

# 1789©

*A game of revolutions and counter-revolutions*



*for 4-12 players (playing time 45 minutes)*

*by Nicholas Hjelmberg*








*Nova Suecia Games*

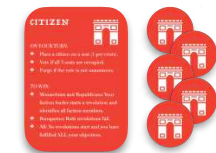
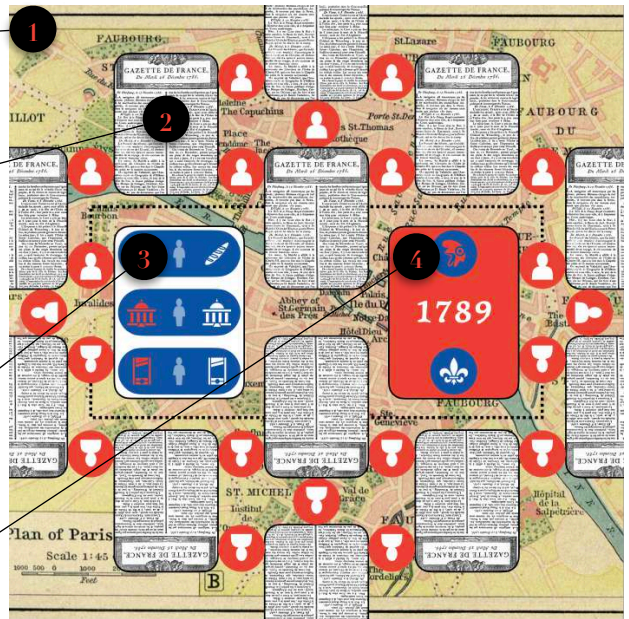
*<http://www.novasuecia.se>*

## 1. Introduction

Citizens! Our Motherland is torn apart by crises which call for immediate and determined reforms. The Committee trusts you to put the common good above your own interests to resolve the crises. Beware, our intelligence warns that there are usurpators among us who want to seize the power for their own good.

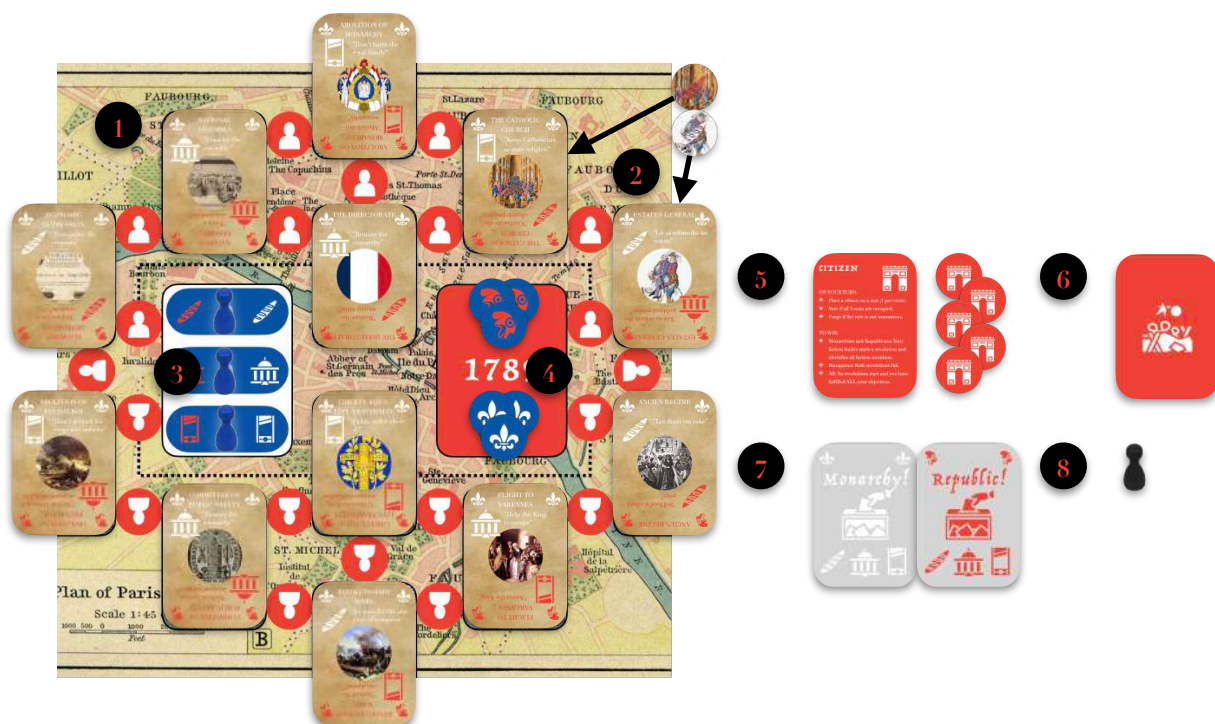
## 2. Components

- ❖ 1 game board  depicting Paris with 3 types of spaces:
  - ❖ 12 Crisis spaces  for the 12 Crisis cards and 12 Crisis tokens.
  - ❖ 1 white Assembly space for the 3 blue Minister pawns .
  - ❖ 1 red Revolution  space for the 3 white Revolution tokens  and the 3 red revolution  tokens.
- ❖ 12 Citizen cards, each with a set of 5 Seat tokens.
- ❖ 12 pairs of Vote cards (Monarchy and Republic).
- ❖ 14 Objective cards.
- ❖ 1 black Chairman pawn. .











### 3. Setup

1. Place the game board on the table.
2. Shuffle the 12 Crisis cards and draw 1 card for each of the 12 Crisis spaces. Place the matching Crisis token beneath each Crisis card.
3. Place the 3 blue Minister pawns in the white Assembly space on the indicated spaces.
4. Place the 3 white and the 3 red Revolution tokens in the Revolution space on the indicated spaces.
5. Give each player 1 Citizen card and its 5 Seat tokens.
6. Sort out the Objective cards Louis XVI and Robespierre (referred to as *Faction Leaders*). Shuffle the remaining Objective cards and draw as many as the player count less two **without looking at them**. Remove the remaining Objective cards **without looking at them**. Shuffle Louis XVI, Robespierre and the drawn Objective cards. Deal 1 to each player. **Do not reveal them**.
7. Give each player 1 pair of Vote cards (Monarchy and Republic).
8. Vote for a player to start and take the black Chairman pawn.




## 4. Game Objective

1789 presents the players with two games in the game. Collectively, the players take turns to **Vote** for **Ministers** and **Reforms** for the twelve **Crises** that France faces. Privately, each player belongs to a secret **Faction** and has a set of secret **Objectives** as stated on the Objective card. A player wins either an **instant victory** if the leader of the faction correctly identify each other in a coup or a **tie-break victory** if the Ministers and Reforms voted for correspond to the Objectives.

- ❖ A **Crisis** is an event that calls for a combination of one of two possible **Ministers** and one of three possible **Reforms**.
- ❖ A **Minister**  is either a **Monarchist**  or a **Republican** .
- ❖ A **Reform** is either **Economical** , **Social**  or **Political** .
- ❖ A **Faction** is either a **Monarchist** , a **Republican**  or a **Bonaparte** .
- ❖ An **Objective** is to have a specific **Minister** for a specific **Reform**.



Louis XVI is a Monarchist .




His objective is to have a Monarchist Minister for Economical, Social and Political Reforms.

Robespierre is a Republican .



His objective is to have a Republican Minister for Economical, Social and Political Reforms.

Napoleon is a Bonaparte .





His objective is to have a Monarchist Minister for Economic Reforms and a Republican Minister for Political Reforms.

## 5. Game Overview

A turn consists of a number of phases and checks. First, a player takes a **Seat** around a **Crisis** (5.1). If the crisis is full, the players around the crisis cast a **Vote** for a **Reform** (5.2). If the Vote is unanimous, the **Minister** is **changed** accordingly (5.3), otherwise the voting players undertake a **Purge** (5.4) among themselves. Once three Ministers have been appointed, the **Faction** leaders Louis XVI and Robespierre may reveal themselves and start a **Revolution** (5.5). The game may **end** after a revolution (5.5) or if a player is unable to place a seat token (6.2).

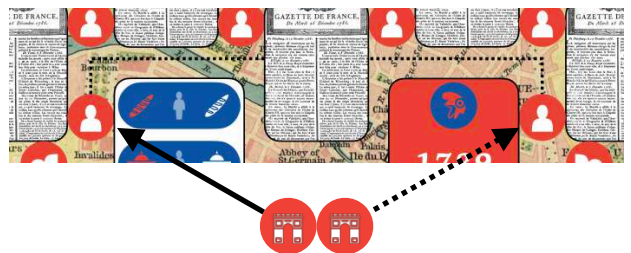
### 5.1 Take a Seat around a Crisis

Place a **Seat token**  face up (without an "X") in any **seat** . The Seat token gives you one **Vote** for both of its adjacent **Crisis**. Each seat is adjacent to two Crises and each Crisis has three Seats.

You may not place a Seat token on a Seat if

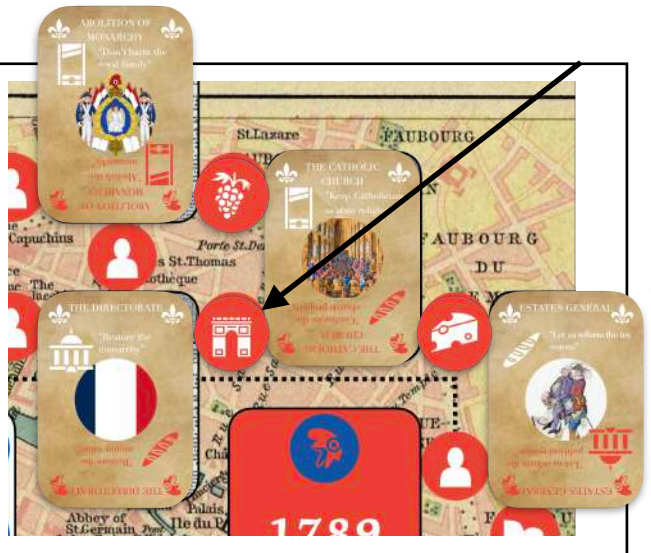
- ❖ there is a face up Seat token there
- ❖ you have a face up Seat token at any of its two adjacent Crises
- ❖ both its adjacent Crises are voted for (i.e. flipped face down)

There are two pairs of Seats connected by dotted lines, which are adjacent only to one Crisis. If you place a Seat token in such a Seat, also place a second Seat token in its connected Seat. Thus, each Seat gives you a Vote at two Crises.





If you run out of seat tokens, take an unused citizen card and use its set of seat tokens. If you cannot place a seat token, see 6. End of Game.

Example: The "Arch" player places a Seat token adjacent to the Catholic Church Crisis and the Directorate Crisis. The Catholic Church Crisis is now full and a Vote will be held (see example below).



## 5.2 Vote for a Reform

If there are Seat tokens on all three Seats of a Crisis not yet voted for, the three players with Seat tokens are eligible to **Vote** for a **Reform**.



Each player around the Crisis secretly selects one of their Vote cards to vote either "Monarchy"  if they vote for the Monarchist Reform on the Crisis card or "Republic"  if they vote for the Republican Reform on the Crisis card. Give the selected Vote cards to a player not participating in the Vote and have him or her to first shuffle them and then reveal them so that it is **not known** who voted for what.

★ If the Vote is **unanimous**, return the Vote cards to the players and move the Minister according to rule 5.3.



★ If the vote is **not unanimous**, reshuffle the Vote cards together with the player's remaining Vote cards before returning them (to preserve the Vote secrecy) and Purge the Dissident according to rule 5.4.



Example: The "Arch" player argues for a Monarchist Social Reform  (but secretly selects her "Republic" Vote card in favor of the Republic Economical Reform  ). The revealed votes are two "Monarchy" and one "Republic". A Purge follows.

### 5.3 Move the Minister

Flip the Crisis card and place its Crisis token on top with the Vote result face up. Then move a Minister in the Assembly space left or right to the "winning" Reform.



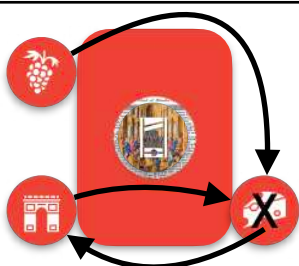
**Example:** Assuming that all players had voted Monarchy, the Catholic Church Crisis is flipped with its Crisis token (Monarchist Social Reform face up) on top and a Minister is moved to the right to the Monarchist Social Reform symbol.

### 5.4 Purge the Dissident

If the Vote is not unanimous, undertake a Purge among the Voters.

On the count to three, the three Voters simultaneously point out one other Voter to Purge.

- ❖ If one Voter is Purged by the other two, flip his or her Seat token face down (with an "X"), flip the Crisis card and move the Minister according to the **Majority Vote** (see 5.3 Move the Minister). If the Seat token was on a connected Seat, flip both Seat tokens. Note that it does not matter who actually was the Dissident.
- ❖ If the players Purge each other, flip the Crisis card but leave the Crisis token beneath it and do not move any Minister. End the turn the Crisis remains unresolved.



**Example:** The "Arch" player convinces the "Grape" player that it was the "Cheese" player on his left who voted "No". Thus, the "Cheese" player gets two purges and must flip her Seat token. A Minister is moved to the right to the Monarchist Social Reform symbol.

## 5.5 Start a Revolution



As soon as all three Reforms have Ministers, any Faction Leader (the player having the Louis XVI or the Robespierre Objective card) may loudly say "Revolution" and reveal the card to start a revolution. If both players do it at the same time, the Faction with the most Ministers go first.

**This is the only time a player may reveal the Objective card.**

**A Revolution triggers the game end.**

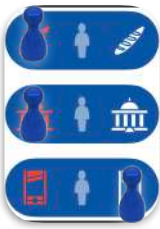
The revolting player takes the three Revolution tokens of his or her Faction and gives one to each player presumed to be in the same Faction (which may be any number between zero and three).

Then the other Faction Leader must do the same. **Exception: If the Faction has all three Ministers, a Revolution is not mandatory.**

Afterwards, all other players reveal their Objective cards and the Revolutions are assessed. A Revolution succeeds if all Faction players (no more, no less) have received a Revolution token of his or her Faction. For 7-9 players, up to 1 error is allowed, and for 10-12 players, up to 2 errors are allowed, e.g. for 7-9 players, a Revolution succeeds even if a Faction player got no token or a Non-faction player got one token.

- ❖ If one Revolution succeeds, that faction wins.
- ❖ If both Revolutions succeed, only the first faction to revolt wins.
- ❖ If one Revolution fails and the other faction has all three Ministers, that faction wins.
- ❖ If both Revolutions fail, the Bonaparte faction wins.

All players of the winning Faction share an instant victory. If there are no Revolutions before the End of Game, a tie-break determines the winners (see 6. End of Game).



Example: There are Republic Ministers on the Economical and Political Reforms and a Monarchist Minister on the Social Reform so Revolutions may be started. Both the "Arch" player (who has the Robespierre Objective card) and the "Cheese" player (who has the Louis XVI Objective card) want to do so and since there are two Republic Ministers, Robespierre goes first.



The "Arch" player (Robespierre) thinks the "Grape" player (Napoleon) and the "Lamp" player (Danton) are Republicans and give them Revolution tokens. The "Cheese" player (Louis XVI) thinks there are no other Monarchists in the game and don't give away any Revolution tokens.

Then all players reveal their Objective cards. The "Arch" player had one error: he gave the "Grape" player (Napoleon) a Revolution token but he is a Bonaparte. The "Cheese" player (Louis XVI) also had one error: he didn't give the "Croissant" player (Antoinette) any Revolution token and she is a Monarchist.



Since there are only five players, no errors are allowed so both Revolutions fail. The Bonaparte Faction wins and since the "Grape" player is the only Bonaparte, he is the only winner.


## 5.6 Next player

When the turn is completed, give the Chairman pawn to the next player in clockwise order.

## 6. End of Game

If the game has not ended with a Revolution (see 5.5 Start a Revolution) and you are unable to place Seat token, the game ends with a Tie-break. This happens when there is no face up Crisis card left to place a Seat token at (either because all Seats are full or because you already have a Seat token there). The immediate Crises have been resolved but the future of France remains uncertain.

All players reveal their Objective cards and compare their Objectives with the Ministers. The players whose Objectives correspond with the Ministers share the victory. Note that while most players have two Objectives, the Faction Leaders have three. If there is no winner, France is conquered by her enemies and all players lose.



The image shows three blue objective cards on the left, each with a different icon: a person, a building, and a document. To their right are two red objective cards. The top one is titled 'CITIZEN' and has three bullet points: 'Place a citizen on a seat. If possible.', 'Ann. If all 3 seats are occupied.', and 'Purge if the icon is not satisfactory.'. The bottom one is titled 'TOWN' and features a portrait of Georges Danton with the text 'Georges Danton The Dictator' and three red icons: a person, a building, and a document.

**Example:** Changing the previous example, no Faction Leader wants to start a Revolution. The "Grape player" is next in turn and has no legal Seats so the game ends. The "Lamp" player (Georges Danton) wants Republic Ministers for the Economical and Political Reforms so both his objectives are fulfilled. The "Lamp" player is the only winner.

## 7. Strategic Advice

Players are free to talk to each other, openly or in private, as long as they never reveal their Objective cards. Just remember to title each other "Citizen".

This may help you to take the right decisions in Votes, Purges and Revolutions. But beware, you cannot trust anybody and anything you say may be used against you.

Depending on your Objective card, you should adopt different strategies:

## Louis XVI/Robespierre



Place tokens on seats where you may vote for all three reforms of your color. Remember that if all your reforms are voted for, you will win and don't have to risk a Revolution. If not, identify the players who have voted against your color and exclude them from the revolution. Then monitor the other players closely, since there may be a Bonaparte among them. Remember that the Bonapartes need reforms of both colors to win and may eventually be revealed by their votes.

## Monarchist/Republican

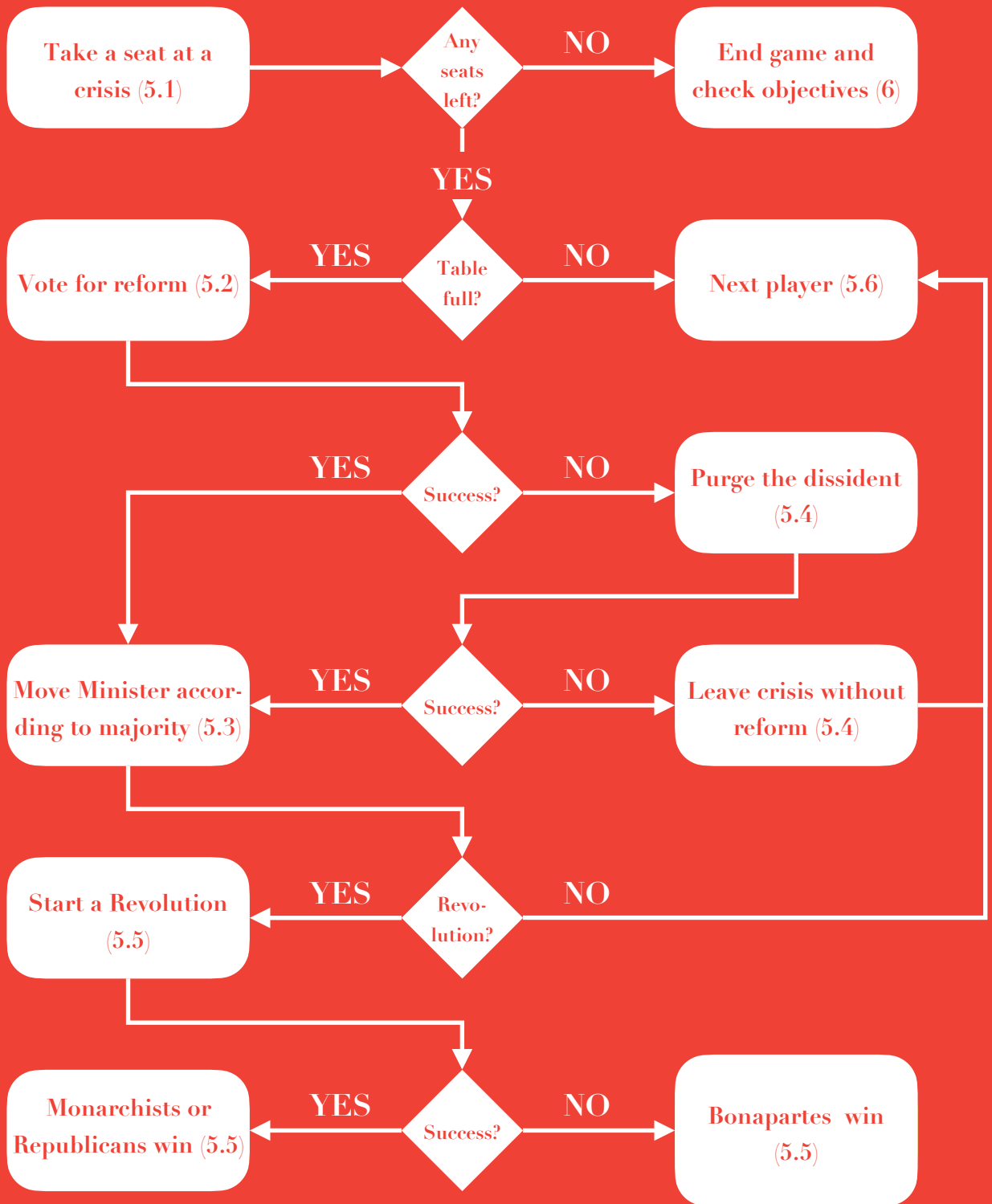


Place tokens on seats where you may vote for at least one, preferably both, the reforms of the colors you need to win. Remember that if both reforms get your color, you will win and may vote for the other color of the third policy to confuse your opponents. If not, vote instead consistently to gain the trust of Louis XVI/Robespierre and get included in a revolution.

## Bonaparte



Place tokens on seats where you may vote for at least one, preferably two, of the reforms of the colors you need to win. However, remember that only Bonapartes win with different colors so try to stick to one color only in the initial votes so that the other players will not realize that you are a Bonaparte. Ideally, you want to vote in crises with one Monarchist player and one Republic player and purge one of them when the vote is dissented to sow confusion and fail revolutions.



## credits

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Game design:	Nicholas Hjelmberg
Artwork:	Nicholas Hjelmberg
Production:	The Game Crafter
Game testers:	Stockholm Board Game Design Meetup
Special thanks:	My wife Su-San Oh for having to listen to my endless game-technical considerations

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