

# REVOLUTION!

5-6 Player Expansion

## THE PALACE™

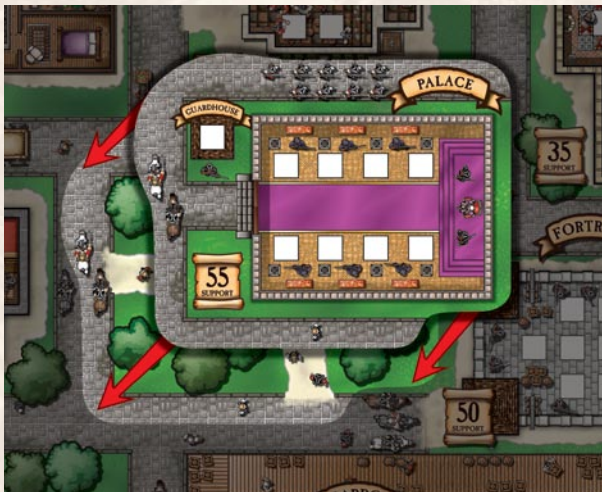
### Components

- Palace Tile
- Token sheet (6 Force, 6 Blackmail, 12 Gold)
- 50 cubes (25 purple and 25 orange)
- Two bid screens (purple and orange)
- Two bomb/100 score markers (purple and orange)
- Six 200/300 score markers
- Six bid boards
- Rulesheet

### Setup

This expansion can be played with four to six players. Set up as per the basic *Revolution!* game, except

- Give each player one of the new 16-space bid boards. The 12-space boards from the basic game are not used with this expansion.
- Place the Palace tile over the park in the middle of the board.



### New Characters

This expansion adds four new characters to the bid board.



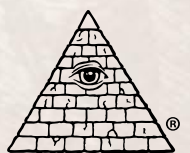
### Viceroy

The Viceroy controls the Palace (on the new tile) and its Guardhouse. Winning the Viceroy gives you an Influence cube in the Palace. It also lets you **Occupy** the Guardhouse. When you occupy the Guardhouse you place a cube there. If there is already a cube in the Guardhouse, you replace it with one of your own.

The Guardhouse protects all the cubes of its color on the board from being moved or removed by anyone except their owner.

Keep in mind that the Guardhouse is not part of the Palace, so its cube does not contribute to control of the Palace. It is still an Influence Space though, so the game is not over if it is the only empty space on the board.

*Strategy:* The Viceroy may seem simple at first, but he is the only character in the game that places two cubes on the board in the same turn. Sometimes it may help you more to give up the Guardhouse immediately with an Apothecary or Messenger move than to keep your cube there.



## Messenger

The **Messenger** gives three support and allows you to **Reassign** up to two of your cubes to any open Influence spaces. Reassigning means to move cubes that are *already on the board*. (Note that this isn't the same as placing a new cube on the board. The only character who lets you place a new cube onto the board without Influence is the Spy.)

*Strategy:* The Messenger is the most subtle of the new characters. If you have a cube stuck in a losing position, he can let you move it to where it's useful . . . and often the Messenger can be won very cheaply. He also combines well with other characters to create powerful shifts in the control of areas. For example, the Messenger and the Mayor can yield a relatively inexpensive three-cube swing in influence. When combined with the Spy and Apothecary, the Messenger yields impressive results.

## Mayor

The **Mayor** only accepts Gold bids. He allows you to Influence any open space on the entire board.

*Strategy:* If all you have is Gold, the Mayor can let you place a cube in an area that would otherwise be dominated by players with Force or Blackmail. And if you're ahead on points but your rivals are catching up, the Mayor can let you fill those last few spaces and end the game quickly.

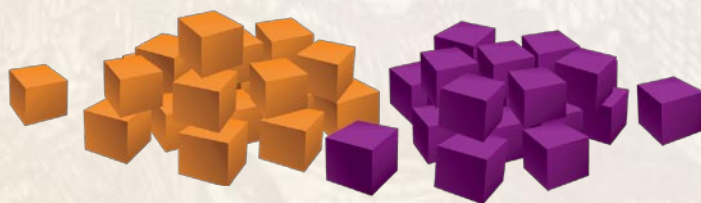
## Constable

The **Constable** is the last new space on the board. He only accepts Gold bids. Winning his space grants a Blackmail token and five Support.

*Strategy:* The Constable is the most straightforward new character. Like the Rogue, he turns gold into Blackmail, so when he's around, it's easier to get Blackmail tokens.

## Out of Cubes?

If a player does very well (especially in a three-player game), he might run out of cubes. In that case, he can take over an unplayed color for the rest of the game. If all six colors are in use, and one player dominates the game so much that he gets all his cubes into play anyway, the other players might as well declare him the winner and start a new game.



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