 Regular, 8 Republic and 8 Shit Happens) in case you want to play this this **5 minute** version once you the box, here is a list so you can initiate a friend:



### REPUBLIC

- 1 Public Prosecutors
- 1 Private Television
- 1 National Forests
- 1 Espionage Inc
- 1 Cryogenics
- 1 Regional Aid
- 1 Supreme Court
- 1 National Airline



### REGULAR

- 2 Generals
- 2 Black Ops
- 2 High Priests
- 2 Curses
- 2 Agents
- 2 Judges
- 2 Super Agents
- 1 Political Zombies
- 1 Very Hostile Takeover
- 1 Traitor!
- 1 Party Leadership
- 2 Troll Attacks
- 1 Brazen Lies
- 1 Peanuts
- 1 Tall tales
- 1 Risky move
- 2 Chosen One!
- 1 Grand Fantasy
- 1 Spirit of the Revolution
- 1 State Police
- 1 Invitation to Genocide



### SHIT HAPPENS

- 2 Nobody Cares
- 1 The Reckoning (Public)
- 1 Corruption Watchdog
- 1 Corruption Tapes
- 2 Prosecutor with a Death Wish
- 1 In Vain

THANK YOU FOR PLAYING!