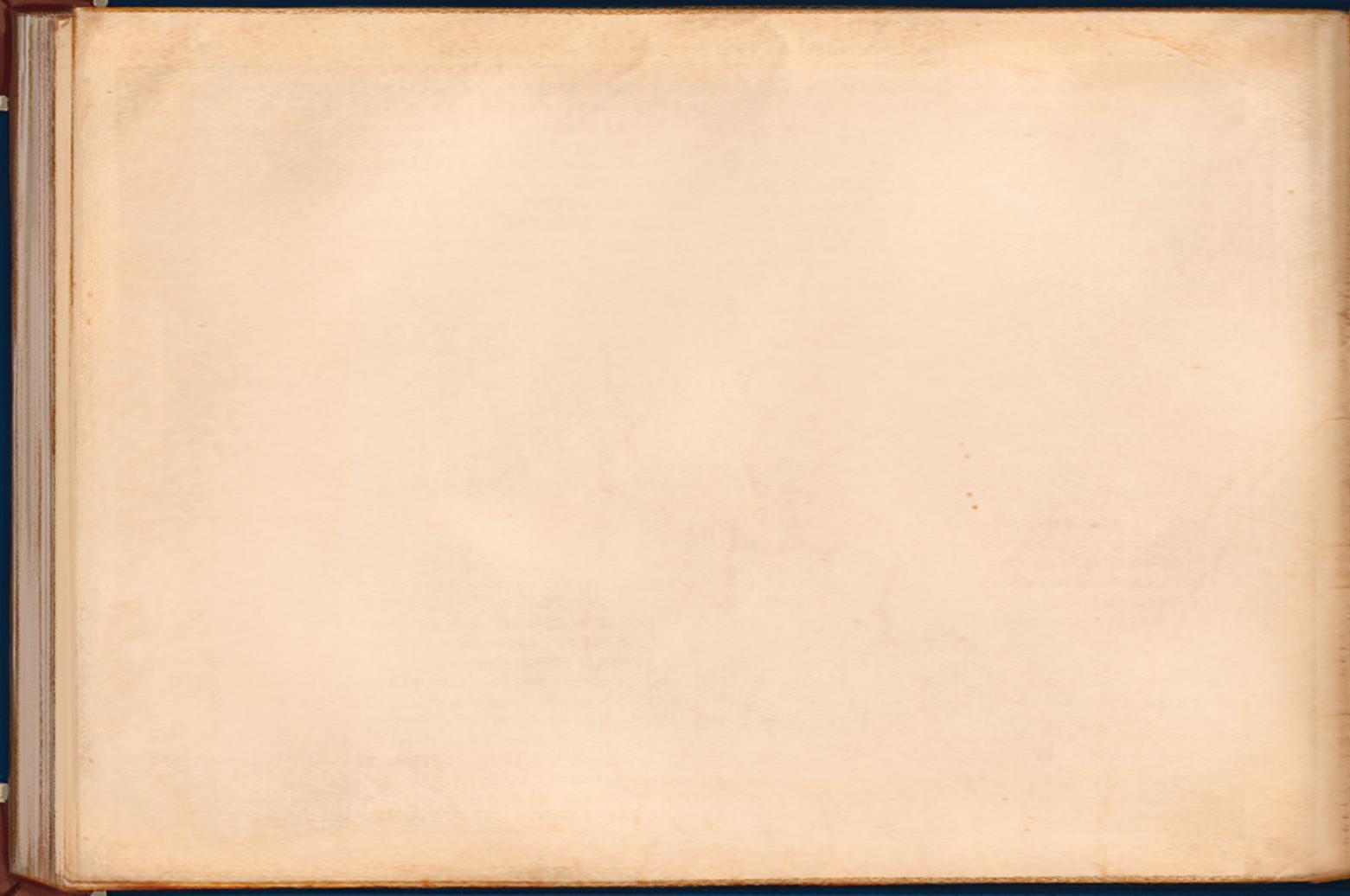


LEADERS OF EUPHORIA

CHOOSE A BETTER OPPRESSOR
RULE BOOK







4-8 PLAYERS

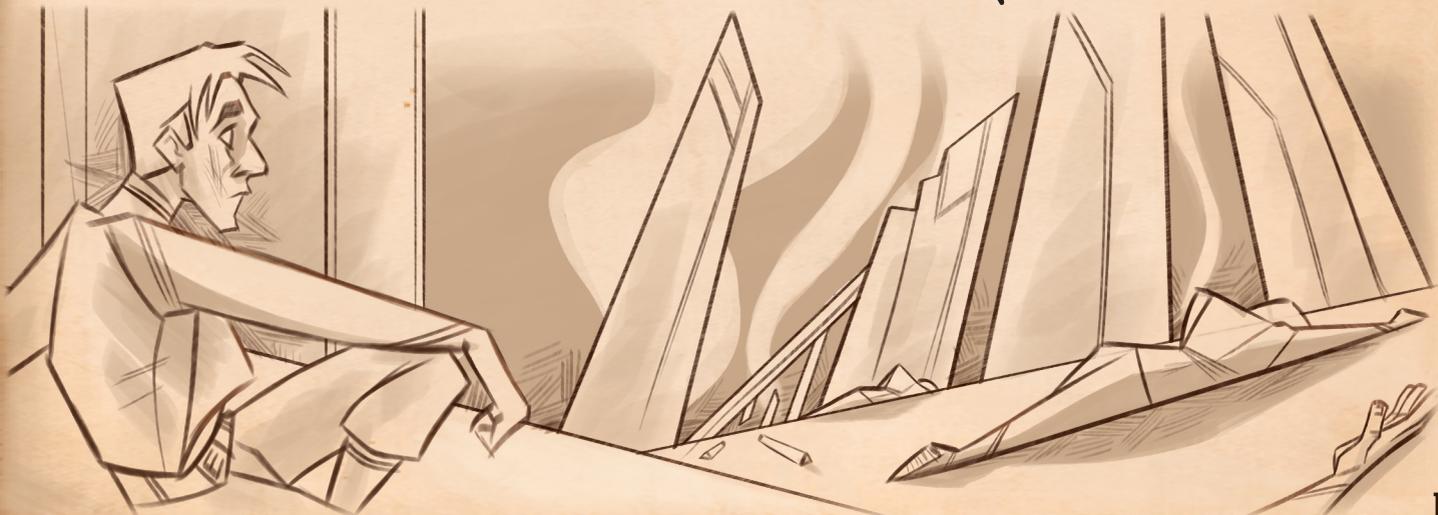


15-30 MINUTES



AGES 12+

*Watch this quick video to
learn how to play without
reading all the rules!*



STORY You can't believe it. Only weeks ago, everything was normal. The microchips in everyone's brains made everything effortless. Since everyone was connected to Org, there was no need for such strenuous activities as memorization or verbal communication. But then, very suddenly, things changed.

You have survived the Incident along with 3 of your trusted recruits, but the city of Euphoria needs a leader to return it to its former greatness. The Euphorians are brainwashing survivors to convert them into loyal workers that will maintain their extravagant city. Meanwhile, the Subterrans are emerging from their tunnels to claim the city for themselves. In order to stay within the city's walls, you'll need to be loyal to the faction that your recruits support.

A new order emerges from the ashes of civilization. A leader must be crowned. Will you choose a better oppressor?

COMPONENTS



OBJECTIVE You will be secretly placed on the Subterranean team or the Euphorian team. Your team will win if the opposing Leader is exposed and shot. If you do not have a Leader Recruit and are shot, you become a Wastelander and will win if you shoot either exposed Leader.

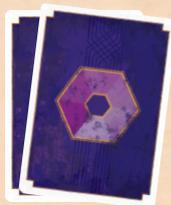


1. Some Recruits have a number on them to indicate whether they will be used in the game. Before setting up, remove any that have a number greater than the number of players in the game. If you are playing with fewer than 7 players, remove 1 Ray Gun from the game. If you are playing with fewer than 5 players, remove a second Ray Gun.

2. Place the two Leader Recruits from the Recruit deck in a separate, face-down pile. Shuffle the Recruit deck and add cards to the separate pile until the number of cards is equal to the number of players. Shuffle that pile, then deal one card from the pile to each player.



4. Deal two random Artifacts face-down to each player and place the rest of the Artifacts face-down in the center of the table near the Ray Guns.



3. Deal each player two more cards from the Recruit deck. If there is a Recruit card remaining, remove it from the game without revealing it.



5. Deal each player a Player Mat with the "Euphorian/Subterran" side face-up.

GOING FIRST: The player who has most recently been shot, in real life or in a game, goes first and takes the Interrogator token.



YOU ARE EUPHORIAN IF...

You are on the Euphorian team if the majority of your Recruits are Euphorians or if you have the Euphorian Leader (regardless of your other Recruits).



YOU ARE SUBTERRAN IF...

You are on the Subterran team if the majority of your Recruits are Subterrans or if you have the Subterran Leader (regardless of your other Recruits).



After viewing your Recruits, place them face-down on the table. You may place them in any order you choose, but this order cannot be changed once the Recruits have been placed on the table. You may view your own hidden Recruits at any time during the game.



You may discuss your Recruits and provide truthful or false information about which Recruits you have, but you may not show any hidden Recruit to another player.

Some events will cause Recruits to become revealed. “Hiding” a Recruit refers to turning it face-down, while “exposing” a Recruit refers to turning it face-up. Any face-down Recruit is considered “hidden,” while any face-up Recruit is considered “exposed.”



Hidden

Exposed

Hidden

ON YOUR TURN

YOUR TURN CONSISTS OF THE FOLLOWING FOUR PHASES:

1 ARTIFACT - YOU MAY DO 1 OF THESE:

DISCARD/DRAW

Discard all Artifacts in your hand (if any), then draw one Artifact from the deck.

GIVE

Give one of the Artifacts in your hand to another player.

2 TAKE ACTION - YOU MAY DO 1 OF THESE:

INTERROGATE

Take one hidden Recruit from any player, view that Recruit, and then place it back in its original location. You may not show the Recruit to any other player. **Fig. 1.**

USE ARTIFACT

Expose one of your hidden Recruits to use one of your Action Artifacts. **Fig. 1.** When the Artifact is resolved, place it on the bottom of the Artifact deck. **Fig. 2.** You cannot take this action if you have no hidden Recruits. (See *Artifact Rules*)

ARM

Expose one of your hidden Recruits **Fig. 1** to take a Ray Gun from the center of the table and stand it up in front of you. **Fig. 3.** You cannot take this action if there are no Ray Guns in the center of the table or if you have no hidden Recruits. (See *Ray Gun Rules*)

SHOOT

Shoot the player targeted by your Ray Gun. Drop your Ray Gun by placing it back in the center of the table. (See *Being Shot*)

HIDE

Hide one exposed Follower Recruit belonging to any player. Shoot the player targeted by your Ray Gun. Drop your Ray Gun by placing it back in the center of the table. (See *Being Shot*)

3 TARGET

If you are holding a Ray Gun after your action is resolved, you must target a player other than yourself by pointing the Ray Gun at them.

4 END TURN

Play proceeds clockwise. Pass the Interrogator marker to the player on your left.



Fig. 1.



Fig. 2.



Fig. 3.



ARTIFACT RULES

- *Action* Artifacts may only be used on your turn and count as your action for the turn. *Reaction* Artifacts are used in response to another player's action. Each *Reaction* Artifact specifies when it may be used in its text.
- If you draw a *Reaction* Artifact as a result of being shot, you may not use that Artifact in reaction to that shot.
- You must always expose one of your hidden Recruits to use an Artifact. This applies to both *Action* and *Reaction* Artifacts.
- When you use an Artifact or if any card requires you to discard an Artifact, place it on the bottom of the deck.
- There is no hand limit for Artifacts.
- Anytime an Artifact causes Recruits to be exchanged, all exposed Recruits remain exposed and all hidden Recruits remain hidden.



RAY GUN RULES

- You may only hold one Ray Gun at a time.
- You may not use an Artifact if it would result in a player holding more than one Ray Gun.
- Any time you get a Ray Gun, you must immediately target a player with it.
- You may only change who you are targeting during the Target phase at the end of your turn.
- You may never target yourself with a Ray Gun you are holding.
- Any time a Ray Gun is dropped, lay it in the center of the table.
- When you target someone, you must announce the name of the player. You must also stand the Ray Gun up on the table pointing toward the player you are targeting.

BEING SHOT

If you are shot while you have an *exposed* Leader Recruit, the game ends immediately (See *Winning the Game*).

Otherwise, do the following:

1. Draw an Artifact.
2. Drop any Ray Gun you are holding.
3. Expose all of your Recruits so everyone can see them. **Fig. 3**
4. Hide all of your Follower Recruits. Exposed Leader Recruits stay exposed. **Fig 4.**

If you do **NOT** have a Leader Recruit, you become a Wastelander. If you already were a Wastelander, you are still a Wastelander. Flip your Player Mat to the Wastelander side if it isn't already there. (See *Being a Wastelander*)

BEING A WASTELANDER

Regardless of your Recruits, as a Wastelander you are on neither the Subterranean nor the Euphorian team. You are only on the Wastelander team.

If you are given a Leader Recruit while you are a Wastelander, you immediately win.



Fig. 3



Fig. 4



WINNING THE GAME

The game can end in 3 ways:

- A player with an exposed Leader Recruit is shot.

If a Wastelander shot them, the Wastelander team wins.

Otherwise, if the Subterranean Leader is shot, the Euphorian team wins and if the Euphorian Leader is shot, the Subterranean team wins.

- A Wastelander is given a Leader Recruit through an Artifact effect. That Wastelander wins alone.
- A player has both the Euphorian Leader and the Subterranean Leader, regardless of whether they are hidden or exposed. That player wins alone.

When the game ends, expose any hidden recruits and see who wins and will lead Euphoria into the future.



CREDITS

GAME DESIGN: Brian Henk and Clayton Skancke **ILLUSTRATION:** Jacqui Davis

GAME DEVELOPMENT: Jamey Stegmaier **GRAPHIC DESIGN:** Adrienne Ezell **3D MODELING:** Kris Hammes

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