

Ten Minute Revolution

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In this box are dice shaped fighters, meeple (people) shaped leaders, money, and the city you are fighting over. You win when you place your third leader in a district.

Set up

1. Shake the box thoroughly.
2. Players pick the colour of their faction (eg red, green, blue, purple, pink, white).
3. Open the lid.
4. All players now scramble in real time to collect money and leaders. Fighters may be moved during this period, accidentally or otherwise.
5. Once all money and leaders are out of the box, the player who last took charge starts the game, and all players take turns clockwise from there.
6. Discard all fighters and leaders belonging to factions not picked.

On your turn, MOVE and FIGHT, in either order.

MOVE: move any number of your fighters from one district to any surrounding districts. *You may split their movement.*

FIGHT:

1. Pick a district to fight over.
2. Declare one player with fighters in this district as your enemy.
3. In clockwise order, each other player with fighters here **must** declare on whose side they are fighting.
4. You and your enemy pick up all fighters on your sides and roll them.
 - a. Players may spend \$1 to reroll one of their fighters, as many times as they like. This money will go to their enemy at the end of the battle.
5. Pair fighters on your side with fighters on your enemy's side. Fighters with a lower number than their partner are destroyed. By ties both survive.
 - a. Whenever you destroy a fighter whose player has one of your leaders, take one of your leaders from them.
6. If you are the only player with fighters left in this district and there are no leaders here, place one of your leaders here. *You may fight in a district without enemies.*

Players may trade money at any time. If all other players are eliminated, you win. If a player is eliminated, remove their leaders from the game. Any leaders they had belonging to their players are returned to them.	The attacker chooses all combat pairings, and so may choose to sacrifice their allies before their own fighters. Leaders cannot be removed or fought. Lost fighters cannot be recovered.
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Components:

- Per player, 10 D6 of the same colour
- Per player, 3 meeples of that player's colour
- 10 coin markers
- Box and game board with multiple districts