

OWNER'S MANUAL SUPREME POWER

We'll put out an instructional video,
be sure to watch that
if you are not
an instruction-reading type.

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THANK YOU!

For your generosity and supporting us
in making this game a reality!
Without your help this would
all have been for nothing.
You are truly awesome.
We mean it.

A QUICK OVERVIEW

Congratulations! Your party, as in the party at the table, has just won the elections. Fair and square (or maybe with just a little bit of help from the Russian Internet Trolls). The people were wise to choose you and now it's time to relieve them of this hard decision-making business in the future!

You will attempt to take control of the **Judiciary, Media and State-Owned Companies** to gain the absolute power over the Republic and become the Supreme Leader For Life*!

To do that, you will need to gain popularity points by bribing or manipulating the voters. It comes at a cost of **increasing depravity of public life** and so the doomsday clock is set in motion! If you don't seize power before it reaches **100**, the people will storm the palace gates and hang everyone.

But beware of the Minister of Defence! He may get enough generals on his side to seize power in a **Coup d'État!** Other members of the cabinet may seek alliances with the Priesthood of the First Alien Church of Zholtanasi or Business to win through **Theocracy or Kleptocracy!**

The increasing depravity may not be all bad news. When the **Depravity Meter** reaches **70** there will be an opportunity for one of you to seize power as the leader of the revolutionary movement that will soon swallow everyone.

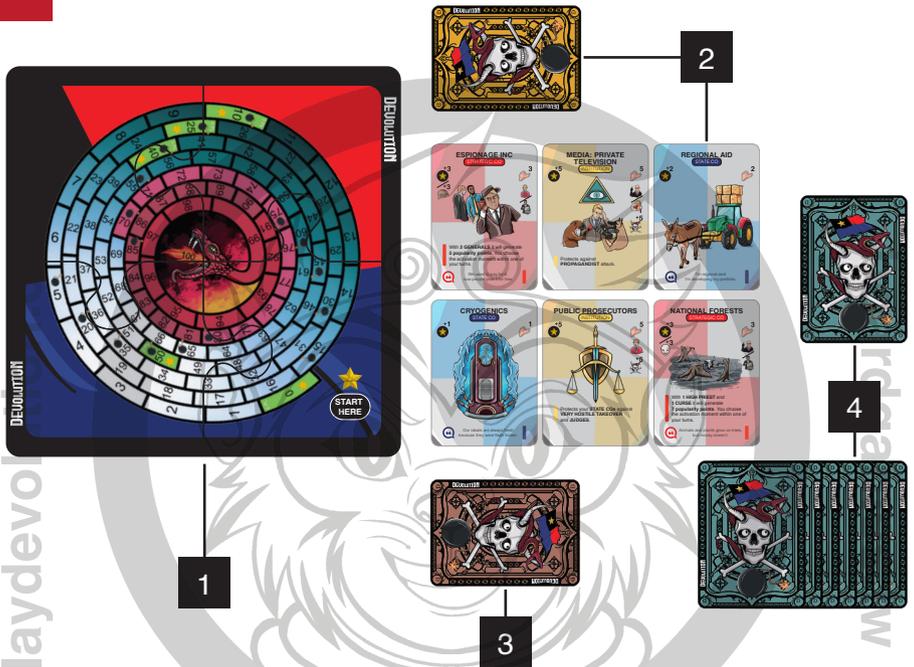
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Check out our abbreviated Party Initiate set on TableTopia:

<https://tabletopia.com/games/devolution>

SETUP



1

Set up the **Depravity Meter** board in the middle of the table. Put the token on the starting field, depending on the number of players (green spaces on the board).

2

Shuffle the **Republic Deck** (gold) and lay 6 cards face up in the centre of the table so that all players can see them. Every time one gets taken, put a new one in its place.

3

Shuffle the **Shit Happens** deck (brown). Remove 3 top cards and, without looking, put them back in the box. They will not be used in this game (and you can try your luck at escaping karma).

4

Shuffle the **Regular Deck** (blue) and distribute 7 cards to each player. Give each player 2 popularity points.

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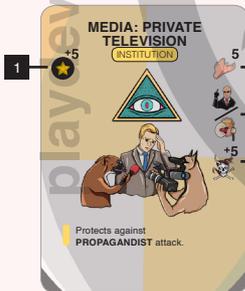
PATHS TO VICTORY

The object of the game is to grab hold of power. You can do that in a number of ways.

1. Supreme Leader for Life.

The first one to collect enough **Republic points** wins the game and achieves this much coveted title.

The number of points to collect depends on the number of players, according to the $X = (22 - \text{number of players})$ formula. Here! We've done the hard calculations so you don't have to!



- 1 These gold stars in black circles are Republic points, you need them to win
- 2 This is how much popularity you need to spend
- 3 And you need AGENT or PROPAGANDIST for this one
- 4 This is by how much the depravity rises

Popularity is just a means to an end, currency to buy the cards from the Republic deck. Each card has a specified price in popularity and sometimes in CHARACTERS needed. If a CHARACTER card is to be used for it, that card counts towards the 2 card per turn total.

7 popularity points can be substituted for each CHARACTER. For example, instead of spending 5 popularity points and 1 AGENT or PROPAGANDIST to buy MEDIA: PRIVATE TELEVISION, you can spend 12 popularity points.

You can buy a **maximum of 2 Republic Cards per turn**. Notice that STATE COs do not require extra cards, only popularity points, so you are able to purchase them even after you have exhausted your 2 cards per turn limit.

Other paths to victory can be pursued, but to win through them, the following ***sin qua non*** condition must be met: **a player must hold at least 1 Republic Institution** (gold shield background).

* "Sin qua non" is a fancy Latin phrase for "indispensable". We like to show off sometimes.

The required number of points is **X** and unless otherwise stated follows the same 22 minus the number of players calculation as for the Republic points.

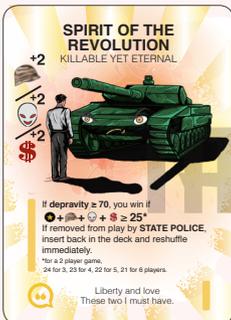
2. **Coup d'État!** First one to collect **X Military points** 🎖️, wins and achieves the Lord Protector title.

3. **Theocracy!** First one to collect **X Church points** 🙏, wins and achieves His Holiness the Lizard title.

4. **Kleptocracy!** First one to collect **X Business points** 💰, wins and achieves the *King of Thieves* title.

Pay attention now! The winning formula for this final option is different! The number of points required is **27 - number of players**.

5. When you declare the **SPiRiT OF THE REVOLUTION** card, you can **add the Republic points to the points of all factions**. This comes into effect once **depravity** reaches the End-of-Days Threshold of **70**.



Again! We've done the hard calculations for you!

It's 25 points for 2 players, 24 for 3, 23 for 4, 22 for 5, 21 for 6.

If the **SPiRiT OF THE REVOLUTION** card is removed from the game by the **STATE POLICE**, it goes back to the deck which is then immediately reshuffled.

It's all here on the card, so make sure to read the instructions!

The Extension cards provide 3 more ways to win, by allowing 2-way alliances between Business, Church and Military.

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GAME TURN & HOW TO READ THE CARDS

The player who can make the most outrageous election promise goes first. Alternatively, roll the dice. Then proceed clockwise.

To accomplish anything you have to gain popularity. Use cards like these:



1 This is how much popularity you gain

2 This is by how much depravity rises as a result: Roll the dice for this one

3 2 for this one

Move the token on the board accordingly.

Each player gets to **play 2 cards per turn** and can spend an unlimited amount of popularity points.

Some cards can only be declared for points and have no special action associated with them. Like these:

Other cards are pure action, like this:



5 Military for GENERAL

5 Church points for HIGH PRIEST



COMBO EFFECTS

When a card has a combo effect, all necessary cards have to be declared. In the case of NATIONAL AIRLINES they are: 1 ASSHOLE MILLIONAIRE and 1 BUSINESSMAN.



But some cards can be declared for points **OR** used for their action. For example, **BLACK OPS** can be:



Declared for **2 Military points** (and it goes on the table in front of you).

But it can also be used for its action,

during your turn to do this
or out of turn to do this

(our tasteless attempts at humour you can safely ignore).

If a card is used for its action, it goes into the **discard pile**. Each time, you have to **choose** between **declaring for points** **OR performing an action**.

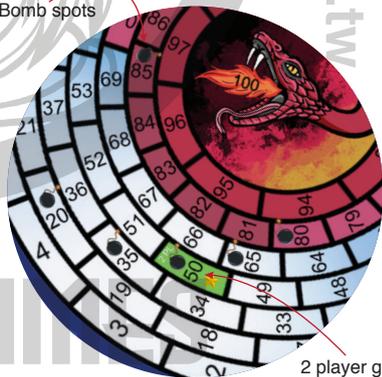
After their turn, the players draw as many cards as they need, so that they have **7 cards again in their hand**. Should you lose additional cards between your turns, you have to wait until after your turn to draw up to 7.

Instead of taking their turn, a player may replace some or all of his cards and draw new ones.

DEPRAVITY METER

Every time the **Depravity token** lands or passes one of the fields marked with a bomb, the player must draw a card from the **Shit Happens deck** and live with the consequences. If the **Shit Happens** card increases the depravity past another bomb point, the player must take another card. If this second card also increases the depravity past yet another point, the player moves the token there but **does not take another Shit Happens card**.

Bomb spots



2 player game starts here

Note: the bombs are only set off on the way up, not when the meter is brought back down through **CHARITY** cards or other means. The "bombs" are set off again on their way up.

Taking the **REPUBLIC INSTITUTIONS** causes an increase in **depravity** by +5 points and **always** triggers the drawing of a **Shit Happens** card.

TAKING POPULARITY POINTS FROM OTHER PLAYERS

When the card so instructs, you can take popularity points from other players. If they don't have enough (or at all), you take the shortfall (or all) from the party faithful (bank). Popularity must be taken from other players first, only the shortfall comes from the party faithful (bank).

Additionally, in a 2 player game, for each card that instructs to take points from **each** player, the bank is treated as another player that must hand over the points.

IF THERE ARE NO MORE CARDS

Reshuffle and use the cards from the discard pile.

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EXTENSION SET

If everything goes well, the crowd funded version of this game will have additional cards. Include them in your Regular Deck once you have become familiar with the game mechanics and feel like spicing things up with more interactions, more ways to get points and more ways to cause mischief! Just add them to the deck, with the exception of COMBAT GENERAL; to add him, remove one of the regular GENERALS. DISACHIEVEMENT cards are an additional way to score points by being bad: keep the POLICE INTIMIDATION, TROLL ATTACK and HOMEGROWN PATRIOTS cards with you to keep track of how many you've used and throw them into the discard pile once you've earned a DISACHIEVEMENT card.

Extension set cards are clearly marked so you can withdraw them from the deck easily when playing with a newbie!

