

Reggae Revolution Rules



Plot

In the year 2266, the world is controlled by a fascist police state. Peace, love, unity, and respect have all been made illegal. Finding the relics of reggae in the ruins of the old world, a circle of youths rediscovers the power of music. They plan to coordinate an enormous underground dance party to return the message of nonviolent resistance back to the people!

Object

Players work cooperatively to gather resources for the dance party. Once during their turn, players may put a card from their hand into the scored area. Once there are cards with each symbol (peace, love, unity, and respect) for each card color (red, green, yellow, and black) in the scored area, the players win the game. But, if the villains suppress all the symbols (peace, love, unity, and respect), the players lose the game.

Setup

Each player gets a starting deck of twelve cards: three peace cards, three love cards, three unity cards, and three respect cards. Each player shuffles their deck and draws six cards, leaving the rest in a face down draw pile, with room for a discard pile next to it. If a player does not like their starting hand, they may reshuffle and draw a new hand once. Take all of the other starting cards and put them in four piles; one for each of the different starting cards. Shuffle the main deck and deal a lineup of six cards face up. Place the oppression cards in a pile on the table. Make a space for the destroyed pile, and the score area. Shuffle the villain deck and place it face down near the main deck. Determine who will be the first player.

Turn Phases

There are three phases to each turn: Villain, Main, and Obtain. The active player completes each step, in order, and then it becomes the next player's turn, clockwise.

Villain Phase

Reveal the top card of the villain deck and play it. If the card is a scheme card, resolve its effect and put it into the destroyed pile. If the card is a villain, put it into play; face up next to the villain deck. If there are other villains still in play, slide them over to make room for the new villain. The active player completes the effect of the new villain. Then, they discard all cards in their hand that have symbols that match any of the symbols the villain suppresses. If the villain deck runs out, shuffle all villains and scheme cards from the destroyed pile into a new villain deck. If all four symbols (peace, love, unity, and respect) are suppressed by villains, the players lose the game.

Main Phase

During a player's main phase, they may use cards from their hand to take steps. Steps may be taken in any order. The actions are as follows: play, pay, sway, and yay. The yay step may only be taken once per turn, while the other steps may be taken multiple times.

Play

The active player may play cards from their hand. When a player plays a card, they gain the symbols on the card into a pool. They may also choose to complete the effect of the card. After the card is played, it is put face up into the player's discard pile.

Pay

The active player may pay symbols from their pool to gain cards from the lineup or from any of the four piles of starting cards. A card's cost is the symbols listed on it. When a card is gained, it is put face up into the player's discard pile. If the lineup ever has less than six cards, the top card of the main deck replaces it face up in the lineup.

Sway

Persuasion is the best weapon as love conquers all. The active player may give a card in their hand to persuade a villain in play whose color matches the color of the given card. Destroy the persuaded villains and destroy the given card. If a villain requires multiple cards to persuade, cards given to the villain remain on the villain until it is persuaded. Then, the given cards are also destroyed. When an oppression card or a starter card is destroyed for any reason, return it to its pile. When any other type of card is destroyed, put it into the destroyed pile.

Yay

Once per turn, the active player may take a card from their hand and put it into the scored area; and may sing "yay" or another exclamation of happiness and joy. If there are cards with each symbol (peace, love, unity, and respect) for each card color (red, green, yellow, and black) in the scored area, the players win the game. The active player may put a card into the scored area from their hand even if its symbol and color combination is already in the scored area.

Obtain

The active player puts all cards left in their hand into their discard pile. Their symbol pool is emptied of symbols. The player draws a new hand of six cards. If there are not enough cards in the player's draw pile, shuffle their discard pile into a new draw pile and continue drawing. The player to the left of the active player becomes the new active player and takes a turn.

Special Cards

When an oppression card is played, it has no effect. If the oppression card is played from a player's hand, put it into their discard pile. If the oppression card is played from the villain deck, put it back into the oppression pile. Wild cards count as having any one symbol and any one color. A wild card can switch its symbol and or color at any time, but only can ever have one symbol and one color at any one time.

Single Player Rules

Rules are the same, except any card that affects other players, affects the single player instead.