

# *Vive la Révolution*



The year is 1832 and a storm is brewing in Paris. Following Napoleon's defeat in 1815 the French monarchy was restored, but even with a fresh revolution in 1830 deposing the House of Bourbon in favour of the more popular Louis Philippe, anti-monarchist feelings remain - especially in some districts of Paris.

Will you join the revolution? Or crush the rebels with the might of the National Guard? You might even hide your true loyalty, and when the outcome is clear, only then join the crowds in their shouting of **Vive la Révolution!**

4 - 10 Players

30 - 60 Minutes

Ages 10+

## **GAME OVERVIEW**

Players will be divided into Royalists and Rebels, but will also be given a secret loyalty card indicating if they are Loyal, actually a Traitor working for the other side, or if they are Wavering and prone to switching sides.

Each turn you will first discard and draw to try to improve your options, and then play two cards from amongst cards in your hand and those on the table - though these must match either rank or suit.

The cards can add, remove or move Rebels and Guards amongst the twelve Paris Districts on the board. They can also reveal loyalty cards.

The Rebels win if eight Districts actively rebel, or if more than nine Guard are deployed into Paris to control the rebellion. The Royalists win if they keep Paris under control for two deck cycles.

After the first deck cycle two Jokers are added which add two additional ways to win - the Rebels need five Districts actively rebelling without any Guard presence, while the Royalists need to reduce the insurrection to just one active rebel.



6a. Pair the Loyalty cards - one Royalist and one Rebel - with the same Loyalty - Loyal, Wavering or Traitor. This will give 5 pairs.

6b. Randomly select pairs of Loyalty cards (plus just one of the Wavering cards for odd player counts) according to the following -

<b>Players</b>	<b>Pairs</b>	<b>Extra</b>
4	2	
5	2	1 Wavering
6	3	
7	3	1 Wavering
8	4	
9	4	1 Wavering
10	5	

6c. Deal out a Loyalty card to each player. Secretly view your Loyalty card and place it face down.

7. Each player should announce whether they are Rebel or Royalist (the value at the top of their Loyalty card), and receive a random matching Character card (matching flag at the top left - which is the starting side). Take note of the special once per game ability of your character.

8. The player who has last seen, read, or listened to Les Miserables should go first - or you can just choose a starting player randomly. Proceed clockwise.

## HOW TO PLAY

Each turn you will start with a Discard phase, followed by the Play of two matching cards.

**Discard** - You have four options for your discard.

1. Discard one card from your hand. Place this card either face down on the Discard pile, or 'Recycle' it by placing it on the bottom of the Deck. Draw one card.
2. Discard two cards from your hand, one face down on the Discard pile, and one Recycled to the bottom of the Deck. Draw two cards.
3. Recycle all the cards in the Card Pool - placing them on the bottom of the Deck in any order you wish. Restock the Card Pool from the Deck.
4. Do nothing - just keep the cards you have.

### Play

Choose two 'Matching' cards from amongst the cards in your hand and in the card pool (two cards from hand, two cards from card pool, or one card from each). The two cards can Match either in value (eg. two 8s) or in suit (eg. two hearts). A Joker will match with any card.

Play the cards in any order you wish - but you **MUST** play both cards, and you **MUST** perform the action on each card if possible. Discard the cards facedown to the Discard Pile. Replace the two cards from the Deck.

## DECK CYCLE

If at any stage the Deck is empty when a card needs to be drawn, reshuffle the Discard pile to form a new Deck, adding in the two Jokers the first time this occurs. The game will end after two Deck cycles if not before.

## LOYALTY

**Loyal** - You will stay on your starting side .

**Traitor** - You are actually on the other side. If your Loyalty card gets revealed, flip your character card (this may change your once per game ability).

**Wavering** - You start on one side, but if your Loyalty card (or the Loyalty card of the other Wavering player) is revealed, you flip your character card. You can use the True Colors card to switch sides again.

## GAME END

The **Rebels** win if -

- There are **8 Districts** with **Active Rebels**.
- An card is played to add a **10th Guard** to the board.
- There are **5 Districts** with **Active Rebels** without any Guards **AND** a **Joker** is played.

The **Royalists** win if -

- The **Deck** is **cycled** through **2 times**.
- There is **1 or less Active Rebels** **AND** a **Joker** is played.

## **IMPORTANT INFO**

Though you may discuss what you can and can't do with other players, you should not reveal your hand to any other player. All discards should also be made face down. This allows some doubt about which players may or may not be Traitors or Wavering.

If you are playing with less than 9 players, then there will be uncertainty as to what Loyalty cards are in the game, especially in regard to if Traitors are present.

If you are playing with two Wavering players, then they will always be on opposing sides. If one switches, then the other also switches.

As you can only play matching cards, this can limit your options significantly. Take this into account when choosing discards - having only a poor option might change to having only a terrible option afterward.

Sometimes it is useful badly playing a card from the pool that is good for the other side, rather than allowing the next player to play it well.

It is easier to add Rebels to the Red and Orange districts, and harder to add them to the Blue and Purple districts.

If you are a Loyalist, be careful with adding Guards to the board. You need enough to suppress the rebellion, but getting too close to 9 may give the Rebels another path to victory.

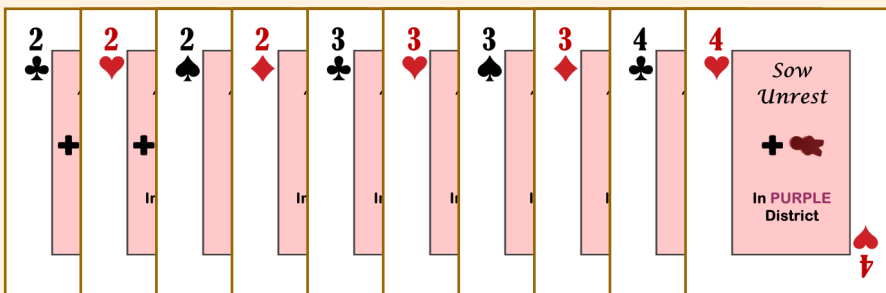
# CARDS

The deck has 54 cards, and matches a standard playing deck in terms of suit and values. The low cards are usually good for the Rebels, and the high cards are usually good for the Royalists. The Aces affect Loyalty.

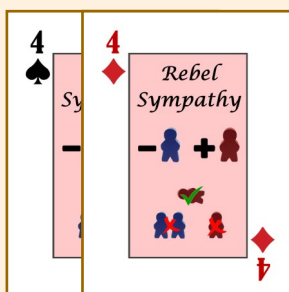
Some cards will have restrictions on how they are played, and this is indicated with ✓ s and ✗ s.

**Adjacency** affects some cards - mainly Rebel ones. Two Districts are adjacent if they share a border (including Montmartre and St Martin), but Districts are not adjacent if they are separated by the river.

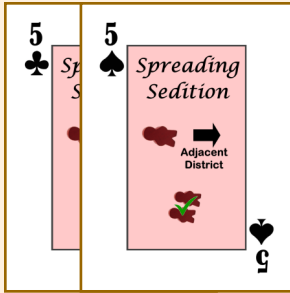
An **Inactive Rebel** is one that is lying down. An **Active Rebel** is one that is standing up. Rebels are usually added to the board Inactive, and are then Activated.



**Sow Unrest** - Place one (or two if shown) Inactive Rebels in one of the Districts of the indicated color.

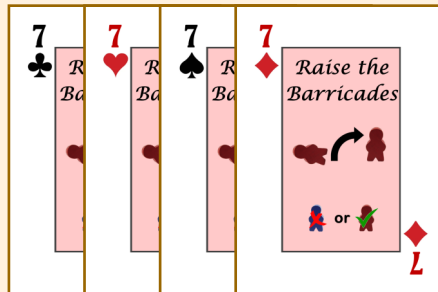
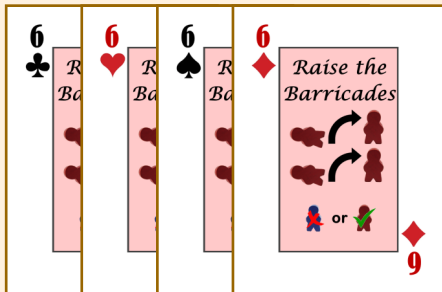
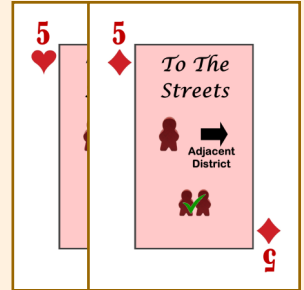


**Rebel Sympathy** - Remove a Guard from a District and add an Active Rebel. Can only be played on a District where there is at least one Inactive Rebel, less than two Guards, and no Active Rebels.

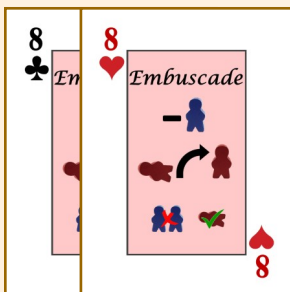


**Spreading Sediton** - Move an Inactive Rebel to an Adjacent District. This must be from a District that has 2 or more Inactive Rebels.

**To The Streets** - Move an Active Rebel to an Adjacent District. This must be from a District that has 2 or more Active Rebels.

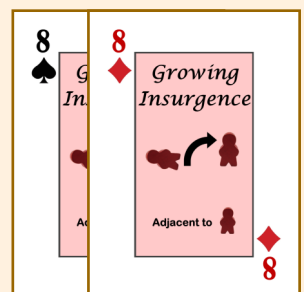


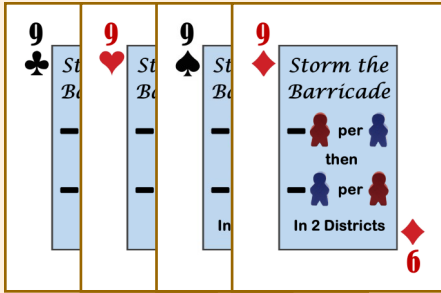
**Raise the Barricades** - Activate one (or two) Inactive Rebels. Can only affect Districts that have no Guards, or where there is already an Active Rebel. If Activating two Rebels, these can be in different Districts.



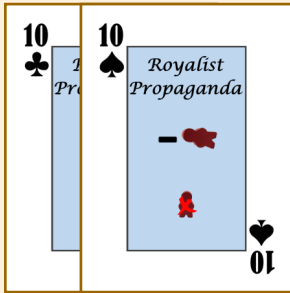
**Embascade** - Remove a Guard and Activate a Rebel in a District. This must be a District that has only one Guard and has at least one Inactive Rebel.

**Growing Insurgence** - Activate a Rebel in a District that is Adjacent to a District with an Active Rebel.



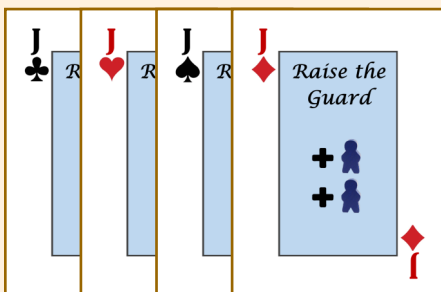
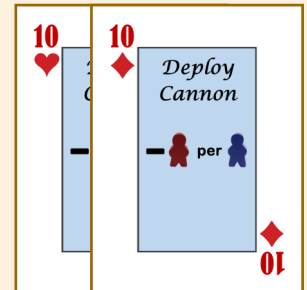


**Storm the Barricade** - Choose one (or two) Districts with at least one Guard and at least one Active Rebel. Remove an Active Rebel for each Guard. Then remove a Guard for each remaining Rebel.



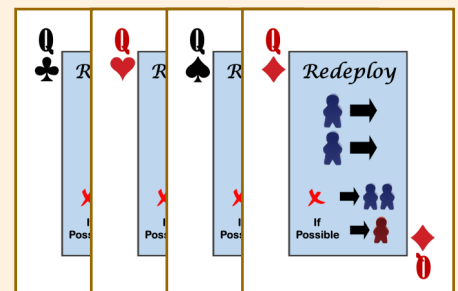
**Royalist Propaganda** - Remove an Inactive Rebel from a District. This must be a District which has no Active Rebels.

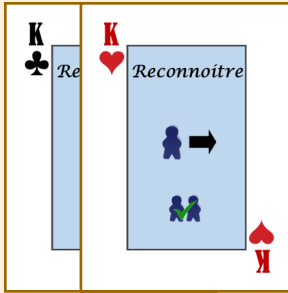
**Deploy Cannon** - Choose a District with at least one Guard and at least one Active Rebel. Remove an Active Rebel for each Guard.



**Raise the Guard** - Add one (or two) Guards to any District. If two Guards are added, these can be to two different Districts.

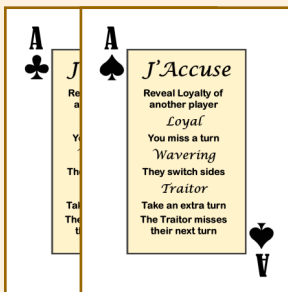
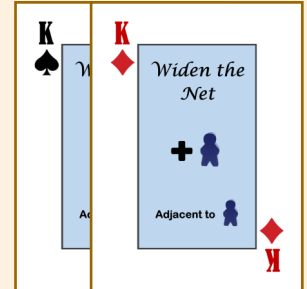
**Redeploy** - Move one (or two) Guards to different Districts. You cannot move a Guard to a District that already has two or more Guards. You must move Guards to Districts with Active Rebels if possible, but otherwise you can move them freely. Districts do not need to be Adjacent.





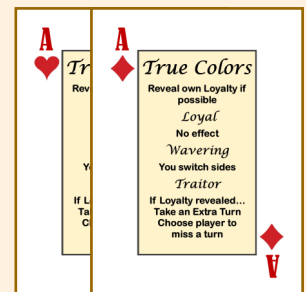
**Reconnoitre** - Move a Guard to a different Adjacent District. This must be from a District that has two or more Guards.

**Widen the Net** - Add a Guard to any District adjacent to an existing Guard.

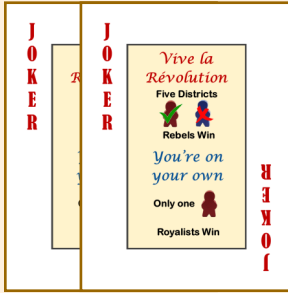


**J'Accuse** - Reveal the as yet unrevealed Loyalty card of any other player. If they are Loyal, you miss your next turn. If they are Wavering, they switch sides (and any other Wavering player must also reveal their Loyalty and switch sides). If they are a Traitor, you can take an Extra Turn and the Traitor flips their character card and misses their next turn.

**True Colors** - Reveal your own Loyalty if possible. If you are Loyal, there is no effect. If you are Wavering, you switch sides (and flip your character card), even if your Loyalty card was already revealed.



Any other Wavering player also switches sides. If you are a previously unrevealed Traitor, take an Extra Turn and choose any other player to miss their next turn.



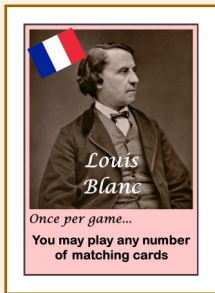
**Joker** - The Jokers are only added to the Deck after it has been cycled once. These are wild and can be matched to any card. They do nothing unless the listed condition is met, in which case the game ends.

**Vive la Révolution** - If there are 5 Districts with at least one Active Rebel, and no Guards, then the Revolution succeeds and the Rebels win.

**You're on your own** - If there is One or less Active Rebel on the board, then the Revolution fails and the Royalists win.

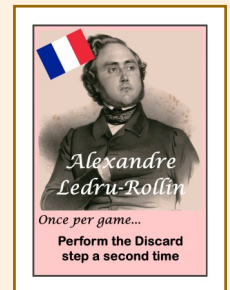
# CHARACTERS

There are five Royalist characters and five Rebel characters. Their primary (starting) side is indicated by the flag being on the top left. Each character has a different once per game ability.



**Louis Blanc** was a French politician and historian, and a socialist supporting reform. Once per game when playing cards, you may play any number of matching cards.

**Alexandre Ledru-Rollin** was a French lawyer and politician. Once per game you may perform the Discard step a second time.



**Jean Lamarque** was a French commander in the Napoleonic wars who became a member of parliament.

**Rebel** - Once per game when playing one or two Raising the Barricades, you can ignore restrictions that requires no Guards or an Active Rebel.

**Royalist** - Once per game you can use Raising the Barricades to Deactivate instead of Activating Rebels.

**Marius Pontmercy** was a student and revolutionary in Les Miserables. Once per game when playing cards, you may play all cards from your hand, even if not matched.





**Enjolras** was a charismatic revolutionary in Les Misérables.

**Rebel** - Once per game when you play one or two Sow Unrest cards, you may add twice as many Rebels.

**Royalist** - Once per game you may use Sow Unrest to remove Inactive Rebels from the appropriately colored Districts rather than adding them.

**Francois Guizot** was a French historian, orator and statesman. At the end of your turn you may reveal your Loyalty (if unrevealed) to have an Extra Turn. If you are Wavering, you switch sides (and any other Wavering player also reveals and switches sides).

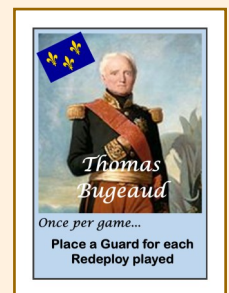


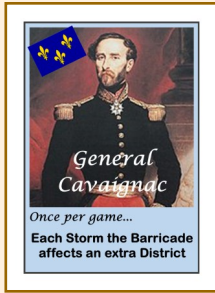
**Edouard de Fitz-James** was a French noble and politician. Once per game when playing cards, you may play two cards that do not match.

**Thomas Bugeaud** was a marshal of France.

**Royalist** - Once per game when playing one or two Redeploys, you may also place a Guard for each Redeploy played.

**Rebel** - Once per game when playing one or two Redeploys, you may also remove a Guard for each Redeploy played.





**General Cavaignac** was a French general and politician.

**Royalist** - Once per game when you play one or two Storm the Barricade cards, each card affects an extra District.

**Rebel** - Once per game when you play one or two Storm the Barricade cards, the order is reversed such that Guards are removed first, and then Rebels.

**Inspector Javert** was a police inspector in Les Miserables. Once per game when you choose to Recycle the card pool in your Discard step, you may Discard all three cards to the Discard pile rather than Recycling.



## GAME SUMMARY

### ON YOUR TURN

**Discard** Discard or Recycle 1 card  
OR Discard 1 card and Recycle 1 card  
OR Recycle the Card Pool  
OR Do nothing

**Play** Play two Matching cards  
Replace played cards from Deck

**Reshuffle Discard Pile** when Deck is empty.  
Add **Jokers** after first reshuffle.

**Once per Game** you may use your ability.

### GAME END

The **Rebels**  **WIN** if -

- There are **8 Districts** with **Active Rebels**.
- A **10th Guard** would be added to Paris.
- There are **5 Districts** with **Active Rebels** without any Guards **AND** a **Joker** is played.

The **Royalists**  **WIN** if -

- The **Deck** is **cycled** through **2 times**.
- There is **1 or NO Active Rebels** in Paris **AND** a **Joker** is played.