



DUAL POWERS

**REVOLUTION
1917**

RULEBOOK

DUAL POWERS

REVOLUTION 1917

OVERVIEW

In March of 1917, Tsar Nicholas II was forced to abdicate the throne of Russia. In his place, a conservative **Provisional Government** formed, representing the official authority of the state. Opposed to the newly formed government stood the **Petrograd Soviet**, an elected council of workers organized by socialist activists.

Over the following months, an internal struggle for power and influence would dominate the country and spark a social revolution. In this state of dual power, or *dvoevlastie*, charismatic and powerful leaders would rise with the tide of public dissatisfaction and change the course of Russian politics forever.

OBJECTIVE

In *Dual Powers: Revolution 1917*, each player directs the forces on one side of this struggle through political action, social maneuvering, and military conflict. The player with greater support at the end of the game will shape Russia's future and either launch or suppress the impending Civil War.

COMPONENTS

1 Game Board

1 Rulebook

6 Region Tiles

56 Cards

- 48 Command Cards
- 6 Leader Cards (3 Red, 3 White)
- 2 Player Aid Cards

8 Leader Tokens

- 3 Red Leaders
- 3 White Leaders
- 2 Trotsky (1 Neutral, 1 Red)

26 Unit Tokens

- 10 Red Units
- 10 White Units
- 6 Neutral Units

1 Score Marker

1 Blockade Marker

1 Day Marker

1 Month Marker

1 Will of the People Marker

3 Objective Markers

27 Opposing Unit Tokens

(For Solitaire Variant)

- 9 Level 1 Units
- 9 Level 2 Units
- 9 Level 3 Units

3 Difficulty Tracking Tokens

(For Solitaire Variant)

GAME BOARD / REGION TILES

The *Dual Powers* gameboard is divided into six regions, each represented by a different color and icon. There are also six matching region tiles: one for each region. From round to round, these region tiles dictate which region is experiencing unrest and which is blockaded.



COMMAND CARDS

Each command card has five important elements: **day number**, **region icon**, **recruit value**, **action icon**, and **victory point value**.

- 1. Day Number:** The card's day number indicates how many days to advance the calendar when the card is played.
- 2. Region Icon:** The card's region icon indicates either which region of the city the player may recruit units into when the card is played or which region will be evaluated for scoring when the card is selected as a secret objective.
- 3. Recruit Value:** The card's recruit value indicates the strength value of units that may be recruited when the card is played — ■, ■■ or ■■■.
- 4. Action Icon:** The card's action icon represents one of three possible actions that the player may take when this card is played: *Move*, *Double Move*, or *Refresh*.
- 5. Victory Point Value:** The card's victory point value is the number of points a player gains for having control of the indicated region at the end of the round. This matters only when the card is selected as a secret objective.



LEADER CARDS

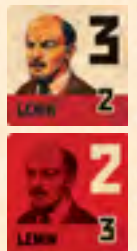
Each leader card has four important elements: **day number**, **leader strength**, **leader recruit icon**, and **leader special action icon**.



- 1. Day Number:** Like command cards, the card's day number indicates how many days to advance the calendar when the card is played.
- 2. Leader Strength:** The card's leader strength represents the strength of the leader's matching token for both the fresh and exhausted sides. The large number shows the value on the token's fresh side, and the smaller number shows the value of its exhausted side.
- 3. Leader Recruit Icon:** The card's leader recruit icon indicates that the matching leader token can be recruited into **any** region in the city using the leader recruit action.
- 4. Leader Special Action Icon:** The card's leader special action icon represents one of three possible actions that the player may take when this card is played: *Mobilize*, *Protest*, *Espionage*, or *Inspire the People*.

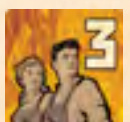
UNIT / LEADER TOKENS

Each unit and leader token has two sides: the **fresh side** and the **exhausted side**. The unit's current **strength value** is indicated by the larger number. The smaller number below the strength value indicates the strength value on the token's other side.



OPPOSING UNIT TOKENS / DIFFICULTY TOKENS

Opposing unit tokens are used in the solitaire variant (see page 10-12) to track units controlled by the automated opponent. Each opposing unit token has an "X" on its exhausted side. This "X" value is always equal to the difficulty level being played.



SETUP



1. Decide who will play as the Provisional Government (white), and who will play the Petrograd Soviets (red). Give each player a **player aid card**.
2. Situate the **game board** in the center of the play area so that each player is closest to their faction's half of the **support track**.
3. Give each player the three **leader cards**, three **leader tokens**, and ten **unit tokens** that match their color. The cards go in their hand, while the leader tokens and unit tokens are placed in front of them, with the fresh side up, as their **supply**.
4. Place one random **neutral unit token** in each region of the city, with the fresh side up.
5. Place the **score marker** on the center space of the support track, and place the **will of the people marker** on the marked space on the red player's half of the game board.
6. Place the **month marker** and **day marker** on the calendar printed on the game board, with the month marker on the March/April space and the day marker on the 1 space.

7. Near the calendar, place the **neutral Trotsky token** above the May/June space and the **red Trotsky token** above the August space.
8. Place the three **objective markers** on the three green circles next to the support track.
9. Shuffle the six **region tiles** and place them face down in a stack off to the side.
10. Draw the top two tiles, placing one on the “Unrest!” space and the other on the “Blockade!” space of the game board, both face up.
11. Place the **blockade marker** on the connection arrow matching the color of the region tile in the “Blockade!” space.
12. Shuffle the deck of 48 **command cards** and place it face down off to the side of the game board.



GAMEPLAY SEQUENCE

Dual Powers is played over multiple rounds, with each round consisting of five phases performed in order:

1. Draw Phase
2. Objective Phase
3. Action Phase
4. Scoring Phase
5. Cleanup Phase

1. DRAW PHASE

During this phase, each player draws five command cards from the deck and adds them to their hand. This means that, in the first round, each player will have eight cards in hand (including leader cards dealt during setup). In later rounds, it's possible that players will have more than eight cards, but never less.

Note: In the rare case that the deck is empty when cards need to be drawn, shuffle the cards in the discard pile to form a new deck, and continue drawing cards as normal.

2. OBJECTIVE PHASE

Each player selects a secret objective by taking a command card from their hand and placing it face down in the space labeled “Secret Objective” on their side of the game board, without showing it to their opponent.

Each player may look at their own secret objective at any time during the round.

3. ACTION PHASE

Beginning with the player who has the will of the people, players take turns in this phase, one at a time, until both players have taken four turns each. (The red player begins the game with the will of the people.)

Each player completes the following steps during their turn, in order:

1. Play a Card
2. Advance the Date
3. Perform an Action
4. Take Bonus Action (*if applicable*)

PLAY A CARD - The active player chooses any card (command or leader) from their hand and plays it face up in front of them.

ADVANCE THE DATE - The active player advances the day marker on the calendar a number of spaces equal to the day number indicated on the card just played. If this causes the day marker to advance past 31, advance the month marker one space and then continue advancing the day marker from the 1 space. If the month marker advances, the will of the people marker moves immediately to the active player's side of

the game board. All neutral unit tokens and neutral leader tokens in the city are now under the active player's control. (If the active player already had the will of the people, nothing happens.)

If the day marker advances to either the 29 or the 30 space, move it to the 31 space. Then, if the day marker is either on the 15 space or the 31 space, the active player is entitled to a bonus action that they will take after performing their regular action.



Example A: Katya just played a purple-4 command card. She therefore advances the day marker 4 spaces on the calendar, ending on the 30 space. She then automatically advances the day marker to the 31 space. This entitles her to a bonus action, which she will take later on in the turn.

CALENDAR SPECIAL EVENTS

There are two special events on the calendar:

Trotsky Returns from Exile occurs when the month marker is advanced to the May/June space. Immediately place the neutral Trotsky token in the region indicated by the region tile in the "Unrest!" space. Like the neutral unit tokens, Trotsky is controlled by the player with the will of the people.



Trotsky Joins the Bolsheviks occurs when the month marker is advanced to the August space. If the neutral Trotsky token is still on the game board, immediately replace it with the red Trotsky token, retaining its fresh or exhausted state; the red player now controls Trotsky. If the neutral Trotsky token has already been removed from the game board when this event occurs, the red Trotsky token does not enter play; remove it from the game.



PERFORM AN ACTION - The active player performs actions allowed by their played card. If they played a command card, the player may take the Recruit action, **or** the other action indicated on the card: Move, Double Move, or Refresh. The player may choose either action allowed by a command card, but never both. If they played a leader card, the player may take the Leader Recruit action and may take the special action indicated on the leader card. If they played a leader card, the player takes the Leader Recruit action and the leader special action indicated on the card in any order.

COMMAND CARD ACTIONS



Recruit: The active player takes one or more unit tokens from their supply whose total ■ value is equal to or less than the recruit value of their played card. The recruited unit tokens must be placed, fresh side up, in the region indicated by their played card's region icon. If the player does not have units in their supply equal to or less than the card's recruit value, the recruit action cannot be taken.

Example B: Viktor takes the Recruit action. His played card (green-4) has a recruit value of ■■. He decides to recruit two ■ unit tokens from his supply, which he must place in the green region of the city.



Move: The active player selects any one unit token or leader token they control (fresh or exhausted), and moves the token one region along an unobstructed connection in the city.

Example C: Katya takes the Move action. She wants to move her Kerensky leader token from the green region to the red region, but she cannot because the connection between those two regions is obstructed by the blockade marker. Instead, she chooses to move one of her unit tokens from the blue region to the white region.



Double Move: The active player selects any one unit token or leader token that they control (fresh or exhausted), and moves the token one or two regions along unobstructed connections in the city. (It is not allowed to move two tokens one region each with this action.)



Refresh: The active player flips any one unit token or leader token that they control from its exhausted side to its fresh side. It is not possible to flip a token from its fresh side to its exhausted side with this action.

LEADER CARD ACTIONS



Leader Recruit: The active player takes the corresponding leader token from their supply and places it in **any** region, fresh side up.



LEADER SPECIAL ACTIONS

Mobilize Protest: The player may immediately move the blockade marker from its current position to any other connection in the city.



Espionage: The player may immediately reveal their opponent's secret objective by flipping that card face up.



Inspire the People: The player may immediately take control of the will of the people, moving the will of the people marker to their side of the game board. All neutral unit tokens and neutral leader tokens in the city are now under the active player's control.

BONUS ACTIONS - If the active player is entitled to a bonus action because the day marker was advanced to the 15 or 31 space of the calendar earlier in their turn, they take it now, choosing one of the following four actions:



- **Bonus Recruit:** The active player recruits any one ■ unit token, placing it in **any** region in the city. If the player does not have a ■ unit token in their supply, this action cannot be taken.
- **Bonus Move:** The active player selects any one unit token or leader token that they control (fresh or exhausted) and moves it one region along an unobstructed connection in the city.
- **Bonus Refresh:** The active player flips any one unit token or leader token that they control in any region from its exhausted side to its fresh side.
- **Bonus Draw:** The active player draws one command card from the deck and adds it to their hand. This increases their hand size by one, for the remainder of the game. There is no hand limit.

Example D: Viktor is entitled to a bonus action because he advanced the day marker to exactly the 15 space earlier in his turn. As his regular action, he recruits a ■■ unit token to the purple region (which is his secret objective for this round). After that, Viktor takes his bonus action, moving a neutral unit token, which he currently controls, from the brown region to the purple region.

4. SCORING PHASE

During this phase, the following steps are carried out, in order:

1. Resolve the Region of Unrest
2. Reveal Secret Objectives
3. Score Objective Regions
4. Exhaust Tokens

DETERMINING STRENGTH

To determine which player has the greater strength in a region, total and compare the strength values of all unit and leader tokens (fresh and exhausted) controlled by each player in the region.

The player who has the **will of the people** controls the neutral tokens in the region. Neutral units contribute to the player's strength value when there is at least one other non-neutral unit in the region under the player's control. In this case, add the strength values of these neutral units to that player's total.

The player with the higher total has the greater strength.

If players have the same strength total in a region, the player who controls more tokens in the region is considered to have the greater strength. If the players also have an equal number of tokens in the region, the player who has the will of the people is considered to have the greater strength. If a region has no tokens at all, neither player has the greater strength.

Example E: Both players control units in the yellow region. Viktor has three units (3 + 1 + 0) and Katya has two (2 + 2). Both have the same strength total. Viktor is considered to have the greater strength, because he controls more tokens in the region than Katya does.

RESOLVE THE REGION OF UNREST - The region tile in the "Unrest!" space indicates which region of the city is the current region of unrest. Place the "1" objective marker in the region of unrest. Evaluate that region to see which player has the greater strength. The player with greater strength in that region chooses either to assign that region as an additional objective or to take a bonus action.



- If the player with greater strength chooses to assign the region of unrest as an additional objective, award the player victory points based on the current month:
 - March - June = 2 victory points
 - July = 3 victory points
 - August = 4 victory points
 - September = 5 victory points
 - October - November = 6 victory points
- If the player with greater strength chooses to take a bonus action instead, they do so immediately, choosing one of the four bonus actions (Bonus Recruit, Bonus Move, Bonus Refresh, or Bonus Draw) details on page 7.



SCORING VICTORY POINTS

When a player gains victory points from scoring an objective, move the score marker one space for each victory point gained, toward the scoring player's side of the support track.

Example F: The brown area is currently the region of unrest. Katya (1 + 1 + 1) has greater strength in the region than Viktor (2 + 0). Katya chooses to assign the brown region as an additional objective, and scores 3 victory points. Since it is July, she moves the scoring token three spaces towards her side of the board on the support track.

REVEAL SECRET OBJECTIVES - The player with fewer victory points reveals their secret objective first, and places the “2” objective marker in the region matching the region icon of the revealed card. The other player then reveals their secret objective and places the “3” objective marker in the region matching the region icon of their revealed card.

In the case of a tie for victory points (when the score marker is on the green space of the support track), the player who does not have the will of the people reveals their secret objective first.

SCORE OBJECTIVE REGIONS - Evaluate the region with the “2” objective marker to see which player has greater strength, and score the objective. Then score the region with the “3” objective marker. If a region has both objective markers in it, score each objective separately.

EXHAUST TOKENS - In each region that has one or more objective markers, exhaust all unit tokens and leader tokens in that region by flipping them from their fresh side to their exhausted side.

If a token is already exhausted, it is instead removed from the game board. Red and white unit tokens return to their respective supply, while leader tokens and neutral tokens are removed from the game entirely.

Example G: The white region was just evaluated as an objective region. Katya has two tokens (2 + 1) in the region, and Viktor has one (3). One of Katya’s tokens is then flipped to the exhausted side. Viktor’s token and Katya’s remaining token, which were both already on their exhausted side, are removed from the game board. Viktor’s removed token is a unit token, so it returns to Viktor’s supply. However, Katya’s removed token is a leader token, so it is removed from the game instead.

5. CLEANUP PHASE

In this phase, the following steps are taken in order to prepare for the next game round.

- Discard the region tile from the “Unrest!” space on the game board and move the region tile from the “Blockade!” space to the empty “Unrest!” space.
- Draw the topmost region tile from the stack and place it face up in the “Blockade!” space and move the blockade marker to the connection matching the region indicated by region tile in the “Blockade!” space.
- Remove all objective markers from scoring regions and return them to their starting positions beside the support track.
- Discard all command cards (including secret objectives) and leader cards that were played this round.

GAME END

The game ends immediately when either of the following conditions is met:

1. The score marker reaches one end of the support track. When this occurs, the player with the score marker on their end of the support track wins.
2. The month marker is on the October or November space at the end of the Scoring Phase. When this occurs, the player with the score marker on their side of the support track wins. If the score marker is exactly in the center of the support track when this occurs, the player who currently has the will of the people wins.

SOLITAIRE VARIANT

In the solitaire variant, instead of playing against another opponent, the player faces off against an automated opponent called “the opposition”.

SOLITAIRE SETUP

Set up as you would for the two-player game, with the following changes:

1. After deciding which faction you wish to play, return the unit tokens of the other faction to the game box.
2. Choose a difficulty level to play (1-6). Find the matching **difficulty tracking token** and place it face-up near you. (Note: It’s recommended to play difficulty level 1 for your first solitaire game, while more advanced players should try higher difficulty levels.)
3. Place the 27 **opposing unit tokens** off to the side of the game board.
4. Shuffle the three leader cards from the opposing faction and place them in a face-down stack near the stack of region tiles, along with the corresponding leader tokens.



SOLITAIRE GAMEPLAY SEQUENCE

Gameplay for the solitaire variant is identical to the two-player game except for the following changes:

1. DRAW PHASE

During the Draw Phase, draw from the deck five command cards for you (the player) and five command cards for the opposition, in the following manner:

- Draw four cards into your hand.
- Draw a fifth card and place it face down as your secret objective, without looking at it.
- Draw five cards and place them in a face-down stack on the opposition’s side of the game board, without looking at them.

Note: The opposition’s secret objective space will remain empty until the Scoring Phase.

2. OBJECTIVE PHASE

Reveal the opposition’s topmost leader card and place the matching leader token in the region of unrest. This does not count as an action. The leader’s special action is not triggered, nor does it advance the calendar.

Place the will of the people marker on the opposition’s side of the support track. In this way, the opposition takes control of the will of the people before the Action Phase each round.

Note: Your secret objective is determined in the Draw Phase in the solitaire variant, but is unknown to you.

3. ACTION PHASE

The opposition will take five turns every round, although you (the player) will only take four. Therefore, this means that the opposition always takes the first and last turn of each round.

OPPOSITION TURN

1. On the opposition’s turn, reveal the opposition’s topmost command card and advance the calendar according to the day number on the card (as in a two-player game).
2. Then place an opposing unit token with strength matching the recruit value of the revealed command card — ■, ■■ or ■■■ — in the region indicated by the card.

The opposition never moves or refreshes any of its units; it simply adds new units to the game board.

If the opposition advances the day marker on the calendar to the 15 or 31 space, the opposition takes the Bonus Recruit action, adding a ■ unit token to the region of unrest.

If the opposition advances the day marker on the calendar past the 31 space, it takes control of the will of the people (if it doesn't have control already).

As the opposition plays cards, place them in a face-up line, ordered from left to right. The order of the played cards can become important during the Scoring Phase.

PLAYER TURN

You take your turns as you would in a two-player game with the following exceptions:

There is a new bonus action available to you: **Organize** — You may choose to reveal your own secret objective when you take a bonus action (instead of taking one of the four regular bonus actions).

When performing the espionage leader action, instead of revealing the opposing faction's secret objective, reveal your secret objective.

4. SCORING PHASE

RESOLVE THE REGION OF UNREST - Resolve the region of unrest as in a two-player game. If the opposition has greater strength in the region, it always chooses to assign it as an objective instead of taking a bonus action.

REVEAL SECRET OBJECTIVES - Reveal your secret objective (if not revealed already). To determine the opposition's secret objective, examine the five command cards played by the opposition this round. Add together the day numbers of the opposition's five cards per region. The region with the highest sum is the opposition's secret objective region. Select the opposition's card with the highest victory point value for that region as the opposition's secret objective.

If there is a tie between regions for greatest sum, the region among them with the most cards becomes the opposition's secret objective region. If there is still a tie, the last played card among the tied regions determines the opposition's secret objective region.

Example H: In the first round of the game, the opposition played the following five command cards in order: red-2, red-4, purple-4, brown-5, and purple-2. The opposition's totals are 6 points in the red region, 6 points in the purple region, and 5 points in the brown region. The totals in red and purple are tied for the highest. Both have two cards in each region. The purple-4 becomes the opposition's secret objective card, as the last card played between the two tied regions was purple and the purple-4 is the card with the highest victory point value from the purple cards played.



SCORE OBJECTIVE REGIONS - Scoring objectives is identical to the two-player game.

EXHAUST TOKENS - Exhaust tokens as in the two-player game. After the opposition's fresh unit tokens are exhausted, their displayed strength will be "X." The value of "X" is equal to the difficulty level (1–6) chosen during setup.

5. CLEANUP PHASE

The Cleanup Phase is identical to the two-player game.

SOLITAIRE GAME END

The game ends immediately when either of the following conditions is met:

1. The score marker reaches one end of the support track. When this occurs, the player with the score marker on their side of the support track wins.
2. The game reaches the end of the Scoring Phase in the **third round**. When this occurs, the player with the score marker on their side of the support track wins. If the score marker is exactly in the center of the support track when this occurs, the player who currently has the will of the people wins.

ACKNOWLEDGMENTS

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