

♠ Makiavelia ♠

Wealth, power, and mustache.



3 - 8
players



12 +
years old



60
min

STARTER'S GUIDE

other
games



Are you ready to rule?

The Empire is falling! Your opportunity to rise to power is now or never. But do you have what it takes to rule? You will need to excel at strategy, diplomacy, and show merciless cunning when necessary. Forge new regimes, lead your armies into battle and amass wealth. But watch out! Your own allies are also power hungry and may just as well be your enemies!

Makiavelia is a diplomatic strategy card game for 3 to 8 players, in which you will play one of 8 leaders and will need to collaborate to rise to power and amass your wealth. However, you cannot trust anyone, and you will need to spend your cards wisely to ensure your victory.

This booklet is a **starter's guide** and will help you understand the basic rules. For advanced and detailed rules, you can consult the **rulebook**.

Components



108 playing cards



10 Power tokens



1 First Player token



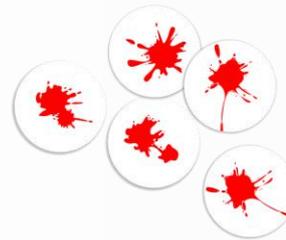
1 treasury bag



72 Makielon tokens
(12 x 1, 24 x 2, 24 x 3, 12 x 4)



8 battle dice



36 wound tokens

Setup

1. Give each player a random **Power** token.
2. Give the youngest player the **First Player** token.
3. Place all **coins** aside in the **Treasury** bag.
4. Set aside all **wound** tokens.
5. Give each player **4 random cards** face down (called their **Reserve**).
6. Randomly build the **Market** deck, by placing as many cards in the middle of the play area face down, as indicated in the table below:

Number of players	Market Size
3	36
4	44
5	45
6	54
7	56
8	64

Objective of the Game

At the end of the last round, the player with the highest **Makielon coin value** wins the game.

Game Overview

The game is **played in rounds** and **ends after** the round during which **the Market is empty**.

Each round is played in **2 phases**:

Action Phase:

Starting from the player with the First Player token, take turns **clockwise**. On your turn, **choose 2 out of 3 possible actions** played in any order.

Negotiation Phase:

Simultaneously, resolve damage, and **form regimes**. The player or regime with the **highest power** earns the **Makielons** of the round.



Action Phase

Each player **takes 1 turn clockwise** starting from the player with the First Player token. On your turn, **choose 2 basic actions** out of 3 possibilities.

- **Draw** a card
- **Play** a card
- **Attack** a player

You **may not repeat the same basic action twice** during the same turn, though you **may play less than 2 basic actions**.

Some cards (*Poison*) may reduce the number of basic actions you are allowed to play on your turn.

Other cards will allow you to play **additional actions** on your turn, as described on the card. These special actions may include drawing a card (*Library*), play a card (*Factory*) or attack (*General*). In such case, they are played **in addition to your basic actions**.

Basic actions and additional actions may be **played in any order** the player prefers. To make your turn easier to follow



for other players: announce which type of action you are playing.

Once each player has taken a turn, continue to the Negotiation phase.

Draw a Card

When drawing from the Market, always **draw the top card** and keep it in your hand. All cards in your hand are called your **Reserve**. There is no limit to the size of your Reserve. To keep the game more exciting: keep your Reserve away from the sight of other players.

Always keep the Market **shuffled**: if the effect of a card allows you to browse and choose a card from the Market, such as *Bribery*, re-shuffle the Market after resolving the effect of that card.

If you draw the last card from the Market, then this round is the last, after which the game ends.



Play a Card

You play a card from your Reserve by placing it **face up** in front of yourself and **announce** its name and effect. You then **resolve its effect immediately** before any other card is played.

Together, all cards you played in front of you make up your **City**. When the effect of one of your cards is exhausted, or when it is destroyed during Damage Resolution, you **bury** it face down in a designated area of your City, called the **Cemetery**. Cards in your Cemetery no longer have an effect. At times, you may also have to **discard** a card directly from your Reserve to your Cemetery.

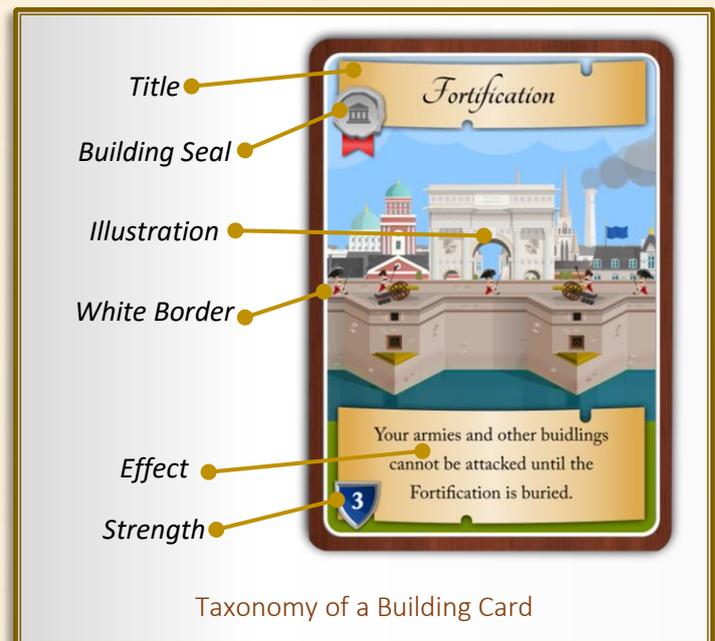


There are 3 types of cards, each with different functions and effects, and which may be recognized by their seal and border color:

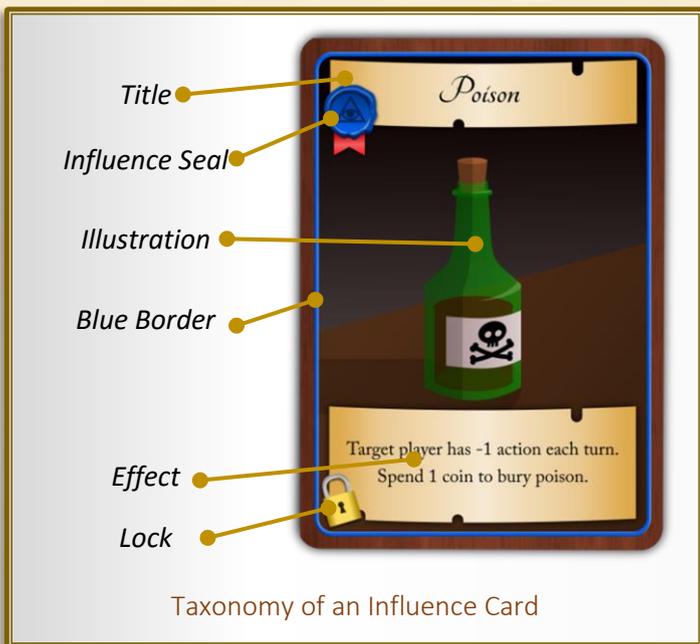
Army Cards (red) stay in play until they are destroyed or until the game ends. Armies have a firepower and strength value. They are used to attack other players and to increase your power.



Building Cards (white) stay in play until they are destroyed or until the game ends. Buildings have a strength, which increases your power, but do not have firepower.



Influence Cards (blue) are buried right after their effect has been resolved—unless there is lock icon at the bottom left of the card, in which case they are buried immediately after the condition described on the card is met. Influence cards have neither firepower nor strength.



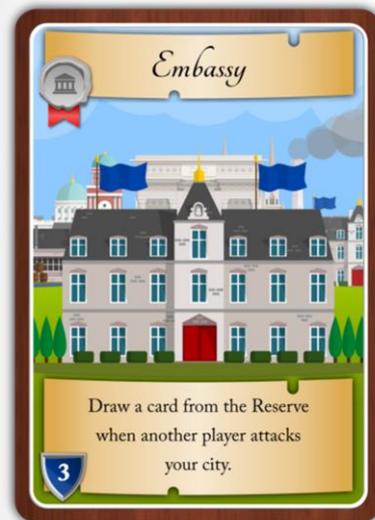
If you play an influence card with a **lock** icon on the bottom left corner, then this card will **remain in play** and take effect, until it is buried. The required condition to bury the that card is described on the card's text.

Always resolve the effect of a card immediately after you played it. However, some cards may have a delayed effect which require you to **activate** it once or several time. Other cards require you to wait for its effect to be **triggered** by other events in the game. Finally, some cards will **modify** some conditions in the game. In each case, the text of the card should provide you with the necessary instructions.

If the card mentions “target”, then its effect requires you to **name a player** or **a card** to be the target of that effect, after which you place the card in the City of the target player or on the targeted card, until it is resolved and buried.



Traitor's effect is resolved only after you activate it, in which case it will cancel a card being played before its effect is resolved.

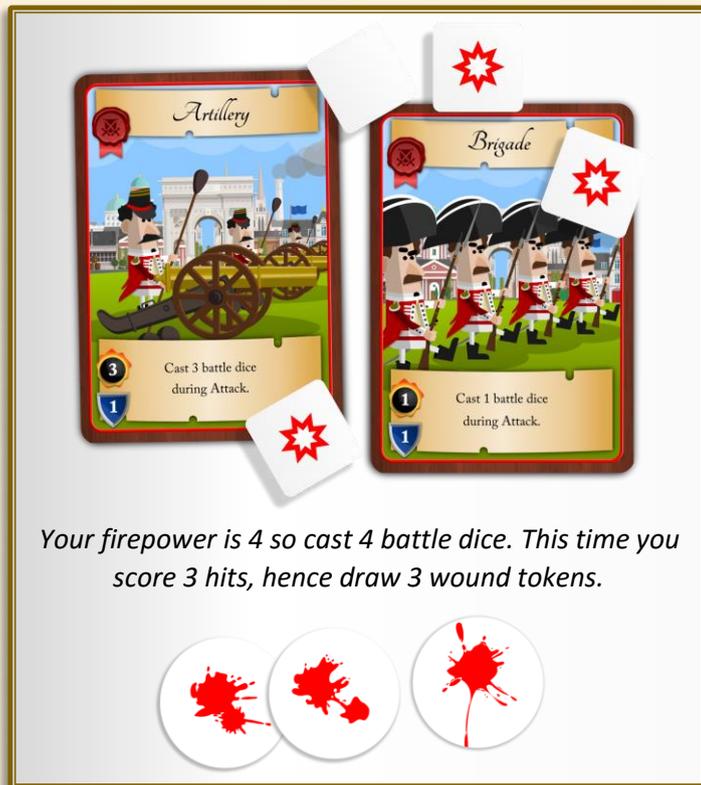


Embassy's effect is triggered every time a player attacks you, in which case you draw a card.

Attack

You may attack **only one player at a time**. Attacking a player means an attack on his armies or buildings. To attack, follow these steps:

1. **Announce the player** you are attacking (you may not attack yourself).
2. **Count the total firepower** of all your armies in your City and apply modifiers from other cards in play if applicable.
3. **Cast as many battle dice** as your total firepower and count your hit score (red stars).
4. **Pick up a number of wounds** equal to hit score you cast, from the wound token stack.
5. **Inflict wounds** on the buildings and armies of your choice in that target player's city, by placing wound tokens on the targeted cards.
6. **Return unused wounds** to the wound stack.



The effect of wounds will only resolve at the end of the round, during the Negotiation Phase. Until then, **the effect of damaged cards persists**.



The *Strategist* army card will allow you to attack multiple players during a single attack, by distributing wounds across the target players' cities.

Negotiation Phase

Play simultaneously with all other players and follow the steps below:

Damage Resolution

Bury all buildings and armies, which received a number of wounds **equal or superior to their strength**.

If you own a *Hospital*, **before** resolving damage, you may remove wounds from one army in play (even if you are not its owner).

If you own a *Memorial*, its strength will increase with the total number of armies in your cemetery, only **after** damage has been resolved.

Power Score

Your power score is the **sum of the strength of all your buildings and armies in play**. Count the full strength of cards, including those which received wounds and were not buried during Damage Resolution. Your power score may be modified by other cards, such as *Coup*, *Propaganda* or *Beggar*. Resolve their effect in the order they were played.



Regimes

You can **combine your power with the power of one or more players** by forming a Regime. Regimes last only during the current Negotiation phase, after which they are dissolved, and players play the next round independently again.

To form a regime and combine your power with one or more players, **put your Power tokens** together anywhere visible on the play area. Your Power tokens represents your power score and joining them this way is a **binding contract**.

Therefore, you must negotiate and agree on the number of coins you hope to receive in case of victory before combining Power tokens.



Victory

The goal of the Negotiation Phase is to identify the player(s) who will earn Makielons. The regime or single player with **the highest power score collects the Makielons**. The number of coins to be earned depends on the number players and is listed in the table below.

Number of players	Earning
3	3
4	3
5	4
6	5
7	6
8	6

The victor(s) draw Makielons **randomly** from the Treasury bag and place the coins with their **value face down** in their city, so other players may not see that value.

If the victors belong to a Regime, they must **each draw their share of the earning** randomly as agreed earlier during negotiations.

If two or more players or regimes tie with the highest power score, then no one receives any income this round.



End of Round

Bury all influence cards which resolved their effect by the end of the Negotiation phase. Then, pass the First Player token to the **next player on the right**. If the Market was emptied this round, you reached the end of the game.

End of Game

The last round of the game is the round during which the Market was emptied. After that, players reveal and add up the value of all the Makielons they possess. **The player with the highest Makielon value wins the game.**

Spending Makielons

At times you may require spending coins to satisfy the effect of some cards. You may choose a coin of whichever value you want to spend—unless the card says it should be a random coin.

Trading

During your turn, you may trade actions, cards, power and coins. However, you may not trade cards in play or in your Cemetery.

Here are possible scenarios:

Situation 1: You may use your *Hospital* to heal the army of a player in return for a coin of any value you negotiate with that player.

Situation 2: You may have a *Coup* card with too little power to make a difference. In that case, during your turn, you may sell that card to another player in return for coins.

Situation 3: You have been targeted with a poison card and you have no coins to spend to remove it. Another player may spend that coin on your behalf and you give that player a card.

Situation 4: You may attack player B, who could otherwise be your ally. You promise not to attack player B in return for his power token.

More Rules

If you wish to know more about the detailed rules of **Makiavelia**, you may take a look at www.makiavelia.com or simply scan the QR code herewith. You will find an extensive PDF rulebook and details about specific rules and examples for each card.



Words You Should Know

Below are words you will often see on cards with specific meanings:

Army: an army card (with red border).

Attack: 1 of 3 actions, aiming at casting battle dice to inflict wounds on other cards with the goal of burying them.

Building: a building card (white border).

Bury: placing a card from play to its owner's Cemetery.

Cemetery: a player's personal stack of used cards. These are face down and they no longer have any effect.

Discard: to put a card from one's hand (Reserve) directly into one's Cemetery.

Draw: to take the top card of the Market and place it in one's hand (Reserve).

Earn: to take a random coin from the Treasury.

Firepower: the number of battle dice an army card allows you to cast during an attack.

Influence: an influence card (blue border).

Power: the sum of the strength of your buildings and armies and other modifiers.

Market: the main deck of cards players draw new cards from.

Negotiation: the phase of the round during which players resolve damage and determine who will earn coins by comparing power scores.

Play: the action of placing a card from one's hand onto the play area to activate its effect. A card so played is said to be "in play".

Regime: a group of players combining power scores during a single negotiation.

Reserve: the hand of cards each player has.

Spend: to place a chosen coin from one's treasure into the treasury bag.

Strength: the number of wounds required to bury an army or building.

Target: a card or player to be chosen to be affected by the effect of a card.

Treasure: the totality of Makielon coins a player possesses.

Treasury: the bag from which players draw Makielon coins from.

Wound: a unite of damage represented by a wound token.

About the Author

Makiavelia was developed and designed by Benjamin Trias. Based in Bangkok, Benjamin is originally from France and has a background in design, political history, and systems management.

Contact

You may contact the publisher and author at benjamin@othergames.net, on www.makiavelia.com, or on our Facebook page <https://www.facebook.com/makiaveliagame/>.

Copyright

© 2018-2019 Benjamin Trias, branded as Othergames Publishing. No part of this product may be reproduced without specific permission. Makiavelia is a trademark of Othergames Publishing. Game concepts, rules and graphic art by Benjamin Trias.



3 - 8
players



12 +
years old



60
min

other
games