

1789



Category:	Card Game, Deduction
Mechanic:	Worker Placement, Voting
Players:	4-12
Time:	45 minutes
Age:	14+
Components:	1 game board, 62 cards, 78 tokens, 4 pawns

What is the game about?

You play a committee member in 18th century France facing grave crises. Each crisis can be resolved through a reform but each committee member has his or her own secret objectives.

How do you win?

Each committee member is either a Monarchist, a Republican or a Bonaparte. To win a Revolution victory for the Monarchists or the Republicans, you must start a revolution and name all your faction members (no more, no less). If you fail, the opponent faction may start a counter-revolution. If both fail, the Bonapartes win.

If the game ends without a Revolution victory, committee members with fulfilled objectives win, e.g. Louis XVI win if all three reforms are Monarchist (white).



How do you play?

The players take turns to play the following phases:

1. Seat: Play a seat token next to two crises
2. Vote: If all seats are occupied, play a secret vote for a reform (Monarchist/Republican).
3. Purge: If the vote is not unanimous, play an open vote to purge a Committee member and have his or her seat token removed.
4. Revolution: Optionally start a revolution by naming your faction members.

What makes the game special?

1789 features not only two secret teams with opposite goals but also a third team that wants both to fail. There is also a spatial element, whereby players may observe and draw conclusions from which crises the other players choose. Lastly, the victory condition to name all other team members offer rich opportunities for bluffing and double-bluffing.