



PATRIOT

R U L E B O O K

B A S E G A M E



INTRODUCTION

PATRIOT IS A FAST PACED GAME OF STRATEGY AND SOCIAL DECEPTION. YOUR MISSION IS TO SUCCEED IN COMPLETING THE OBJECTIVE OF YOUR SECRET ALLEGIANCE, WHICH IS TO SAVE, OR ASSASSINATE THE PRESIDENT. DO THIS IN SECRET, ALL WHILE TRYING TO SAVE (OR SABOTAGE) A CITY ON THE BRINK OF CIVIL WAR.

FLOW OF PLAY

PATRIOT TAKES PLACE OVER 5 ROUNDS, OR UNTIL PLAYERS WIN OR LOSE THE GAME. EACH ROUND CONTAINS SETUP ACTIONS. AFTER THE ROUND IS SET UP, EACH PLAYER TAKES TURNS THAT ARE SPLIT INTO THREE PHASES: **GATHER, ACT, AND ENCOUNTER.**

ONCE YOU PLAY THROUGH THESE PHASES IN ORDER, YOUR TURN ENDS, AND THE PLAYER TO YOUR LEFT BEGINS THEIR TURN. WHEN EACH PLAYER HAS TAKEN A TURN, THE ROUND ENDS AND A NEW ONE BEGINS.

PREFER TO UNDERSTAND THE RULES IN VIDEO FORMAT?

THE DICE TOWER MADE A GREAT VIDEO EXPLAINING THE RULES OF PATRIOT. WE HIGHLY RECOMMEND WATCHING THIS SHORT VIDEO IF YOU PREFER TO LEARN THIS WAY. [LINK TO THE VIDEO ON THE BACK PAGE.](#)

"Ladies and Gentlemen, I have asked each of you in this room for a purpose. It is with grave urgency, and top secrecy that I request your time, your assistance, and your loyalty. I ask that you save our nation, and in turn save my life..."

- The President

On the brink of civil war, The President has been given seven letters from an assassin, each marked with a day. It has been made clear that if the President does not meet each of the assassin's demands, there will be dire consequences resulting in the death of The President.

Seven letters. Seven threats. Seven days to die.

WHAT'S THE BEST WAY TO READ THIS RULEBOOK?

THE PATRIOT RULEBOOK IS SPLIT UP INTO SECTIONS: SETUP, TURN & ROUND ACTIONS, AND FINALLY GAME/TILE/PLAYER CONCEPTS.

WE RECOMMEND MAKING SURE ALL PLAYERS SET UP THE GAME CORRECTLY AS DESCRIBED ON PAGE 5, AND THEN READING TURN AND ROUND CONCEPTS AS A GROUP. AT LEAST 1 PERSON IN THE GROUP SHOULD READ THE CONCEPTS BETWEEN PAGES 7 TO 21 BEFORE STARTING THE GAME. BY ROUND 2, WE GUARANTEE YOU'LL BE EXPERTS.

AFTER YOU READ THROUGH THE CONCEPTS (PAGES 7 TO 21), START THE GAME AND REFER TO THE TILE GLOSSARY (P. 23), YOUR PLAYER CHEAT SHEETS AND THIS RULE BOOK IF YOU WOULD LIKE TO DIVE INTO A SUBJECT MORE DEEPLY. IF YOU'D LIKE A STEP-BY-STEP FIRST ROUND, REFER TO THE 'FIRST ROUND WALKTHROUGH' ON PAGE 27.

QUICKSTART ALTERNATIVE



PLAYERS THAT WISH TO START THE GAME QUICKLY MAY LOOK OUT FOR THE BLUE 'QUICK START' SYMBOL (ABOVE) APPEARING WITHIN SOME RULEBOOK PAGES. THIS SYMBOL REPRESENTS THAT THE BASIC CONCEPT HAS BEEN EXPLAINED, AND PLAYERS WISHING TO START THE GAME QUICKLY MAY MOVE ON TO THE NEXT RULEBOOK TOPIC UNTIL SUCH TIME THAT THE CONCEPT HAS BEEN ENCOUNTERED DURING ACTUAL GAMEPLAY.

USING QUICKSTART WILL ALLOW PLAYERS TO START THE GAME EARLY, HOWEVER IT IS RECOMMENDED THAT PLAYERS UNDERSTAND ALL GAME CONCEPTS AS SOON AS POSSIBLE TO REDUCE CONFUSION AND STREAMLINE GAMEPLAY.

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MINIATURES

15X TROOPS

15X RIOTERS



15X LETTERS



| DEMANDS | FAIL EFFECT |
|----------------------|------------------------|
| 1X FINANCE INFLUENCE | 1X THREAT IS INCREASED |
| 1X MARK INFLUENCE | 1X THREAT IS INCREASED |
| 1X SCIENCE INFLUENCE | 1X THREAT IS INCREASED |

GAME COMPONENTS

SURVEILLANCE CENTRE

DOUBLE SIDED BOARD

LABORATORY



CARDS

72X BRIEF CARDS

17X ALLEGIANCE CARDS

30X SCIENTIFIC DISCOVERY CARDS



TREASURY

WAR ROOM

168X INFLUENCE CARDS

9X RIOT CARDS

FIDDLY BITS

6X AP TRACKERS

LOTS OF ABILITY TRACKERS



14X CHARACTER CARDS

14X STANDEES

22X BEACON CARDS

LOADS OF COINS

D4 & D8 DIE



HEAPS OF SCIENCE MARKERS

CIVIL UNREST, TAXES & THREAT TRACKERS



1-2 & 3-6 PLAYER CHEAT SHEET

| TREASURY | SURVEILLANCE CENTRE | RESEARCH LABORATORY | WAR ROOM |
|---|---|---|---|
| PICK UP INFLUENCE 1. Pick up extra Influence cards. 2. Buy extra from the Treasury for Action Points (AP) and Civil Unrest. 3. Generate passive income for the board. 4. View Brief Cards before the vote has started. Note: All money generated is shared between the group. Decisions on how to spend money are made by consensus, or players may unilaterally vote to go with the majority decision. | PICK UP INFLUENCE 1. Pick up extra Influence cards. 2. Buy extra from the Treasury for Action Points (AP) and Civil Unrest. 3. Generate passive income for the board. 4. View Brief Cards before the vote has started. Note: All money generated is shared between the group. Decisions on how to spend money are made by consensus, or players may unilaterally vote to go with the majority decision. | PICK UP INFLUENCE 1. Pick up extra Influence cards. 2. Buy extra from the Treasury for Action Points (AP) and Civil Unrest. 3. Generate passive income for the board. 4. View Brief Cards before the vote has started. Note: All money generated is shared between the group. Decisions on how to spend money are made by consensus, or players may unilaterally vote to go with the majority decision. | PICK UP INFLUENCE 1. Pick up extra Influence cards. 2. Buy extra from the Treasury for Action Points (AP) and Civil Unrest. 3. Generate passive income for the board. 4. View Brief Cards before the vote has started. Note: All money generated is shared between the group. Decisions on how to spend money are made by consensus, or players may unilaterally vote to go with the majority decision. |
| ROLL FOR CIVIL UNREST 1. Roll for Civil Unrest. 2. Roll for Civil Unrest. 3. Roll for Civil Unrest. 4. Roll for Civil Unrest. | ROLL FOR CIVIL UNREST 1. Roll for Civil Unrest. 2. Roll for Civil Unrest. 3. Roll for Civil Unrest. 4. Roll for Civil Unrest. | ROLL FOR CIVIL UNREST 1. Roll for Civil Unrest. 2. Roll for Civil Unrest. 3. Roll for Civil Unrest. 4. Roll for Civil Unrest. | ROLL FOR CIVIL UNREST 1. Roll for Civil Unrest. 2. Roll for Civil Unrest. 3. Roll for Civil Unrest. 4. Roll for Civil Unrest. |

TURN ACTIONS

- Pick up Influence Cards from the Influence Card Pile.
- Act by using Action Points (AP): see tiles on the left of this cheat sheet.
- Draw a Brief Card from the Brief Card pile. Vote (if possible) with influence or cash, tally total Influence and work out if the Brief has passed or failed.
- Once all players have completed their turn, return to the meeting room and adjust turn order. You are now ready to resolve the letter and start the next round!

ROUND ACTIONS

All players have finished their turns. What happens next?

Determine whether you have passed the Letter Demand:

If the group has passed, move to the next round.
 If the group has failed, the Fall Consequence of the letter is triggered.

After this has been completed, start preparing for the next round:

- All players return to the meeting room, rotating play clockwise the player who went first in this round is now last.
- Resolve any actions from active plots.
- If there are active Beacons, flip them so they are face up.
- Gain taxes (if base taxes is above 0).
- Draw and read the next letter to the room.

CHARACTERS

THE PRESIDENT

STRANGE: 10
MILITARY: 10

AP: 2, 0, 1

CHARACTER: MARION MICHE

Each character starts the game with the Values the number shows (0=Maxim starts with 8 AP).

Influence cards. Pick these up at the start of every turn.

Your character's strengths & weaknesses. Each character has a once per game ability.

1-2 PLAYER SPECIFIC

GAME BOARD



RULEBOOK

CAMPAIGN POPOUTS (3X), MISSILE TOKENS A ROUND AND CAMPAIGN TRACKER

WIN CONDITION:
To win this game, you must pass round 3, resolve all riots & repair all spaces destroyed by the missile.

NEGATIVE EFFECT TRIGGER

Roll a D8 Die:

1 to 2: Place 4 missile tokens on any tiles on the board
 3: Place 1 missile token in the War Room
 4: Place 1 missile token in the Surveillance Centre
 5: Place 1 missile token in the Laboratory
 6: Place 1 missile token in the Treasury
 7 to 8: Nothing happens

SPECIAL ABILITY

DESTROY MISSILES

DEFENSE SPACE 4

COST: 4 AP, +3 CIVIL UNREST, 2 COINS

YOU WILL LOSE IF ANY OF THE FOLLOWING EVENTS OCCUR:

- Threat level reaches skull and bones.
- All tiles in one area contain missile tokens.
- You do not win by the end of round 6.

POSITIVE EFFECT TRIGGER

Roll a D8 Die:

1 to 3: Nothing happens
 4 to 6: Remove 1 missile token from any location
 7: Remove 2 missile tokens from any location
 8: Remove 4 missile tokens from any location



AIM OF THE GAME

In the 3 to 6 player game, each player is dealt a secret Allegiance Card outlining their mission – either to save or assassinate The President.

The 1 and 2 player games are considered 'campaign modes', and each win condition varies per playthrough. If you are playing a 1-2 player game, **stop** reading this rulebook now and refer to the instructions in the 1-2 player rulebook.

HOW DO I WIN? / GAME END

You win the game, and the game ends if you complete your allegiance card objective.

If your allegiance card says 'Kill The President':

The time has come to assassinate The President, Sabotage votes, accuse innocent against innocent, and ensure that all chaos breaks loose. This is your chance – do it for your nation!

With this allegiance, there are two ways to win the game:

1. Ensuring that Threat reaches level 6 (the skull & bones). Refer to page 11 for ways to do this.
2. Call an assassination vote against the President and ensure it passes the assassination check.

Warning: This is a very direct way to attempt to kill the president, and by doing this you have essentially told the room where your allegiance lies.

If your allegiance card says 'Save The President':

If you have received this allegiance card, it is your duty to save The President at all costs.

With this allegiance, there are two ways to win the game with this card:

1. Assassinate all players with a 'Kill the President' allegiance card.
2. Finish all 5 rounds by not allowing the Threat level to reach the skull and bones (6).

If your allegiance card says 'Save The President: Secondary Mission':

Players with this card must save The President, but save the nation first. Secondary missions can range in task, but will require players to achieve secondary goals (like raising base taxes).

To win with this allegiance, you must meet your secondary objective while also meeting the 'save the president' win condition (above).

HOW MANY ALLEGIANCE CARDS ARE PROVIDED TO EACH PLAYER?

**Please note: This is an excerpt from page 14 - please reference page 14 for more detail on Allegiance Cards.

| Number of Players | Number of 'Save The President' Cards | Number of 'Save The President: Secondary Mission' Cards | Number of 'Kill The President' Cards | Extra Allegiance Card Dealt if the Director of the N.S.A. is playing | Extra Allegiance Cards Dealt on Round 3 |
|-------------------|--------------------------------------|---|--------------------------------------|--|---|
| 3* | 1 | 1 | 1 | +1 'Save the President - Secondary Mission' Cards | +3 'Save The President - Secondary Mission' |
| 4** | 2 | 3 | 3 | +1 'Save the President - Secondary Mission' Cards | Deal out the remaining Allegiance Cards from the deck created. |
| 5 | 3 | 1 | 1 | +1 'Save the President - Secondary Mission' Cards | +2 'Save The President - Secondary Mission' +1 'Save the President - Secondary Mission' +1 'Kill The President' Do not deal a second Allegiance Card to The President. |
| 6 | 3 | 1 | 2 | +1 'Save the President - Secondary Mission' Cards | +2 'Save The President - Secondary Mission' +2 'Save the President - Secondary Mission' +1 'Kill The President' Do not deal a second Allegiance Card to The President. |

* 3 Players: If playing with 3 players, ensure no Allegiance Cards with 4+ are played. Deal The President an Allegiance Card face down. The President may not look at the Allegiance Card.
 ** 4 Players: If playing with 4 players, shuffle all required Allegiance Cards into a pile. In game setup, deal out 3 to each player excluding the President. On round 3, deal out the remaining cards to all players excluding the President.

PATRIOT FACTBOOK OF: KARMONIA

POPULATION: 334,569,983
 GOVERNMENT TYPE: Presidential republic in name, although in fact considered a dictatorship
 ECONOMY - OVERVIEW: The Republic of Karmonia once boasted the most powerful economy in the world, but is now vastly overshadowed by rival nation Kamchat - namely due to various poor economical decisions, and the denial of scientific advancement through lack

HOW TO PLAY - GAME SETUP

SETTING UP THE BOARD - SEE EXAMPLE ON THE NEXT PAGE:

1. Shuffle all cards and set into their groups as follows:
 - i. Shuffle and place the Beacon Cards (p. 17) face down in the Beacon pile.
 - a. Draw 4 Beacons (p. 17) and place them face up on the 4 blank Beacon tiles.
 - ii. Shuffle and place the Scientific Discovery (p. 13) cards in the Scientific Discovery pile.
 - iii. Shuffle and place the Riot Deck (p.21) face down in the Riot Deck pile.
 - iv. Shuffle and place the Brief Card Deck (p. 20) (ensure you DO NOT include the Super Brief cards) face down in the brief card pile.
 - v. Shuffle and place each of the Influence Card (p. 15) types face down in their respective piles
 - vi. Put 10 of each Influence Card (p. 15) types into the Public Opinion (p. 19) deck and shuffle. Place the Public Opinion deck in the designated space to the right of the Influence Card piles.
 - vii. Separate each Letter (p. 19) by day into 5 piles. Shuffle each day and choose one letter at random from each pile. Put the days into a pile where day 5 is at the bottom and day 1 is at the top. Place the chosen letters in the middle of the board. Return unused Letters to the box.
2. Set the Threat (p. 11) level, Civil Unrest (p. 11) and Base Taxes (p. 11) at 0 by placing the provided popouts on the trackers.
3. Place all Coins (p. 19) on the outside edge of the game board near the Treasury.
4. Place all Science Markers (p. 13) on the outside edge of the game board.

SETTING UP CHARACTERS:

1. Each player rolls a D8 die – the highest roller is The President.
2. The player who becomes The President chooses one of the 3 Presidents from the Character pile and places their token on the 1st turn marker in the Meeting Room (p. 19).
 - i. Note: The President must choose Viktor Markov, Marion Mochi or Donovan Maelstrom.
3. Each player, starting from the left of The President, chooses a character and places their standee on the board on the next available turn space. Read the character strengths, weaknesses, and influence aloud to the room.
 - i. Each character has special abilities and weaknesses, and gets different influence cards.
4. Each player receives their top secret Allegiance Card (p. 13 - see table on left for quick guide).
 - i. Players must not share or communicate what their card says to other players.
5. The President places their Allegiance card under their character card without looking at it. All other players view their allegiance cards at the same time.
 - i. Feel free to leave the room, put on some loud music (check out our playlist!), or do something outrageous so as to not give your reaction away.
6. Each player receives Pre-Game Influence Cards:
 - i. In turn order, The President (the 1st player on round 1) receives 0 influence cards.
 - ii. Player 2 receives 1 influence card of their choice (from the options they are able to draw on their character cards), the 3rd player receives 2 Influence Cards of their choice (according to their character cards), and so on.
7. Flip over the Letter for Day 1 and read it out loud.
8. The President starts their turn.



SCAN TO LEARN THE GAME SETUP BY SHORT VIDEO TUTORIAL

Note to self: Decommis-Karmonian Intelligence Agency after next election

GAME SETUP EXAMPLE

Your game should look something like this before the first round starts



TURN ACTIONS

SO, THE BOARD IS SET UP AND IT'S THE FIRST PLAYERS TURN ON ROUND 1. WHAT HAPPENS NEXT?

EACH PLAYER, IN TURN ORDER, TAKES THE 3 ACTIONS BELOW (GATHER, ACT, AND ENCOUNTER) UNTIL ALL PLAYERS HAVE HAD A TURN.



SCAN TO LEARN TURN ACTIONS BY SHORT VIDEO TUTORIAL

SPECIAL TIP:

UNLESS THE GAME ENDS EARLY, THERE ARE 5 ROUNDS. A ROUND CONSISTS OF ALL PLAYERS TAKING A TURN, FOLLOWING THE THREE ACTIONS BELOW: GATHER, ACT, AND ENCOUNTER. ONCE THIS HAS BEEN DONE, THE ROUND HAS ENDED, AND THE FIRST PLAYER ROTATES PER THE BELOW INSTRUCTIONS.

1. GATHER: PICK UP INFLUENCE CARDS FROM THE INFLUENCE CARD PILE.

10

9

8

7

6

5

4

3

2

1

0

THE PRESIDENT

"I promise to deliver."

| STRENGTHS | WEAKNESSES |
|--|---|
| <ul style="list-style-type: none"> Delegate Talks: Once per game, Donovan can choose to prevent a riot from occurring (Civil Unrest resets to 0). Promises Kept: Once per game, Donovan can add 2 coins to the Treasury, and give each player 2 Science Markers. | <ul style="list-style-type: none"> Losing Vote: Each time Threat increases, Civil Unrest also increases. Democratic: Donovan cannot call an assassination vote. |

2

2

1

1

DONOVAN MAELSTROM

3 FINANCE INFLUENCE

3 FINANCE INFLUENCE

1 SPY INFLUENCE

1 SPY INFLUENCE

3 WAR INFLUENCE

1 SCIENCE INFLUENCE

Example: The President, 'Donovan', goes first at the start of round 1. Seen on the bottom right of his character card, Donovan picks up 2 Finance, 2 Spy, 1 Science & 1 War Influence cards. After picking up, he has 6 Finance Influence, 2 Spy Influence, 3 War Influence & 1 Science Influence.

2. ACT: ACT USING ACTION POINTS ON THE BELOW BOARD TILES BY MOVING YOUR CHARACTER ONTO THE TILE AND ANNOUNCING YOUR ACTION.

UNLESS OCCUPIED BY A RIOTER, PLAYERS MAY USE ANY TILE ON THE BOARD, INCLUDING THE ONE THEY, OR OTHER PLAYERS ARE CURRENTLY ON.

IMPORTANT! PLAYERS ACTION POINTS MAY ONLY BE USED IN THE ACT PHASE. AP DOES NOT ACCUMULATE, AND ANY AP NOT USED IS DISCARDED / RESET NEXT ROUND. FOR EXAMPLE, IF DONOVAN HAS 10 AP, AND HE USES 9 AP ON HIS TURN THROUGH VARIOUS TILE ACTIONS, THE EXTRA 1 AP IS NOT CARRIED OVER TO THE NEXT ROUND. ON HIS NEXT TURN, HE HAS 10 AP AGAIN.



7 THE TREASURY



SURVEILLANCE CENTRE



LABORATORY



WAR ROOM

THE TREASURY

PICK UP FINANCE INFLUENCE Defense Space 1

COST: 1 AP
MAX 2X PER TURN

GAIN COINS FROM BANK Defense Space 2

COST: 4 AP + 2 CIVIL UNREST.
PAYOUT: 2 COINS

COST: 7 AP + 4 CIVIL UNREST.
PAYOUT: 5 COINS

RAISE BASE TAXES Defense Space 3

COST: 6 AP + 4 CIVIL UNREST

BRIEFLY PREDICT THE FUTURE Defense Space 4

COST: 3 AP

DRAW 2 BRIEF CARDS. PLACE 1 UNDER THE BRIEF DECK, PLACE 1 ON TOP OF THE BRIEF DECK

DRAW 2 SCIENTIFIC DISCOVERY CARDS. DISCARD 1 & PLACE 1 ON TOP OF THE DECK

In the Treasury, players are able to:

1. Pick up Finance Influence Cards.
2. Acquire coins to be placed into the Treasury.
3. Raise the base tax level to acquire income at the start of each round.
4. Draw 2 Brief Cards and choose one to resolve at the end of the round.

SURVEILLANCE CENTRE

PICK UP SPY INFLUENCE Defense Space 1

COST: 1 AP
MAX 2X PER TURN

LAUNCH A BEACON Defense Space 2

COST: 4 AP + 4 COINS (REVEALED), OR 2 AP + 2 COINS (UNREVEALED)

LAUNCH A REVEALED BEACON, OR LAUNCH A BEACON FROM THE BEACON DRAW PILE

REPROGRAM BEACONS Defense Space 3

COST: 3 AP.

REPLACE ALL UNLAUNCHED BEACONS WITH BEACONS FROM THE DRAW PILE.

CALL ASSASSINATION VOTE Defense Space 4

COST: 7 AP

INFLUENCE TYPE REQUIRED:
INFLUENCE TOTAL REQUIRED:

THE PRESIDENT: 4 PER PLAYER
OTHER CHARACTERS: 2 PER PLAYER

USE BEACON

COST: 0 AP + COST LISTED ON BEACON

USE A LAUNCHED BEACON, ONCE PER ROUND PER BEACON

In the Surveillance Centre, players are able to:

1. Pick up Spy Influence Cards.
2. Launch, replace, or use Beacons, which act as extra game tiles.
3. Call a vote to assassinate vote on another player.

LABORATORY

PICK UP SCIENCE INFLUENCE Defense Space 1

COST: 1 AP
MAX 2X PER TURN

ROLL FOR CIVIL UNREST Defense Space 2

COST: 3 AP. ROLL A D8.

8-3 CIVIL UNREST
5-7 -2 CIVIL UNREST
2-4 +2 CIVIL UNREST
1 +3 CIVIL UNREST

SPEND 1 INFLUENCE CARD FOR EVERY 1 ADDED TO ROLL

COMMENCE SCIENCE PROJECT Defense Space 3

COST: 2 AP. ROLL A D8

7-8 +4 MARKERS
5-6 +2 MARKERS
2-4 NOTHING HAPPENS
1 -2 MARKERS

SPEND 2 SCIENCE INFLUENCE FOR EVERY 1 ADDED TO ROLL

MAKE A SCIENTIFIC DISCOVERY Defense Space 4

COST: 4 MARKERS

DRAW 2 SCIENTIFIC DISCOVERIES. IF NO REJECTS EXIST, DISCARD 1 & CHOOSE 1 TO RESOLVE

In the Laboratory, players are able to:

1. Pick up Science Influence Cards.
2. Reduce Civil Unrest.
3. Gain Science Markers.
4. Obtain Scientific Discovery Cards, providing in game advantages.

WAR ROOM

PICK UP WAR INFLUENCE Defense Space 1

COST: 1 AP
MAX 2X PER TURN

DEPLOY TROOPS Defense Space 2

COST: 4, 6, OR 8 AP

DEPLOY 2, 3, OR 4 TROOPS

MOVE DEPLOYED TROOPS Defense Space 3

COST: 1 AP

ROLL TO EXECUTE A RIOTER

COST: 3 AP. ROLL A D8.

7-8 MAY EXECUTE 2 RIOTERS
2-6 MAY EXECUTE 1 RIOTER
1 LOSE 1 TROOP (IF NO TROOPS, ADD 1 RIOTER)

SPEND 2 INFLUENCE CARDS TO REROLL

In the War Room, players are able to:

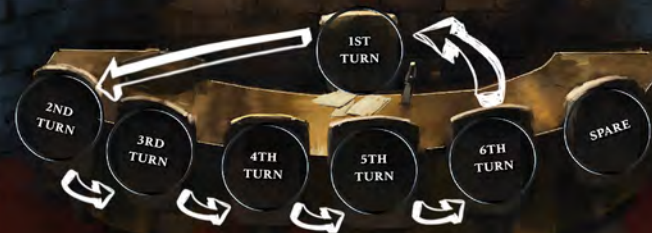
1. Pick up War Influence Cards.
2. Deploy Troops to defend Tiles.
3. Move Troops in order to maximise defense in one area.
4. Roll to execute rioters that are on the board, with the ability to reroll by spending Influence Cards.

3. ENCOUNTER: DRAW A BRIEF CARD FROM THE BRIEF CARD PILE. THE GROUP MAY VOTE WITH INFLUENCE CARDS (IF REQUIRED) BY ADDING AS MANY OR FEW INFLUENCE CARDS AS THEY WOULD LIKE. ADD PUBLIC OPINION, SHUFFLE AND TALLY TOTAL INFLUENCE TO WORK OUT IF THE BRIEF CARD HAS PASSED OR FAILED.



Example: If a total of less than 8 Finance Influence is supplied into the Brief Card vote, all coins will be lost from The Treasury. Luckily, Donovan and the group obtained 10 Influence in Finance, so nothing happens this turn.

AT THE END OF THE LAST PLAYERS TURN, RETURN TO THE MEETING ROOM AND ADJUST TURN ORDER ANTICLOCKWISE BEFORE STARTING ROUND ACTIONS. PLAYERS ARE NOW READY TO RESOLVE THE LETTER AND START THE NEXT ROUND!



Please note: There is an in-depth tile glossary on page 22 which contains more information about each tile.

ROUND ACTIONS

SO, ALL PLAYERS HAVE COMPLETED THEIR TURN ON ROUND 1. WHAT HAPPENS NEXT?



SCAN TO LEARN ROUND ACTIONS BY SHORT VIDEO TUTORIAL

1. DETERMINE WHETHER THE GROUP PASSED THE LETTER DEMAND

GROUP PASSED THE LETTER DEMAND

GROUP FAILED THE LETTER DEMAND

NOTHING HAPPENS

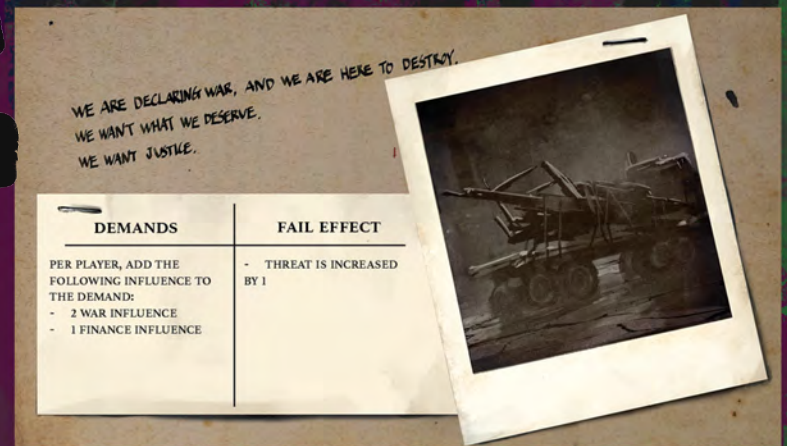
FAIL EFFECT IS TRIGGERED

COMMENCE THE NEXT ROUND. IF THIS WAS THE 5TH ROUND, THE GAME ENDS. REFER TO PAGE 5 TO SEE IF YOUR ALLEGIANCE WINS.

2. RESOLVE ANY RIOTS THAT ARE IN PLAY.

RIOTS OCCUR WHEN CIVIL UNREST REACHES 6. WHEN A RIOT OCCURS, A RIOTER IS PLACED ON THE BOARD TO A DEFENSE SPACE, AS DEMANDED BY A RIOT CARD. RIOTS ARE IN PLAY AND RETRIGGER EACH ROUND UNTIL ALL RIOTERS ARE EXECUTED.

Example (right): In a 3 player game, players must add 2 rioters to each defense space on the board. This will add a number of negative effects to the game until the rioters have been executed. Ouch!



| DEMANDS | FAIL EFFECT |
|--|----------------------------|
| PER PLAYER, ADD THE FOLLOWING INFLUENCE TO THE DEMAND: - 2 WAR INFLUENCE - 1 FINANCE INFLUENCE | - THREAT IS INCREASED BY 1 |

Example (above): After the last turn has been completed in a 4 player game, players picked up, shuffled and counted all of the face down influence on top of the letter. They had 3 Spy, 8 War, and 2 Finance Influence. They needed 8 War and 4 Finance Influence, which means that they failed the demand and the Fail effect Triggers. Oh no!



REMINDER: MOVING TROOPS DOES NOT EXECUTE RIOTERS. YOU ARE UNABLE TO MOVE A TROOP TO A DEFENCE SPACE THAT CONTAINS A RIOTER.

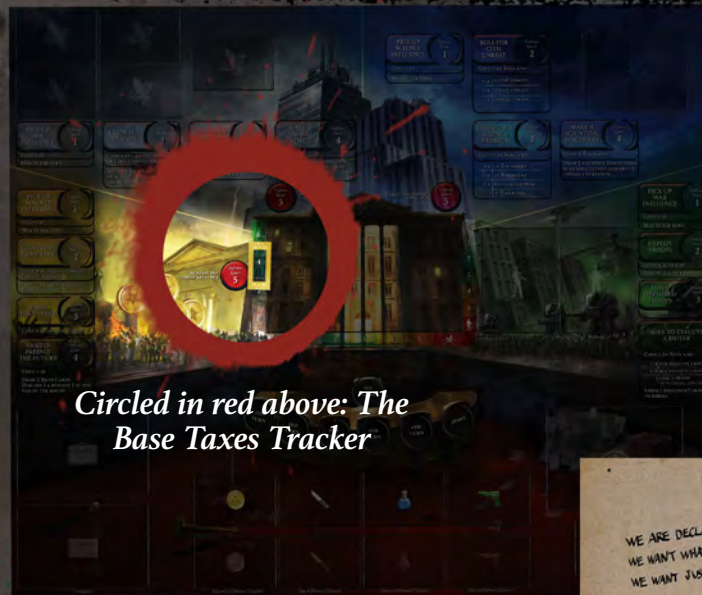
3. ENSURE ALL PURCHASED BEACONS ARE SET TO 'LAUNCHED'
 BEACONS ADD IN-GAME ADVANTAGES TO ALL PLAYERS, BUT THEY ARE NOT CHEAP TO DEPLOY, AND THEY MAY ONLY BE USED ONCE PER ROUND. WHEN BEACONS ARE LAUNCHED, PLACE A COIN ON THE 'LAUNCHED' CIRCLE. WHEN THEY ARE USED, SLIDE IT TO THE 'USED' SYMBOL. AT THE START OF EACH ROUND, SLIDE THE USED BEACONS BACK TO 'LAUNCHED'



Example (above): the top left Beacon has been used. Move the coin from the top right hand side onto the circle that says 'launched'. Now the Beacon has been reset.

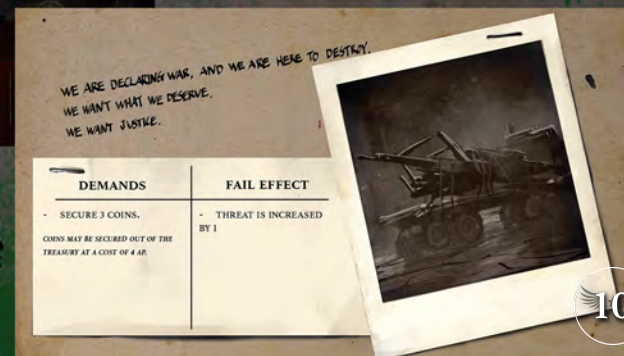
4. GAIN TAXES

IF THE BASE TAXES TRACKER IS ABOVE '0', PLACE COINS INTO THE TREASURY.



Circled in red above: The Base Taxes Tracker

Example (below): 3 coins must be secured to the letter. Coins may be added to the letter for 4AP. If 3 coins are not added to the Letter by round end, Threat increases by 1.



5. FLIP THE NEXT LETTER ON THE LETTER PILE AND READ IT ALOUD.

Example (right): the base taxes tracker is set to 4. Therefore, 4 coins are placed into the Treasury at the start of the round.

GAME CONCEPTS

This section covers three concepts:

1. **Tracker concepts:** Explains the 'Threat Level', 'Base Taxes' and 'Civil Unrest' trackers surrounding the Letter Pile.
2. **Player concepts:** Explains all aspects of the game that are player specific, for example character cards and Actions Points (AP)
3. **Tile concepts:** Explains the concepts of the game in Karmonia, for example how Brief Cards work.

Please view the glossary page (page 22) for a detailed description of each tile and how they work.

TRACKER CONCEPTS

Base Taxes

When base taxes are raised, the group passively gains coins from the bank into The Treasury at the start of each round.

Base taxes always start at 0 and can be increased to a maximum of 6.

There are 3 ways to raise base taxes:

1. Activating The 'Raise Base Taxes' tile in The Treasury;
2. Some Beacons give players a chance to raise base taxes.
3. Some Brief Cards offer players an opportunity to raise base taxes.

Raising base taxes through The Treasury is the most expensive way to increase passive income at a cost of 6 AP & 4 Civil Unrest.

Players must make sure Civil Unrest is monitored to ensure a Riot is not Incited!



Threat Level

The Threat Level tracker is found below the Letter Pile on the game board.

The main function of Threat is to actively track how much danger The President faces at any given time. Threat starts at 0 - if it reaches 6 (signified by the skull and bones), The President is assassinated and the game ends.

There are numerous ways that Threat can increase:

1. Letter Demand consequences;
2. Brief Card, or Super Brief Card failure effects;
3. Riots, specifically:
 - i. The first time a rioter is deployed onto the board from an active Riot Card, Threat Level is increased by 1.
 - ii. If a Rioter deploys to Defence Space 5, Threat Level is increased by 1.
4. Occasionally, players will be given an opportunity to decrease Threat through Brief Cards.



All players (bar the assassin) must try to prevent Threat from rising at all costs.

Note: Threat does not increase if The President is assassinated by a player activating the 'Call an Assassination Vote' Tile. If this happens, the game ends and the assassin/s are the victors.

Civil Unrest

Civil Unrest is raised through Brief Cards, Raising taxes, and random in game events. When Civil Unrest reaches 6 (represented by the rioter symbol) a riot will commence. Immediately do the following:

1. Pick up a riot card and follow its instructions
2. Reset the Civil Unrest tracker to 1.

PLAYER CONCEPTS

CHARACTERS

Character Card Overview & AP

In addition to character strengths & weaknesses (in game powers), there are a number of things which the character card helps with through the game.

The left hand side of the Character Card contains 10 circles defining the base AP (blue) of each character, and the variable AP of each Character (red). For example, Marion starts at 8 AP, but can gain up to 10 AP.

Seen below, the game comes with a green punchout to help keep track of character AP status. Donovan, below, currently has 8 AP to use.

Character Card Influence

The bottom right of the Character Card defines how many Influence Cards each character will pick up at the start of each turn (Gather phase).

Unless clearly stated on the Character Card, in the 3-6 player game the card limit for all players is 8 Influence Cards by the end of the players turn.



Each character has a unique set of strengths and weaknesses. These can make or break a game! Refer to the appendix for a full list of characters and their abilities.

Once per game abilities may be used at any point during the game, regardless of player turn. They cannot reverse rolls, card effects, or things that have already happened.

Seen above, there are 'Ability Used' trackers to help players keep track of whether they have used their in game abilities, or not. Donovan, above, has used his once per game ability already.

ACTION POINTS

Action Points (AP) represent the amount of actions that each player can take per turn. Most tiles within the game cost AP to activate.

Each character starts with a base of 8 AP unless stated otherwise (E.G. Viktor Markov & Petr Crumb start with less AP).

AP is found on the left hand side of the character card, marked with 10 circles. Blue circles represent the character's base AP. Red circles represent AP that each character can gain from activities within the game.



Increasing Action Points

While most characters start the game with a base of 8 AP, AP can be increased by completing Scientific Discoveries.

Keeping Track of Action Points

There is an Action Point popout that comes with the game. Place the popout over the number of AP that the character currently holds.

Do players have to use all their AP in their turn?

No, players may use as much or little AP as they choose per turn. AP not used by the end of the turn is discarded.

61-488-084

SECRETARY OF TREASURY
HILBERT HOLSCHTEIN

THE KEY IS THE ECONOMY

SCIENTIFIC DISCOVERY & THE LABORATORY

QUOTE OF THE DAY:
"OF COURSE, THE
PRESIDENT AND I CARE A
LOT ABOUT... ABOUT...
WAIT, WHAT ARE YOU
SAYING WE ARE FUNDING
AGAIN?"
- MAURY SWEENEY,
FIRST LADY

Scientific Discovery Cards

Each player may make scientific discoveries for personal gain throughout the game. By using special player abilities, triggering Brief Card effects, or by commencing Science Projects, players may gain Science Markers. Once 4 Science Markers have been collected, players may trade them in to activate the 'Make Scientific Discovery' tile. Refer to page 22 for more detail on the tile.

How Scientific Discovery Cards are Picked Up

There are 2 types of Scientific Discovery cards. One has a positive effect and gives clear in-game advantages to players, and the other type has a negative effect that is unavoidable once drawn. Negative Scientific Discovery cards activate immediately, and are marked with 'REJECT'. See the examples on the right and below.



When players activate the 'Make a Scientific Discovery' tile, the following actions occur:

1. The player picks up the top two cards on the Scientific Discovery pile.
2. If there are no 'REJECT' cards, players may choose one Scientific Discovery to keep. The other card is removed from the game and put into the game box.
3. If there are one or more 'REJECT' cards, they are activated immediately. Players may keep the remaining Scientific Discovery cards.



What are Science Markers?

Science Markers (the blue / orange tokens seen to the right) can be used to make Scientific Discoveries. Some Beacons also use Science Markers as payment.

Throughout the game, players will be able to gain and use Science Markers. They are held in players personal stash, near their character card.

When a player is prompted to 'Gain X Science Markers' (where X is a number), it is referring to the number on the Science Marker, not the physical quantity of markers. There are also some markers that are orange with the number 2 on them. If a player is able to 'Gain 2 Science Markers', they would be able to either gain 2 blue Science Markers (worth 1 each), or 1 orange Science Marker (worth 2).



ALLEGIANCE CARDS

An Allegiance Card is a secret card dealt to all players at the start of the game, including the President (whose Card is placed faced down underneath their character card). Allegiance cards must not be shown or discussed with anybody, but should represent the actions of each character throughout the game. It is of utmost importance that no player reveals their allegiance to any other player during the game.

Quantities and Types of Allegiance Cards Dealt to Players

A higher number of Allegiance Cards will be dealt if more people play the game. The below table outlines what type, and how many Allegiance Cards should be dealt depending on the number of players.

| Number of Players | Number of 'Save The President!' Cards | Number of 'Save The President: Secondary mission' Cards | Number of 'Kill The President!' Cards | Extra Allegiance Card Dealt if the Director of the N.S.A. is playing | Extra Allegiance Cards Dealt on Round 3 |
|-------------------|---------------------------------------|---|---------------------------------------|--|---|
| 3* | 1 | 1 | 1 | +1 'Save the President - Secondary Mission' Cards | +3 'Save The President - Secondary Mission' |
| 4** | 2 | 3 | 1 | +1 'Save the President - Secondary Mission' Cards | Deal out the remaining Allegiance Cards from the deck created. |
| 5 | 3 | 1 | 1 | +1 'Save the President - Secondary Mission' Cards | +2 'Save The President' +1 'Save the President - Secondary Mission' +1 'Kill The President' Do not deal a second Allegiance Card to The President. |
| 6 | 3 | 1 | 2 | +1 'Save the President - Secondary Mission' Cards | +2 'Save The President' +2 'Save the President - Secondary Mission' +1 'Kill The President' Do not deal a second Allegiance Card to The President. |

* **3 Players:** If playing with 3 players, ensure no Allegiance Cards with 4+ are played. Deal The President an Allegiance Card face down. The President may not look at the Allegiance Card.

** **4 Players:** If playing with 4 players, shuffle all required Allegiance Cards into a pile. In game setup, deal out 3 to each player excluding the President. On round 3, deal out the remaining cards to all players excluding the President.

What happens if I receive 2x Allegiance Cards?

On round 3 players will receive a second Allegiance Card. Only one allegiance is allowed, so one of the players allegiance cards will be overwritten by the allegiance hierarchy. When two Allegiance Cards are received, your objective is decided as follows:

1. If you have a **Kill the President** card, your objective is to kill the president.
2. If you have one or more **Save the President: Secondary Mission** cards you must complete at least 1 of your Secondary Missions and save the president to win.
3. If you have two **Save the President** cards you must save the president to win.



NOTE: HELP
FUN: FOR NEW PRINTER
HER:



SCAN TO LEARN ABOUT ALLEGIANCES IN VIDEO FORMAT

SIDENT

YOU MUST ENSURE THE PRESIDENT
DIES IN ORDER TO WIN THE GAME

INFLUENCE



At the start of each turn, Samuel picks up 2 Finance, 2 Science & 2 War Influence Cards.

Influence Cards are used as a tool for voting. At times, Influence is also used as a means for payment throughout the game. Influence appears in 4 types: Finance, Spy, Science, and War. Each type of Influence Card is represented by both a colour and symbol.

Influence cards are used to:

- Add influence to Letter Demands;
 - » *This can be done at any point during a players turn and at no cost;*
- Add influence to Brief Card votes or assassination votes;
 - » *Influence is added face down to the Vote Pile, starting with the Brief Card Holder (or player who called the assassination) and finishing with 2 Public Opinion Influence Cards;*
 - » *Players may only add Influence Cards to Brief Card votes once;*
- Pay to activate certain board game tiles.

How to Pick Up Influence Cards

Influence cards can be picked up in three ways:

1. At the start of each player's turn, pick up as many Influence Cards of each type as stated on the bottom right of the Character Card. The number and type of Influence Cards depends on each character's personality and play style.
2. Players can purchase Influence Cards with AP on their turn.
3. Some Brief Cards allow players to pick up Influence Cards.

Generally, it is better to have a diverse range of Influence Cards amongst the play group in order to combat the most difficult votes & demands.

How to Use Influence Cards

The number (1 to 5) & type (War, Spy, Science, Finance) of Influence on the top of each Influence Card equates to the amount of influence that will sway the vote in each Brief Card, Assassination or Letter Demand. If voting in a Brief Card or Assassination vote and a player adds a type of influence that is not required in an active vote (for example adding Science Influence to a vote that only required War Influence), the total of the 'negative' Influence is subtracted from the total Influence score. See a live example on the right hand side of the page.

Influence Card Actions

Occasionally, a player will pick up a card with an Influence Action, as seen on the left. These cards act the same as any other Influence Card, however if played into Brief Card votes, the action is triggered as soon as possible (either immediately, or in the next players turn).



Note: Influence card actions ONLY take effect in Brief Card votes. If Influence Card Actions are played into Letter Demands or Assassination Votes, they take no action and are treated like a normal Influence Card.

INFLUENCE CONT.


"THE ONLY THING DIRTY ABOUT ME IS MY MIND."

"THEY'RE CALLED PEACECORPS FOR A REASON."

- Samuel Ledger, Chief Justice of the Supreme Court

INFLUENCE NEEDED:  
SCIENCE WAR

| | |
|---------|---------------------------------|
| 12+ | DEPLOY 1 TROOP TO EACH LOCATION |
| 8 TO 11 | NOTHING HAPPENS |
| UP TO 7 | LOSE 2 TROOPS (ANY LOCATION) |
| UP TO 4 | A RIOT IS INCITED |



Brief Card/Assassination Vote Example

The Brief Card above requires Science & War Influence. Therefore, if players add Finance and/or Spy Influence to the pile, it will detract from the total Influence tally.

In the live example on the right, 7 positive influence (Science & War) has been added to the Vote Pile for the Brief Card.

However, either by a player, or Public Opinion, 4 Negative influence (Finance) was also added, bringing the total Influence count to 3. Oh no! In this scenario, a riot is incited.

Additionally, an Influence Card with an action was played - this takes effect as soon as possible (in this case, straight away).

| Influence Type Added | Power | Effect | Tally |
|---|---------------------|---|-------------|
|  4 SCIENCE INFLUENCE | 4 Science Influence | +4 to the Brief total | 4 Influence |
|  2 WAR INFLUENCE ACTION: EACH PLAYER GAINS 1 INFLUENCE CARD OF ANY TYPE. | 2 War Influence | +2 to the Brief total Action: All players gain 1 random Influence Card | 6 Influence |
|  1 SCIENCE INFLUENCE | 1 Science Influence | +1 to the Brief total | 7 Influence |
|  4 FINANCE INFLUENCE | 4 Finance Influence | -4 to the Brief Total | 3 Influence |

COINS & THE TREASURY

PICK UP FINANCE INFLUENCE Defense Space 1
COST: 1 AP
MAX 2X PER TURN

GAIN COINS FROM BANK Defense Space 2
COST: 4 AP, +2 CIVIL UNREST.
PAYOUT: 2 COINS

RAISE BASE T... Defense Space
COST: 7 AP, +4 CIVIL UNREST.
PAYOUT: 5 COINS

LETTERS



TILE CONCEPTS

Coins are placed from the outside of the board into the Treasury when they are gained through either base taxes, or purchased from the 'bank'. In the example on the left, 17 coins have been gained (2x 5 value coins & 7x 1 value coins).

Coins are shared by all players and always placed directly into the Treasury when gained. While coins are pooled amongst the group, only the current player gets to decide how to spend the coins.

What can coins be used for?

- Gaining coins provides players the means to:
- Launch Beacons
 - Some Brief Cards require coins
 - Some Letter Demands require coins



At the start of each of the 5 days (rounds), a letter from the assassin is read by the first player. Each letter contains a demand to all players, as seen in the example below. These demands become increasingly difficult as each round passes.

Letters often contain different requests, like Influence, Coins from the Treasury, and drain game resources. If adding Influence to the Letter Demand, ensure it is added face down.

Important!

- Players may add Influence or coins to the Letter at any point during their turn and may tell players what they are putting in if they choose to.
- Unlike Brief Cards, adding the incorrect Influence into a Letter Demand does not reduce the tally of Influence for Letters.

Securing Coins into Letters

Some Letters allow players to secure coins into Letters. This means players are able to transfer as many coins from the Treasury into the Letter as desired at a cost of 4AP per transaction. Coins transferred into the Letter are not impacted by any 'lose coins' events (for example: discard 2 coins from the Treasury) and cannot be removed once secured.

"Per player, add the following influence to the demand"

When demands request that Influence is added to Letters 'per player', it requires players to add the amount of Influence requested multiplied by the number of players. For example, if the Letter asked for 3 Science Influence per player, and there were 4 players, 12 Science Influence would be required.



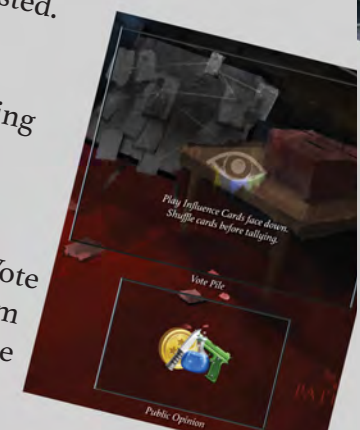
| | |
|-------------|--------------------------|
| FAIL EFFECT | THREAT IS INCREASED BY 2 |
| DEMANDS | INFLUENCE INCREASED BY 8 |

PUBLIC OPINION

The Public Opinion deck is located underneath the Vote Pile on the game board, and represents the opinion of the citizens of Karmonia. The deck is made up of 40 shuffled Influence Cards (10 of each type), built before the game begins and rebuilt each time it is exhausted.

How to Use Public Opinion

Public Opinion is only played during Brief Card and assassination votes. After all players have placed their Influence Cards face down into the Vote Pile for an Influence Brief, 2 cards from the Public Opinion deck are added face down and shuffled in.



EACH PLAYER BIDS INFLUENCE:

| | |
|----------------|--------------------------------------|
| HIGHEST BIDDER | GAIN 1 SCIENTIFIC DISCOVERY CARD* |
| LOWEST BIDDER | LOSE 2 AP AT THE START OF NEXT TURN* |

*ROLL A DIE TO RESOLVE ANY TIES.

BIDDING BRIEF

INFLUENCE NEEDED:

SPY SCIENCE

| | |
|----------|--|
| 14+ | KEEP THIS CARD IN PLAY: THE NEXT PLAYER TO COMPLETE A SCIENTIFIC DISCOVERY DRAWS 3 CARDS AND CHOOSES 1 |
| UP TO 12 | NOTHING HAPPENS |

INFLUENCE BRIEF

BRIEF CARD HOLDER CHOOSES:

| | |
|-------------|---|
| BUYING TIME | PAY 4 COINS - GIFT ANOTHER PLAYER 4 AP (TO USE IMMEDIATELY) |
| PIGGY BANK | THE NEXT PLAYER MAY GAIN COINS FROM THE BANK AT NO AP COST |
| INDECISION | NOTHING HAPPENS |

CHOICE BRIEF

BRIEF CARDS

Brief Cards show unique events that occurred in Karmonia that shaped the world it is today. They have a major effect on the game, either positive or negative. After each player has completed their turn, a Brief Card is picked up from the Brief Card Pile at the bottom left of the game board.

There are 72 unique Brief Cards over 32 types of briefs – Choice Briefs, where players must choose an option, or Influence Briefs, where players must vote with their Influence Cards to complete objectives, Bidding Briefs, where players bid with their Influence cards to gain special abilities, or rolling Briefs, where players must roll a dice to resolve the Brief Card. Each Brief card is unique, some are harder than others, and each holds a theme of Finance, Spy, Science or War.



Bidding Brief Cards

Some Brief cards offer players the chance to bid Influence Cards in order to gain in game abilities, like the one on the top left of this page. Starting with the Brief card holder, play Influence of any kind in front of the player (playing multiple cards is acceptable).

1. Player one bid 4 Science and 2 War Influence Cards, totalling 6 Influence. The next player, clockwise, must bid more Influence to be winning the bid. For example, Player 2 bids 4 Finance Influence Cards, totalling 8 Influence.
2. Both players 3 & 4 bow out of the bidding
3. Player one has an opportunity to bid more Influence, adding to their total.
4. This repeats until all but one player bows out of the bidding process.

For example, player one bids an extra 2 Spy Influence cards at a value of 5 Influence, totalling 11 Influence. Player two bows out. Player 1 wins the bidding and gets the Brief Card reward. Place all bid Influence Cards into their respective discard piles.



SCAN TO LEARN ABOUT BRIEF CARDS IN VIDEO FORMAT

Influence Brief Card

Influence Briefs, like the one directly above, require players to vote with their Influence Cards in order to reach an objective defined by the number in the table. Note that players are not allowed to say the value or number of influence cards they are playing into any Brief, Letter or other influence check. Follow the steps below to play Influence into Brief Cards:

1. Starting with the Brief Card holder and rotating clockwise, each player is to vote with Influence, placing their Influence Cards into the 'Vote Pile' tile face down.
2. Add 2 public opinion influence cards to the vote pile
3. Shuffle & reveal all Influence Cards. Influence Cards with actions take effect.
4. Tally the 'required influence' shown at the top of the Brief Card.
 - i. For example, if Spy and Science influence is required, tally all Spy and Science influence found in the pile.
5. Subtract any influence not required.
 - i. For example, if Spy and Science influence is required, but there is 3 War influence in the pile, minus off 3 Influence from the total.

Determine whether the group passes or fails the brief. Failing a brief means the group did not achieve enough influence to surpass the bottom row of the Influence check.

If the game calls for players to 'automatically pass a brief, activate the top row of the brief card.

A live example of tallying influence can be found on page 18.

Choice Brief Card

Choice Briefs, like the one directly above, pose a moral choice to one of the players on the board, as directed by the Brief Card.

While all players may add their opinion to the choice brief, the ultimate decision must be made by the player indicated on the Brief Card.

Roll a die to Resolve any Ties Rule

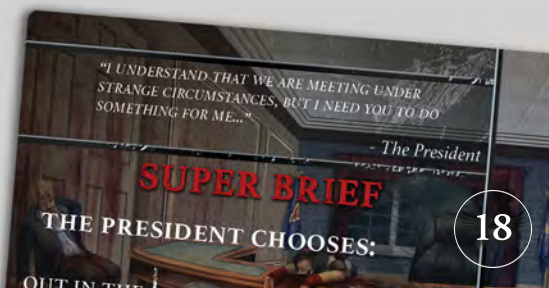
Some Brief Cards say 'Roll a Die To Resolve a Tie'. Use a D8 if there is a tie - the highest roller receives the intended effect of the card.

Super Brief Cards

There are 8 Super Brief Cards that have a chance of being added into the game.

Prior to commencing the game, ensure there are no Super Brief Cards shuffled into the brief Card deck. Instead, these challenging Brief Card are added into the game progressively by game events - namely Brief Cards, or Letter Demands.

When a Super Brief is added, follow the directions on the Brief Card or Letter Demand.



BEACONS & THE SURVEILLANCE CENTRE CONCEPTS

Surveillance Centre



SCAN TO LEARN ABOUT THE SURVEILLANCE CENTRE IN VIDEO FORMAT (OR REFER TO PAGE 22)



Beacons are surveillance projects that are conducted in the Surveillance Centre. While they may not be the most ethical projects, most of the time they add bonuses that players can gain in exchange for AP. Most beacons act as an extra activation tile that can be used throughout the game. Note that each active beacon can only be used once per round.

Launching Beacons

The board starts with 4 face up Beacons. While these Beacons are face up, they are not launched. They can be launched by playing the 'Launch a Beacon' tile on the board, or through specific in-game events (like Brief Cards or Scientific Discovery Cards).

When a Beacon is launched, the player places a coin on the top left of the Beacon card in the 'Launched' circle on the Beacon of the players choosing. Now the Beacon is Launched and acts as an extra game tile.

Using Beacons

Important! In the 3-6 player game, if Defense Space 2 (or Defense Space 4 in a 1-2 player game) is occupied by a rioter, no Beacons may be used until the rioter is executed.

When a Beacon is Launched, players may use them by placing their character on the 'Use Beacon' tile and paying the cost outlined on the Beacon Card. Each Launched Beacon may be used once per round. Once a Beacon has been used, move the coin from the 'Launched' space to the 'Used' space. Per 'Round Actions', the coin moves back from 'Used' to 'Launched' at the start of the next round, ready to be used again.

Reprogramming Beacons

Sometimes, there are Beacons that are orange in colour. These Beacons are defective and take up space on Beacon tile spaces. Other times, there may be a valid Beacon that is face up and ready to purchase, however it is not useful for the game. In these scenarios, players may activate the 'Reprogram Beacon' tile at a cost of 3 AP to replace any unwanted Beacon. Players may complete any, or all of the two actions below:

1. Players may replace any number of **unlaunched** Beacons with Beacons from the draw pile. On replacement, reprogrammed Beacons must be discarded back into the box.
2. Players may also replace any number of **launched** Beacons. If players discard an already launched Beacon, the Beacon gets discarded back into the box, and the coin returns to the coin pile on the outside edge of the game board, near the Treasury.

ASSASSINATIONS



CALL ASSASSINATION VOTE

Defense Space **4**

COST: 7 AP

INFLUENCE TYPE REQUIRED:

INFLUENCE TOTAL REQUIRED:

THE PRESIDENT: **4 PER PLAYER**

OTHER CHARACTERS: **2 PER PLAYER**

CUS

4 AP CALL AN ASSASSINATION VOTE

OUT IN THE OPEN CALL AN ASSASSINATION VOTE AGAINST A PLAYER AT NO COST

FALSE PRETENSES AN ASSASSINATION VOTE IS CALLED AGAINST THE PLAYER WITH THE LEAST AMOUNT OF INFLUENCE CARDS. DIFFULTY IS HALVED

Either by activating the 'call an assassination vote' tile, as a result of a Brief Card, or Beacon activation, players may call an assassination vote against another player. Unless part of a character ability, an assassination vote will always trigger an Influence vote. If an assassination vote is passed, a player is executed and has limited abilities for the rest of the game.

Assassination Votes

When an assassination vote is called, it acts the same way as Brief Card voting, where Spy and War Influence are positive (e.g. will contribute toward the assassination), and Science and Finance are negative (e.g. will reduce the chance of assassination). All players may vote, starting from the player who called the vote and rotating clockwise. The Influence required for a vote is equal to the number of players multiplied by the type of Vote. For example, if players wish to assassinate the President in a 3 player game, the Influence tally must result in 12 or more (3 players multiplied by 4 = 12 Spy and War).

What Happens When a Player is Assassinated?

If a player is assassinated, they must reveal whether or not one of their allegiance cards was to 'Kill The President'.

If the assassinated players' allegiance is sided to kill The President

If the assassinated players' allegiance is sided to 'Save The President' or 'Save the President - Secondary Mission'

The game ends if there is only one 'Kill the President' Allegiance Card in the game. If there is more than 1 'Kill the President' Allegiance Card currently in the game, reduce Threat by 1 (unless you cannot).

Immediately increase Threat by 1.

The assassinated player may continue playing, but must:

1. Reveal their Allegiance Card/s
2. Discard half of their currently held Influence Cards and Science Markers, and all Scientific Discovery cards (round down).

The assassinated player must:

1. Reveal at least one of their allegiance cards
2. Discard half of their currently held Influence Cards and Science Markers, and all Scientific Discovery cards (round down).

The assassinated player has 0 AP and may only play 2 face up influence cards into briefs. The assassinated player may still pick up cards, vote in briefs and other scenarios which may require voting (face up).

The assassinated player may choose a new character to enter the game again (the player does not need to wait for their turn to do this) and play as per normal. The assassinated player does not pick up any additional allegiance cards when choosing a new character to enter the game.

What happens if a player is assassinated and more allegiance cards are dealt out?

If more allegiance cards are dealt out, the assassinated player is dealt an allegiance card and is forbidden to look at it. Place the Allegiance Card face down underneath the Character Card of the player.

What happens if players have more than one allegiance card?

The same rules still apply. An assassinated player with 2+ Allegiance Cards must immediately reveal all 'Kill the President' Allegiance Cards they hold. If there is more than 1 assassin in the game, it is not necessary to reveal the second allegiance card that the player holds.

WHILE IT SHOULDN'T BE ANY PLAYER'S GOAL TO GET ASSASSINATED, IT'S ALSO NOT WORTH LIVING IN FEAR. YOUR ULTIMATE GOAL IS TO PLAY YOUR PART AS PER YOUR ALLEGIANCE CARD. BE BOLD.

"THIS OUGHT TO SHUT GUSTAVO UP FOR A WHILE..."

- Frank Ford, Media Mogul

INFLUENCE NEEDED:

SPY WAR

10+ NOTHING HAPPENS

UP TO 9 AN ASSASSINATION VOTE IS CALLED AGAINST THE PLAYER WITH THE LEAST AMOUNT OF INFLUENCE CARDS

TROOPS, RIOTS & THE WAR ROOM

THE WAR ROOM

What are Riot cards?

Riots occur when civil unrest reaches 6 (represented by a rioter symbol) or by in-game event.

If a riot occurs, immediately follow the below steps:

1. Move the Civil Unrest tracker back to 0, and pick up a Riot Card from the pile.
2. Place the Riot Card on the first available 'Riot Card Placement' tile, to the right of the 'Vote Pile'. These cards will hang off the edge of the board.
3. Upon drawing and each round (within Round Actions), resolve the Riot Card by rolling a D4 to determine which Defense Space within each location to deploy the rioter/s.
 - i. *Until such time all Defense Spaces in a location (for example, The Treasury) are filled with rioters, D4 numbers directly correlate to Defense Spaces. If a 2 is rolled, then a rioter is deployed to Defense Space 2.*
 - ii. *If there are multiple locations where rioters are required to be deployed (for example The Treasury & Laboratory), start at the leftmost location and rotate clockwise.*
 - iii. *Only 1 rioter may occupy 1 Defense Space. In the instance there is already a rioter in a Defense Space, no rioter is deployed.*
4. Per Riot Card, the first time a rioter is placed on the board increase the Threat Level by 1
5. If there are no more Defense Spaces to deploy a rioter, place a rioter on defense space 5 and immediately increase the Threat level by 1.
6. Until a riot ends, riot's retrigger at the start of each round.

Note: Tiles that contain rioters are unusable until the rioters are executed.

Note 2: If 2 or more riot cards are to be picked up (commenced) at the same time, commence the riot on 'Riot Card Placement #1' before commencing the second Riot Card. If rioters are deployed from both cards, Threat only increases once. Both riots end simultaneously when all rioters are executed.

Defending Defense Spaces

Troops may defend the board by being placed on Defense Spaces. When a rioter attempts to deploy on a space that contains a troop, no rioter is deployed. Instead, the troop is removed. Great work, troop!

Ending or preventing riots

Riots are prevented or ended in two possible scenarios:

1. A riot card was drawn, but troops prevented deployment of all rioters on the board.
2. A riot is ended if all rioters are executed. If there are multiple riots, all rioters must be executed to end all riots.

Executing Rioters

Karmonia welcomes (and pardons) Patriotic citizens who wish to execute rioters! Players may execute rioters by activating the 'Execute a Rioter' tile in the War Room. This act costs AP, however players may also spend Influence Cards to reroll, if their result was undesirable. This is considered the most direct approach to ending riots.



SCAN TO LEARN ABOUT THE WAR ROOM AND RIOTS IN VIDEO FORMAT (OR REFER TO PAGE 22)

PICK UP
WAR
INFLUENCE

Defense
Space
1

COST: 1 AP

MAX 2X PER TURN

PATRIOT

OFFICIAL GUIDE #213 RIOTS & COMBAT

CITIZEN! REMAIN CALM IMMEDIATELY!
**THIS DOCUMENT HAS BEEN PREPARED IN THE EVENT THAT UNLAWFUL
& DANGEROUS CRIMINALS HAVE COMMENCED RIOTING.**

Riot Example
A Riot card ordered 4 Rioters to be deployed to The Treasury

Defense Space 1

1 was rolled twice. A troop prevented the first Rioter placement, but the Rioter broke through the 2nd time and now occupies Defense Space 1.

Defense Space 2

A 2 was rolled. A troop was deployed to this space and prevented Rioter placement. The Troop is now removed from the board.

Defense Space 3

No 3 was rolled, so nothing happens on Defense Space 3.

Defense Space 4

A 4 was rolled. No Troop was deployed on Defense Space 4, so the Rioter deployed Immediately.

There are now 2 Rioters occupying Defense spaces on the Treasury. There are no Troops remaining in the Treasury. Threat was increased by 1 since a Rioter was deployed.

FINANCE

SPY

SCIENCE

WAR

PICK UP FINANCE INFLUENCE *Defense Space 1*

COST: 1 AP
MAX 2X PER TURN

Concepts: Influence Cards (p. 15), Character (p. 12 - hand max).

Pick up a Finance Influence card. Note that hand maximums still apply (8 cards total by end of turn). Only 2 uses of this tile allowed per turn.

GAIN COINS FROM BANK *Defense Space 2*

COST: 4 AP, +2 CIVIL UNREST.
PAYOUT: 2 COINS

COST: 7 AP, +4 CIVIL UNREST.
PAYOUT: 5 COINS

Concepts: Coins (p. 17), Civil Unrest (p. 11)

This tile provides 2 options. Either: Spend 4 AP and add 2 Civil Unrest for 2 coins, or Spend 7 AP and add 4 Civil Unrest for 5 coins. Coins are placed into the Treasury and not owned by any single player.

RAISE BASE TAXES *Defense Space 3*

COST: 6 AP, +4 CIVIL UNREST.

Concepts: Taxes & Coins (p. 17), Civil Unrest (p. 11), Base Taxes (p. 11)

At a cost of 6 AP and 4 Civil Unrest, raising Base Taxes allows players to raise the Base Taxes tracker.

At the start of each round, this will provide passive income to the board. The game starts at 0 Base Taxes, but may go up to 6. Coins do not go to a specific player.

BRIEFLY PREDICT THE FUTURE *Defense Space 4*

COST: 3 AP

DRAW 2 BRIEF CARDS. PLACE 1 UNDER THE BRIEF DECK, PLACE 1 ON TOP OF THE BRIEF DECK

DRAW 2 SCIENTIFIC DISCOVERY CARDS. DISCARD 1 & PLACE 1 ON TOP OF THE DECK

Concepts: Brief Cards (p. 18), Scientific Discovery (p. 13)

Draw the top 2 Brief Cards, choose 1 to resolve at the end of the turn and remove the other Brief Card from the game (ensure players do not see the removed card).

Or, players may draw the top 2 Scientific Discovery Cards, discarding 1 and looking at the other.

PICK UP SPY INFLUENCE *Defense Space 1*

COST: 1 AP
MAX 2X PER TURN

Concepts: Influence Cards (p. 15), Character (p. 12 - hand max).

Pick up a Spy Influence card. Note that hand maximums still apply (8 cards total by end of turn). Only 2 uses of this tile allowed per turn.

LAUNCH A BEACON *Defense Space 2*

COST: 4 AP + 4 COINS (REVEALED), OR 2 AP + 2 COINS (UNREVEALED)

LAUNCH A REVEALED BEACON, OR LAUNCH A BEACON FROM THE BEACON DRAW PILE

Concepts: Beacons (p. 19), Coins (p. 17).

Launching a Beacon allows players to purchase a Beacon from Beacon Pile.

When a Beacon is purchased, place a coin on the 'Launched' circle. If players choose to activate a Beacon from the Beacon Draw pile, they may purchase a Beacon that is on top of the draw pile, replacing an already revealed Beacon.

REPROGRAM BEACONS *Defense Space 3*

COST: 3 AP. CHOOSE ONE:

REPLACE ALL UNLAUNCHED BEACONS WITH BEACONS FROM THE DRAW PILE.

REPLACE ANY NUMBER OF LAUNCHED BEACONS WITH UNLAUNCHED BEACONS TAKEN FROM THE DRAW PILE.

Concepts: Beacons (p. 19).

Players may replace as many Beacon's as they choose. If replacing an already launched Beacon, the replacement Beacon stays unlaunched.

CALL ASSASSINATION VOTE *Defense Space 4*

COST: 7 AP

INFLUENCE TYPE REQUIRED:
INFLUENCE TOTAL REQUIRED:

THE PRESIDENT: 4 PER PLAYER
OTHER CHARACTERS: 2 PER PLAYER

Concepts: Assassinations (p. 20), voting (p. 16)

An assassination vote may be called against any player, or the President. The cost of the assassination vote is 7 AP, and players must conduct an Influence Vote of Spy or War equal to 4 times the amount of players to assassinate the President, or 2 times the amount of players to assassinate any other player (in a 4 player game, 16 Spy/War is required to assassinate the President).

Public Opinion is added to the vote, and Influence voting rules apply (refer to page 16).

USE BEACON

COST: 0 AP + COST LISTED ON BEACON

USE A LAUNCHED BEACON, ONCE PER ROUND PER BEACON

Concepts: Beacons (p. 19).

Players may use launched Beacons as a active game tile for the cost displayed on the Beacon Card. If Defense Space 2 is occupied, Beacons may not be used.

PICK UP SCIENCE INFLUENCE *Defense Space 1*

COST: 1 AP
MAX 2X PER TURN

Concepts: Influence Cards (p. 15), Character (p. 12 - hand max).

Pick up a Science Influence card. Note that hand maximums still apply (8 cards total by end of turn). Only 2 uses of this tile allowed per turn.

ROLL FOR CIVIL UNREST *Defense Space 2*

COST: 3 AP. ROLL A D8.

| | |
|-----|-----------------|
| 8-3 | CIVIL UNREST |
| 5-7 | -2 CIVIL UNREST |
| 2-4 | +2 CIVIL UNREST |
| 1 | +3 CIVIL UNREST |

SPEND 1 INFLUENCE CARD FOR EVERY 1 ADDED TO ROLL

Concepts: Civil Unrest (p. 11)

Roll a D8 die for an attempt to reduce the Civil Unrest tracker. If a 1 is rolled, increase Civil Unrest by 3. For every 1 physical Influence Cards players spend, add 1 to the roll. E.G. adding 6 cards of any type will increase the roll by 6.

COMMENCE SCIENCE PROJECT *Defense Space 3*

COST: 2 AP. ROLL A D8

| | |
|-----|-----------------|
| 7-8 | +4 MARKERS |
| 5-6 | +2 MARKERS |
| 2-4 | NOTHING HAPPENS |
| 1 | -2 MARKERS |

SPEND 2 SCIENCE INFLUENCE FOR EVERY 1 ADDED TO ROLL

Concepts: Scientific Discoveries (p. 13)

Gain Science Markers for personal use. Science Markers can be used to make Scientific Discoveries. Some Beacons also use Science Markers. For every 2 Science Influence players spend, rounded down, players may add 1 to their roll. E.G. 5 Science Influence spent equates to an additional 3 added to the roll.

MAKE A SCIENTIFIC DISCOVERY *Defense Space 4*

COST: 4 MARKERS

DRAW 2 SCIENTIFIC DISCOVERIES. IF NO REJECTS EXIST, DISCARD 1 & CHOOSE 1 TO RESOLVE

Concepts: Scientific Discoveries (p. 13)

When 6 Science Markers are gained, players are able to draw 2 Scientific Discoveries and keep 1. This tile costs no AP.

If 1 or more cards marked with 'REJECT' are drawn, they activate immediately. Players who draw 1 'REJECT' Scientific Discovery card may still keep the non 'REJECT' card drawn.

PICK UP WAR INFLUENCE *Defense Space 1*

COST: 1 AP
MAX 2X PER TURN

Concepts: Influence Cards (p. 15), Character (p. 12 - hand max).

Pick up a War Influence card. Note that hand maximums still apply (8 cards total by end of turn). Only 2 uses of this tile allowed per turn.

DEPLOY TROOPS *Defense Space 2*

COST: 4, 6, OR 8 AP
DEPLOY 2, 3, OR 4 TROOPS

Concepts: Riots (p. 21)

With a choice of spending 4, 6, or 8 AP, players may deploy 2, 3, or 4 Troops.

4 AP = 2 Troops
6 AP = 3 Troops
8 AP = 4 Troops

MOVE DEPLOYED TROOPS *Defense Space 3*

COST: 1 AP

Troops may be placed on any Defense Space that the player chooses, except for Defense Spaces that already contain Rioters. Deploying Troops does not execute Rioters.

Concepts: Riots (p. 21)

Move any number of Troops that are already on the board to any Defense Space/s that do not already contain Rioters. Troops cannot stack on Defense Spaces. Moving Troops does not execute Rioters.

ROLL TO EXECUTE A RIOTER

COST: 3 AP. ROLL A D8.

| | |
|-----|---|
| 7-8 | MAY EXECUTE 2 RIOTERS |
| 2-6 | MAY EXECUTE 1 RIOTER |
| 1 | LOSE 1 TROOP (IF NO TROOPS, ADD 1 RIOTER) |

SPEND 2 INFLUENCE CARDS TO REROLL

Concepts: Riots (p. 21)

To execute a rioter, simply remove the Rioter from the board, but it is encouraged to be as dramatic as possible. If a 1 is rolled, the player loses 1 Troop (or adds a Rioter to any Defense Space of the players choosing if no Troops exist on the board). Players may spend 2 Influence Cards to reroll)

TILE GLOSSARY

GLOSSARY

Allegiance Card: *Pages 5, 14.* Cards defining loyalty of characters. Allegiance come in 3 formats:

Kill the President!: Player must assassinate The President.

Save the President!: Player must prevent the assassination of The President.

Save the President! Secondary Mission: EPlayer must prevent the assassination of The President and complete a secret mission.

Action Points (AP): *Page 12.* AP defines how many actions each layer may use in each round, shown by the circles on the left hand side of the character card. Each board tile costs AP.

Assassinations: *Page 20.* Each player can be assassinated through tile triggers, Brief card results or Beacon tiles. Each time a player is up for assassination, an Influence Card vote triggers.

Beacons: *Page 19.* Found in the Surveillance Centre, Beacons are tiles that add in game bonuses. Beacons must be purchased and can only be used once per round.

Reprogram Beacon: A tile on the Surveillance Centre to change Beacons currently in play.

Brief Cards: *Page 18.* Brief Cards are mission briefs that are drawn from the left of the meeting room after a player announces that they have finished their turn. There are 3 formats:

Choice Brief: Players are imposed with a moral choice.

Influence Brief: The group must use Influence cards to vote toward a goal.

Super Brief Cards: Extremely hard Brief Cards (Choice or Influence) that are added in throughout the game.

Pass a Brief: Signifies players achieved higher than the bottom row of Influence required on an Influence Brief. If the game calls for players to 'automatically pass a brief', activate the effects of the highest row shown on the brief card.

Fail a Brief: Failing a Brief signifies players did not surpass the bottom row of Influence on a brief card.

Characters: *Page 12, 24 - 26.* There are 14 characters in the game with unique strengths, weaknesses and Influence Cards.

Once per game ability: Once per game abilities may be used at any point during the game, regardless of player turn. They cannot reverse rolls, card effects, or things that have already happened.

Coins: *Page 17.* Coins assist in fulfilling Letter Demands and purchasing Beacons. Added through tiles in The Treasury.

Days 1 - 5: *Page 17.* Each day represents 1 game round.

Defense Space: *Page 21.* Most tiles are marked with a circular disc that can be occupied by rioters or defended by troops.

Defense Space 5: If occupied by a rioter, immediately increase Threat by 1. Cannot be defended by Troops, but will only deploy rioters if all other Defense Spaces are occupied in each tile.

Deploying Troops: *Page 21.* Deployed through the War Room, troops defend spaces from rioters.

Executing Rioters: *Page 21.* Rioters, deployed through riots, can be executed via Brief Cards, Beacons and the War Room tile.

Game Tiles, Tiles: *Pages 8, 22.* Each game board section contains tiles for players to complete actions.

Influence, Influence Cards: *Page 15 - 16.* Cards picked up at the start of the game & each players turn. Used for in-game voting and payment.

Public Opinion: *Page 17.* Found to the right of the Meeting Room. A random deck of 5 of each Influence Card type made to represent the opinion of the public. 2 of these cards are added to each Brief Card vote.

Letters: *Page 17.* Located in the centre of the game board, Letters are sent by the assassin to the President as death threats.

Letter Consequences: Consequences trigger if Letter demands fail to be met.

Letter Demand: Demands by the assassin that must be met by round end.

Location: A location refers to an area on the game board. For example The Treasury and War Room are both locations.

Meeting Room: Found below the Letters. Signifies starting positions of each player.

Research Laboratory: *Page 13.* Contains game tiles based on Scientific Discovery. Top right of the board.

Rioter: *Page 21.* Rioters occupy Defense Spaces during riots.

Science Markers: *Page 13.* Used to complete Scientific Discoveries. Gained through Beacons, Brief Cards and Research Laboratory tiles.

Scientific Discovery: *Page 13.* 6 Science Markers can be traded in to complete a Scientific Discovery.

Surveillance Centre: *Page 19.* Contains game tiles based on Beacons and assassinations. Top left of the board.

Taxes (or Base Taxes): *Page 11.* Taxes provide passive income into the Treasury each round.

The President: *Page 24.* One of the players within the game.

Trackers: *Page 11.* Found on the outside of the Letter pile, game trackers mark the progress of each of the three functions:

Threat level: The health tracker of The President.

Civil Unrest: The riot tracker for the game board.

Base Taxes: Round by round passive income tracker.

Treasury: *Page 17.* Contains game tiles based on finances. Bottom left of the board.

Troop: *Pages 21.* Troops defend Defense Spaces against riots.

Vote Pile: *Page 20.* Vote piles are used for players to place Influence Cards face down during votes that require Influence.

War Room: *Page 21.* Contains game tiles based on War and defense of Karmonia. Bottom right of the board.



3 INFLU

3 INFLUENCE

CHARACTER

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THE PRESIDENT
"Rule with an iron fist."

| STRENGTHS | WEAKNESSES |
|---|--|
| <ul style="list-style-type: none"> Military State: Each location starts with 1 troop at the start of the game. Executive Decision: Once per game, Marion may hand in all Influence Cards and Science Markers to execute one player at no cost. Must hand in at least 2 Science Markers & 3 Influence Cards. 1-2 player variant: Once per game, Marion may advance on the campaign tracker at no cost. | <ul style="list-style-type: none"> A Long Time Coming...: At the start of round 2, a riot is incited. Undemocratic: By default, receive less influence cards than other players. |

MARION MOCHI

1 Finance 2 Spy 0 Science 1 War

President Marion Mochi


Difficulty: Hard ~ Type: Spy ~ Play style: Offensive

Strengths: Strong defense and attack.
Weaknesses: Less Influence than other players.
Military State Clarification: In game setup, place 1 troop on the Treasury, Surveillance Centre, Research Laboratory & War Room as per the normal troop deployment process.

President Viktor Markov
 Difficulty: Medium ~ Type: Finance/War ~ Play style: Stamina

Strengths: Most AP of any player.
Weaknesses: Must drive the group to pass Letter Demands each round, or AP will be lost.
Big Heart Clarification: Viktor may not use this ability is when Letter Demand results are being counted.
Democratic Clarification: While Viktor cannot call an assassination vote, he may vote in assassination votes called by other players.

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THE PRESIDENT
"This country will prevail."

| STRENGTHS | WEAKNESSES |
|--|---|
| <ul style="list-style-type: none"> Staying Fit: Viktor has 10 AP to spend each round. Big Heart: Once per game, Viktor may assign another player with 4 AP (must be used immediately). | <ul style="list-style-type: none"> Old Dog: Each time a Letter Demand is failed, Viktor loses 1 AP. Democratic: Viktor cannot call an assassination vote. 1-2 player variant: Viktor must discard 1 Influence Card each time he activates the 'Advance on the Campaign Tracker' tile. |

VIKTOR MARKOV

2 Finance 1 Spy 1 Science 2 War

President Donovan Maelstrom

Difficulty: Medium ~ Type: Finance/Spy ~ Play style: Game Changer.

Strengths: Strong once-per-game abilities.
Weaknesses: Continuous monitoring of Civil Unrest required. Donovan has no passive abilities.
Delegate Talks Clarification: Donovan must announce that the riot will be prevented before the riot card is read to the group.

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THE PRESIDENT
"I promise to deliver."

| STRENGTHS | WEAKNESSES |
|--|--|
| <ul style="list-style-type: none"> Delegate Talks: Once per game, Donovan can choose to prevent a riot from occurring (Civil Unrest resets to 1). Promises Kept: Once per game, Donovan can add 2 coins to The Treasury, and give each player 2 Science Markers. | <ul style="list-style-type: none"> Losing Vote: Each time Threat increases, Civil Unrest also increases by 1. Democratic: Donovan cannot call an assassination vote. |

DONOVAN MAELSTROM

2 Finance 2 Spy 1 Science 1 War

What character should I choose?

Characters in Patriot vary greatly. Each character is amazing in their own right, and all characters have unique strengths and weaknesses. When choosing characters, firstly have a look at whether or not their play style would suit you. For example, some characters have reduced AP but have dramatic in-game abilities. Some characters have more AP, but have card restrictions.

Secondly, see what characters your team mates are choosing and try ensure that you pick characters that cover all Influence Card types. For example, Marion Mochi (left) picks up no Science Influence, so if this character is chosen, it is a good idea to pick a character that has Science Influence.

It's also totally fine to pick a character because they look cool and have a cool back story.

It's my first playthrough of the game, can you recommend some characters?

The character guide over the next 3 pages has a difficulty rating underneath the name. Here are some suggestions for a 4 player game:

President Viktor Markov - a good mixture of Influence.
 Chief of Science Zam Che - Great with science.
 Secretary of Finance Hilbert Holschtein - Great with Finance.
 The Bodyguard Wilfred Duvon - Counterbalances Hilbert and Zam, and has game saving abilities.

Note to self...

- All players, except Viktor Markov (the Pres) & Petr Crumb (Donor dude) have 8 AP to use (and can scale up to 10 AP)

- Players should strategically choose their characters. E.G. if all players choose characters that are good FINANCE, we'll limit our teams abilities

- Everyone should read their characters strengths and weaknesses out to the group at the start of the game, so we know how to work together (or against each other)

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THE PRESIDENT'S DAUGHTER

"Don't call me Diva..."

| STRENGTHS | WEAKNESSES |
|--|--|
| <ul style="list-style-type: none"> Hidden Pockets: In addition to her normal Influence, Diva may pick up 1 Influence Card of any type per round. Tantrum: Once per game, Diva may cancel another player's once per game ability. | <ul style="list-style-type: none"> Multitasker: Excluding round 1, if Diva starts the round with less than 4 Influence Cards in her hand, she loses 1 AP for the turn. |

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The President's Daughter - Diva "M"
 Difficulty: Easy ~ Type: Spy/War ~ Play style: Saboteur

Strengths: Diva is great at sabotaging Brief Card votes.

Weaknesses: Continuous monitoring of Influence Cards required.

Tantrum Clarification: "M" must ensure that the targets once per game ability is not already in effect, and must not reverse any actions caused

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SECRETARY OF DEFENSE

"In times of peace, prepare for war."

| STRENGTHS | WEAKNESSES |
|---|---|
| <ul style="list-style-type: none"> Strategic Placement: Once per turn, Gustavo may choose to discard 4 Influence Cards to gain 2 AP, or 8 Influence Cards to gain 4 AP. Rule Maker: Once per game, Gustavo may immediately pass a Brief Card. | <ul style="list-style-type: none"> The Art of War: If 3 or more troops are lost in 1 round, Gustavo must discard all Influence Cards. |

2 0 0 4

Secretary of Defense - Gustavo Moreno
 Difficulty: Medium ~ Type: War ~ Play style: Tank

Strengths: Gustavo may stockpile Influence to gain more AP.

Weaknesses: Continuous monitoring of Troops required.

Rule Maker Clarification: Gustavo may decide to use Rule Maker after the Brief Card has been revealed, but not after Influence Cards have been added.

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THE FIRST LADY

"Strength, progress, stability, resourcefulness."

| STRENGTHS | WEAKNESSES |
|---|---|
| <ul style="list-style-type: none"> Jack of All Trades: By default, Maury gains 2 Influence Cards of each type per turn. Give or Take: Once per game, Maury may choose another player to pick up any 4 Influence Cards, or take 3 Influence Cards for herself. | <ul style="list-style-type: none"> Short Arms, Long Pockets: If Maury holds more than 6 Influence Cards at the end of the round, lose 2 AP next turn. |

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CHIEF JUSTICE OF THE SUPREME COURT

"The interest of the people is my main concern."

| STRENGTHS | WEAKNESSES |
|--|---|
| <ul style="list-style-type: none"> I Am The Law: If an assassination vote is called against another player, Samuel may choose to raise or lower its difficulty by 2 influence. | <ul style="list-style-type: none"> Power Struggle: At any point, once per game, The President may elect to give Samuel's Influence Cards to any other player (including The President). |

2 0 2 2

Chief Justice of the Supreme Court - Samuel Ledger
 Difficulty: Hard ~ Type: All-rounder ~ Play style: Controller

Strengths: Sam's strengths can change the game.

Weaknesses: The President must be an ally.

I Am The Law Clarification: Samuel must clearly state whether he is raising or lowering the before the assassination vote commences.

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MEDIA MOGUL

"There is always a story when seeking the truth."

| STRENGTHS | WEAKNESSES |
|---|--|
| <ul style="list-style-type: none"> Newsworthy: If a riot is incited, gain 1 Influence Card of each type. Public Service Announcement: Once per game, increase Civil Unrest up by 2 to gain 6 Influence Cards of any type. | <ul style="list-style-type: none"> Reporting on Alternative Facts: Each time Threat increases, lose a random Influence Card. |

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Media Mogul - Frank Ford
 Difficulty: Medium ~ Type: Spy ~ Play style: Silver Lining

Strengths: Frank excels in tough games.

Weaknesses: Frank is disadvantaged in easier games.

Fake News Clarification: If Civil Unrest rises and Frank holds no Influence Cards, nothing happens to Frank.

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DIRECTOR OF THE N.S.A.

| STRENGTHS | WEAKNESSES |
|--|--|
| <ul style="list-style-type: none"> Unsatisfactory: Once per turn, if MW uses the 'Launch a Beacon' tile, she may use the 'Reprogram Beacons' tile for 0 AP. Efficiency: Once per game, MW may use the Launch a Beacon tile at no cost. | <ul style="list-style-type: none"> Untrustworthy: MW must draw two allegiance cards at the start of the game. The order in which to draw allegiance cards take priority: <ol style="list-style-type: none"> Kill The President! Save The President! Secondary Mission Save The President! 1-2 player variant: If MW does not build a Beacon by the end of round 3, a riot is incited. |

M.W. 0 4 2 0

Director of the NSA - M.W.

Difficulty: Very Hard ~ Type: Spy ~ Play style: Powerful

Strengths: Controls Beacons.

Weaknesses: Numerous Allegiance cards increases the untrustworthiness of M.W.

Untrustworthy Clarification: Refer to page 15 to find out how many Allegiance Cards are to be added into the game.

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THE PARTY DONOR
"Truth and transparency are important to me, most of the time."

| STRENGTHS | WEAKNESSES |
|---|--|
| <ul style="list-style-type: none"> Passive Income: Each time an assassination vote is called, draw 2 Influence Cards of any type. 1-2 player variant: Each time the Substance on the Campaign Tracker tile is activated, Petr may draw 2 Influence Cards of any type. Martyr: Add 4 coins to The Treasury at no cost. | <ul style="list-style-type: none"> Weight Issues: By default, Petr only has 6 AP per round. Petr may discard 2 Influence Cards to use 2 more AP in the round (or 1 Influence Card for 1 AP). |

PETR CRUMB 3 2 0 1

The Party Donor - Petr Crumb

Difficulty: Hard ~ Type: Finance ~ Play style: Aggressive Banker

Strengths: Lots of Finance Influence & abilities.

Weaknesses: Low AP limits Petr's abilities per turn.

Weight Issues Clarification: Petr may only pay a maximum of 2 Influence Cards. Petr may gain extra AP throughout the game. AP may scale up to a base of 8, meaning payment can be made up to 10 AP.

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CHIEF OF SCIENCE
"Do you even science?"

| STRENGTHS | WEAKNESSES |
|--|---|
| <ul style="list-style-type: none"> Breakthrough: Once per game, Zam may gain 2 Science Markers at any time. Thanks, Man: Once per game, Zam may draw and gift a Scientific Discovery Card to another player at no cost. 1-2 player variant: Once per game, Zam may gain or gift 4 Science Markers at no cost. On The House: Zam may reroll a science die once per round (final roll must be used). | <ul style="list-style-type: none"> Unluck: If conducting a dice roll in the Laboratory, lose 2 AP each time the number 1 is rolled (unless Zam re-rolls). |

ZAM CHE 1 0 4 1

Chief of Science - Zam Che

Difficulty: Easy ~ Type: Science ~ Play style: Scientist

Strengths: Science focus - lots of Science Influence & abilities.

Weaknesses: Luck is important. AP is lost if dice rolls are bad.

Thanks, Man Clarification: Zam's target must take the Scientific Discovery given (even if bad).

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SECRETARY OF FINANCE
"The key is economy."

| STRENGTHS | WEAKNESSES |
|---|---|
| <ul style="list-style-type: none"> Tax Time Bonus: Each time Base Taxes are raised, gain 1 Influence Card & 1 Science Markers. Creative Accounting: Once per game, Hilbert may activate any Treasury tile at half the AP cost (rounded up). | <ul style="list-style-type: none"> Rotund: Apart from the first movement of a turn, Hilbert must pay 1 Influence Card to move between rooms. For example: If Hilbert moves from The Treasury to the War room, 1 Influence Card must be discarded. No Influence cards are required to be discarded to move between tiles within the same room. |

HILBERT HOLSCHTEIN 4 0 2 0

Secretary of Finance - Hilbert Holschtein

Difficulty: Easy ~ Type: Finance ~ Play style: Passive Banker

Strengths: Passive income from base taxes.

Weaknesses: Strategic planning of AP required to reduce Influence Card loss.

Rotund Clarification: Payment required for each movement between the Treasury, Surveillance Centre, Research Laboratory and War Room

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VICE PRESIDENT
"Power comes at a cost."

| STRENGTHS | WEAKNESSES |
|---|--|
| <ul style="list-style-type: none"> Success Suits Me: If a Letter Demand is passed, pick up any two Influence Cards. 1-2 player variant: Each time an 8 is rolled, gain two Influence Cards of any type. Don't Mind If I Do: Twice per game, Jack may decrease Civil Unrest by 2 | <ul style="list-style-type: none"> You Can't Be Serious...: The first time a riot is incited, an assassination vote is called against Jack. 1-2 player variant: The first time a riot is incited, move Jack one space to the left on the Campaign Tracker. |

JACK MAELSTROM 1 0 3 2

Vice President - Jack Maelstrom

Difficulty: Hard ~ Type: Science ~ Play style: Peacekeeper

Strengths: Jack can control Civil Unrest.

Weaknesses: Jack must make strategic alliances until after the first riot.

Don't Mind if I Do Clarification: Jack can use his twice per game ability at any time, but he cannot reverse a riot that has already commenced.

10
9
8
7
6
5
4
3
2
1
0



THE BODYGUARD
"Hmf."

| STRENGTHS | WEAKNESSES |
|--|--|
| <ul style="list-style-type: none"> Classified information: When The President picks up Influence Cards, Wilfred may also pick up 1 spy or war Influence Card of any type. 1-2 player variant: Each turn, pick up 1 extra influence card of any type. Take the Bullet: Once per game, Wilfred may choose to trade in 7 Influence Cards to prevent Threat from increasing. | <ul style="list-style-type: none"> Not So Bright: Any Research Laboratory activation costs 1 influence card. |

WILFRED DUVON 0 3 0 3

The Bodyguard - Wilfred Duvon

Difficulty: Medium ~ Type: Spy/War ~ Play style: Game Changer

Strengths: Can save the game.

Weaknesses: Research Laboratory tiles are more expensive for Wilfred.

Take the Bullet Clarification: Can reverse Threat from increasing and even stop the game from ending, but must be played immediately.

FIRST ROUND WALKTHROUGH

If players would like a guided first round, follow this step by step guide. Across the next two pages, this guide will demonstrate how some game concepts work in actual gameplay. While this walkthrough assumes a 3 player game, it can also be used to demonstrate the first 3 players turns in a higher player number game.



Place the above Beacons face up in the Beacon Tiles.

PREREQUISITES

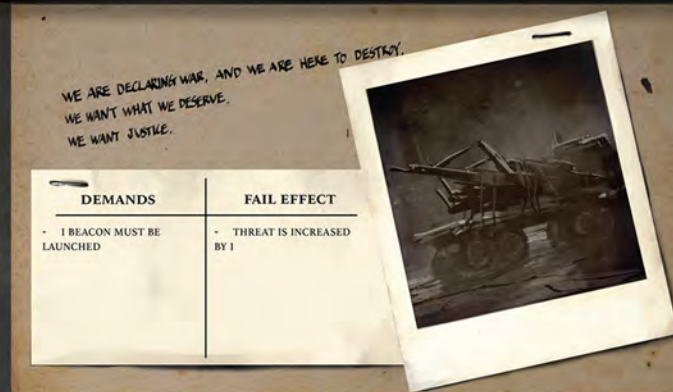
1. Locate the Letter, Beacons, Scientific Discovery, Riot, and Brief Cards on this page and place them on the board as directed.
2. Locate the Characters (bottom right). These will be your Characters for this game.
3. Read page 5 in full and follow the setup instructions, noting that you use the Characters and cards provided below in round 1.



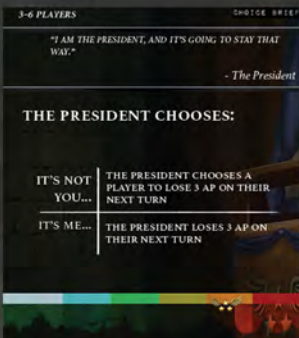
Place the above riot card face down on top of the Riot Card Pile.



Place the two Scientific Discovery Cards above face down on the Scientific Discovery Pile.



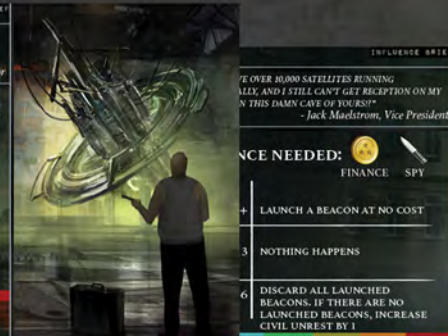
Use the above Letter on Day 1.



Brief Card, Drawn 3rd turn: Locate the above Brief Card and place it face down on top of the Brief Card pile in the third position.



Brief Card, Drawn 2nd turn: Locate the above Brief Card and place it face down on top of the Brief Card pile in the second position.



Brief Card, Drawn 1st turn: Locate the above Brief Card and place it face down on top of the Brief Card pile in the top position.



Use the above characters in this game. Roll a dice to decide who plays which character. Highest roller chooses first.



ANTHONY KIRKHAM
DEVELOPER

VERY SPECIAL BOY, AT LEAST THAT'S WHAT HIS MUM TOLD HIM.

FAVOURITE BOARD GAME: ROOT BY LEDER GAMES
STARTER COLOUR: BLUE

ANTHONY IS PASSIONATE ABOUT IMMERSION AND STORYTELLING, AND WANTS TO COMBINE ART FORMS AND STORYTELLING WITH STRATEGIC AND UNIQUE BOARD GAMES.



JONATHAN EDWARDS
DEVELOPER

REGULARLY HITS HIS HEAD ON DOORWAYS AND OTHER LOW HANGING OBJECTS, THE RESULTING REDUCTION OF BRAIN CELLS CAN BE ATTRIBUTED TO ANY POTENTIAL MISTAKES IN THIS RULEBOOK.

FAVOURITE BOARD GAME: SALEM 1692 BY FACADE GAMES
STARTER COLOUR: ORANGE

JON LOVES WHEN THINGS MAKE SENSE, AND ENJOYS BOARD GAMES THAT ARE UNIQUE, FUN, BUT ALSO 'JUST WORK'. HIS FOCUS HAS BEEN PULLING THIS MANTRA INTO PATRIOT.



ALI PHELPS
CHARACTER DESIGN & ART
<http://aliphelps.com/>

ALI WORKS FULL-TIME AS A FREELANCE ILLUSTRATOR LIVING IN NORTHERN CALIFORNIA. SHE SPECIALIZES IN CHARACTER DESIGN, ILLUSTRATION, AND VISUAL STORYTELLING.



JEFF BROWN
LANDSCAPE DESIGN & ART
<https://www.jeffbrowngraphics.com/>

IN THE WORLD OF BOARD GAMES, JEFF HAS WORKED ON GAMES SUCH AS MONSTROUS, GODBOUND, SETTLEFORGE, BELLY OF THE BEAST, TO NAME A FEW. JEFF ALSO SPECIALISES IN AMAZON BOOK COVERS.



ADITI AGARWAL
MARKETER

ADITI HAS SUCCESSFULLY LAUNCHED 2 KICKSTARTER CAMPAIGNS AND HAS WORKED WITH NUMEROUS OTHERS TO BRING THEM TO A REALITY. ADITI SPECIALISES IN KICKSTARTER CAMPAIGN STRATEGY AND ADVERTISING.



DMYTRO SVICHKAR
VIDEOGRAPHER & KICKSTARTER CAMPAIGN DEVELOPER

BASED IN UKRAINE, DMYTRO IS A PROFESSIONAL VIDEOGRAPHER WHO SPECIALISES IN BUILDING KICKSTARTER CAMPAIGNS, AND GENERAL VIDEO WORK.

OTHER ACCOMPLICES

INITIAL KS VIDEO:
3D ARTIST:
TABLETOP SIMULATOR DEVELOPMENT:

JON MIETLING
BHUSHAN AREKAR
LIYARIN

WITH SPECIAL THANKS TO THE PEOPLE OF /R/PENMANSHIPORN FOR CREATING THE LETTERS:

/U/THE_TERRIBLE_T, /U/DRAMATIC_WALRUS, My Mum!, /U/INFRALUGEL / @INFRALUGEL, /U/BEAVERSKEET, /U/SAIRWABOO, BLANKET_THIEF

THIS GAME IS DEDICATED TO THE OG BOARD GAME CYLONS: GUY AND BEN. HOPE YOU FIND THE EASTER EGGS IN THE GAME.

THANK YOU TO OUR FAMILIES AND FRIENDS FOR KEEPING US SANE THROUGH THIS PROCESS. THANK YOU TO MY WONDERFUL WIFE-TO-BE ALISHA FOR ALWAYS SUPPORTING ME.

PATRIOT HAS BEEN PROFESSIONALLY PLAYTESTED, AND PLAYTESTED BY HUNDREDS.

PLAYTESTERS

Playerlair.net: Ivan, Dido, Bloodaxe, Vassil, Maxe
Bradley Hunt, Katherine Meadows, Corey Godfrey

All of our families and friends!

CREDITS

ANTHONY KIRKHAM
JEFF BROWN
ALL PHELPS
ETC....

EACH KICKSTARTER BACKER IS AMAZING.

**AS A SMALL TOKEN OF APPRECIATION,
EACH BACKER GETS THEIR NAME PRINTED
ON THIS PAGE. FOREVER.**

SAVE-YOUR-NECK QUICK REFERENCE GUIDE

TREASURY

PAGE 17

PICK UP FINANCE INFLUENCE *Defense Space 1*
 COST: 1 AP
 MAX 2X PER TURN

GAIN COINS FROM BANK *Defense Space 2*
 COST: 4 AP, +2 CIVIL UNREST, PAYOUT: 2 COINS
 COST: 7 AP, +4 CIVIL UNREST, PAYOUT: 5 COINS

RAISE BASE TAXES *Defense Space 3*
 COST: 6 AP, +4 CIVIL UNREST

BRIEFLY PREDICT THE FUTURE *Defense Space 4*
 COST: 3 AP
 DRAW 2 BRIEF CARDS. PLACE 1 UNDER THE BRIEF DECK, PLACE 1 ON TOP OF THE BRIEF DECK
 DRAW 2 SCIENTIFIC DISCOVERY CARDS. DISCARD 1 & PLACE 1 ON TOP OF THE DECK

SURVEILLANCE CENTRE

PAGE 19 - 20

PICK UP SPY INFLUENCE *Defense Space 1*
 COST: 1 AP
 MAX 2X PER TURN

LAUNCH A BEACON *Defense Space 2*
 COST: 4 AP + 4 COINS (REVEALED), OR 2 AP + 2 COINS (UNREVEALED)
 LAUNCH A REVEALED BEACON, OR LAUNCH A BEACON FROM THE BEACON DRAW PILE

REPROGRAM BEACONS *Defense Space 3*
 COST: 3 AP
 REPLACE ALL UNLAUNCHED BEACONS WITH BEACONS FROM THE DRAW PILE.

CALL ASSASSINATION VOTE *Defense Space 4*
 COST: 7 AP
 INFLUENCE TYPE REQUIRED:
 INFLUENCE TOTAL REQUIRED:
 THE PRESIDENT: 4 PER PLAYER
 OTHER CHARACTERS: 2 PER PLAYER

USE BEACON
 COST: 0 AP + COST LISTED ON BEACON
 USE A LAUNCHED BEACON, ONCE PER ROUND PER BEACON

RESEARCH LABORATORY

PAGE 13

PICK UP SCIENCE INFLUENCE *Defense Space 1*
 COST: 1 AP
 MAX 2X PER TURN

ROLL FOR CIVIL UNREST *Defense Space 2*
 COST: 3 AP, ROLL A D8.
 8 -3 CIVIL UNREST
 5-7 -2 CIVIL UNREST
 2-4 +2 CIVIL UNREST
 1 +3 CIVIL UNREST
 SPEND 1 INFLUENCE CARD FOR EVERY 1 ADDED TO ROLL

COMMENCE SCIENCE PROJECT *Defense Space 3*
 COST: 2 AP, ROLL A D8
 7-8 +4 MARKERS
 5-6 +2 MARKERS
 2-4 NOTHING HAPPENS
 1 -2 MARKERS
 SPEND 2 SCIENCE INFLUENCE FOR EVERY 1 ADDED TO ROLL

MAKE A SCIENTIFIC DISCOVERY *Defense Space 4*
 COST: 4 MARKERS
 DRAW 2 SCIENTIFIC DISCOVERIES. IF NO REJECTS EXIST, DISCARD 1 & CHOOSE 1 TO RESOLVE

WAR ROOM

PAGE 21

PICK UP WAR INFLUENCE *Defense Space 1*
 COST: 1 AP
 MAX 2X PER TURN

DEPLOY TROOPS *Defense Space 2*
 COST: 4, 6, OR 8 AP
 DEPLOY 2, 3, OR 4 TROOPS

MOVE DEPLOYED TROOPS *Defense Space 3*
 COST: 1 AP

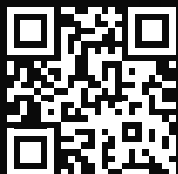
ROLL TO EXECUTE A RIOTER
 COST: 3 AP, ROLL A D8.
 7-8 MAY EXECUTE 2 RIOTERS
 2-6 MAY EXECUTE 1 RIOTER
 1 LOSE 1 TROOP (IF NO TROOPS, ADD 1 RIOTER)
 SPEND 2 INFLUENCE CARDS TO REROLL

TURN ACTIONS

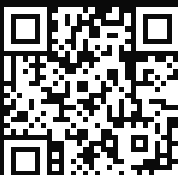
1. GATHER YOUR INFLUENCE
2. ACT WITH YOUR AP
3. ENCOUNTER A BRIEF

ROUND ACTIONS

1. RESOLVE LETTER DEMAND
2. RESOLVE RIOTS
3. RESET BEACONS
4. GAIN TAXES
5. FLIP AND READ NEXT LETTER



FACEBOOK



INSTAGRAM



TWITTER



PLAYLIST



DICE TOWER
 HOW TO PLAY

* TILE GLOSSARY FOUND ON PAGE 22

CHECK US OUT. OR DON'T.

INSTAGRAM.COM/WILDROBOTGAMES

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