

A BOARD GAME

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# BILLIONAIRES GUILLOTINES

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In *Billionaires & Guillotines*, players take on the role of 3-5 rival plutocrats, competing tooth and nail to accumulate the wealth of the world before their actions trigger a revolution and they all lose... a lot more than their assets.

Will you play the media baron or the property speculator? The aristocrat or the tech overlord or the war profiteer? Whoever you play, you will be trying to buy a collection of five extravagant assets prized by the super-rich (a mega yacht, a celebrity spouse, a disaster bunker, an art masterpiece and more!) and prevent your opponents from achieving their dreams first.

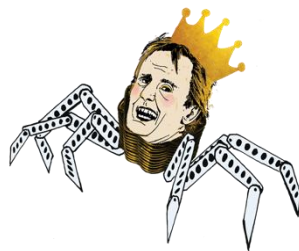
But watch out -- as you gobble up ever more resources, crises start to cascade out of control: wildfires and floods, pandemics and militias, killer robots and doomsday cults... Will you collaborate to put down the growing rebellions, or try to get off the planet with your toys?

*Billionaires & Guillotines* is designed to get you playing right away with a simple set of rules. But once you're ready, you

can add more chaotic complexity and wicked fun.

You'll bribe politicians to ensure that government policy favours you over your rivals, and you'll take on a secret role that offers special powers and ways to win. Maybe you'll be the Banker, who gets to break the rules? Or the Disaster Speculator, who is betting on the crisis? Or the Space Cowboy, leaving the rest of humanity behind? Or the Celebrity, who is spared by the revolutionaries?

*Billionaires & Guillotines* can be played by 3-5 people in under an hour and is scalable in complexity: start with the simple game and add levels when you feel comfortable.



# GAME LEVELS & COMPONENTS

**PLAYER AIDS (blue backs)** - the Player Aids provide summaries of game rules and processes, so you don't always have to refer back to this rulebook.

## LEVEL 1: BEING A BILLIONAIRE

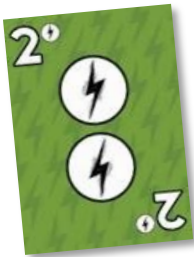
**5 BILLIONAIRE sheets** - Players choose one of five billionaires, each with their own sheet showing their own unique Suit representing their particular industry or source of wealth: the War Profiteer (purple bombs), the Tech Overlord (green electricity bolts), the Media Baron (orange satellite dishes), the Aristocrat (purple gems) or the Property Speculator (blue locks). Each sheet also has spaces for placing the five Asset tokens you need to collect to win the game.



**49 RESOURCE CARDS (yellow backs)** - These are the main "currency" in the game. There are nine cards in each of the five Suit (four cards worth 1 point, three cards 2 points, and two cards worth 3 points), plus four other cards that affect the game: the "Game the Market" and "Scam" cards, and two "Audit" cards.

**5 MARKET sheets** - This is where the billionaires go to buy the Assets they need to win. Each Market sheet represents trade in one of the five Asset categories: Influence, Legacy, Power, Toys and Vanity. Each sheet has space for three tokens.

**20 ASSET tokens** - These are the things that the billionaires need to collect to win. There are four Assets in each of the five categories.



Asset



## LEVEL 2: CRISES AND REBELS

**1 GUILLOTINE card** - This is placed at the centre of the table. Once 10 Rebels gather around it, the game is over and the billionaires (usually) all lose.

**10 REBEL tokens** - These are placed on Crisis cards after the Crisis cards are played.



**12 CRISIS cards (yellow backs)** - These cards are mixed into the Deck of Resource cards. When they appear as a player Bids for an Asset, they penalise the player. They are then placed near the Guillotine and Rebels are added. More Crisis cards are added to the Deck as the game goes on.



## LEVEL 3: POLICY AND BRIBES



**9 POLICY cards (green backs)** - The billionaires can gain advantage over their rivals by Bribing the government to implement a policy favouring them, chosen from from these cards.

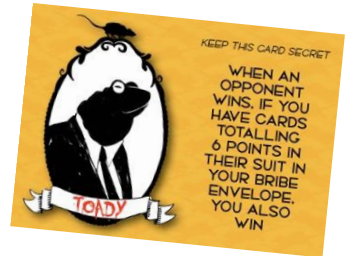
**5 BRIBE envelopes** - Billionaires use Bribe Envelopes to hide their bribes.

## LEVEL 4: ROLES AND PANIC



**5 PANIC! cards (red backs)** - when seven Rebels have gathered, the billionaires panic and have one chance to collaborate to distract the public or put down the rebellion.

**9 ROLE cards (maroon backs)** - even though billionaires don't need to work, these roles give them special powers or sneaky ways to win...



## HOW TO PLAY

*Billionaires & Guillotines is designed to get you playing right away. These instructions will teach you how to play stage-by-stage, from an easy beginner game (Level 1) to an advanced game (Level 4).*

## OBJECTIVE

**WINNING THE GAME:** No matter what game you play, the objective is the same: each player needs to collect five **Assets** from the categories indicated on their **Billionaire sheet**. They can collect any of the four Assets from each category. In the **Level 4 game**, players can also win through special conditions indicated on their **Role cards**.

**LOSING THE GAME:** If 10 **Rebels** gather on **Crisis** cards around the **Guillotine**, the game immediately ends and all billionaires lose.

# LEVEL 1: BEING A BILLIONAIRE

In Level 1, the simplest version of the game, you will play a billionaire competing to try to collect the five Assets you so desire from five categories: Influence, Legacy, Power, Toys, and Vanity. You will also learn how to take advantage of the particular industry you specialise in to gain an important edge on your opponents! You'll also discover how to sabotage your opponent's efforts, and to stack the deck for your future success!



## SETUP (LEVEL 1)

All players should **select a Billionaire sheet**.

If you are playing with 4 or 5 players, each player receives a free random **Asset** of the category they need two of.

Place the **Guillotine** in the middle of the table, with room around it for cards.

In a circle around the Guillotine, or nearby, **place the five Market** sheets. **Place three Asset tokens** of the appropriate category (Influence, Legacy, Power, Toys, and Vanity) on the indicated spaces.

Shuffle the Resource cards to **create a draw deck** and be sure to include the “**Game the Market**”, “**Scam**”, and the two “**Audit**” cards.

Place two cards on each **Market** sheet, one face up on top of the other card which should be face down.

Place the rest of the cards in the centre of the table - this is the **Deck**. Make space beside it for the **Discard pile**.

Deal one card to each player from Deck. Select a starting player who takes the first turn.

## PLAYING A TURN (LEVEL 1)

**On your turn, you may draw one card, then you must take one of several actions: Bid, Swap or Throw.**

On their turn, a player *may* **draw** a card from the top of the Deck and *must* then take an **Action**. Once a player has taken their Action, play passes to the player on their left.

First, you may **draw one card**: this represents your billionaire earning profit on their investments. **A player may only ever have two cards in their hand**. If you already have two cards in your hand, you cannot draw a third.

After you've drawn a card, you *must* **take one of three of the following Actions**:

### ACTION 1: BIDDING

*The goal of every billionaire is to get the precious and rare Assets they desire. But markets are never stable, so a sale is never certain... and as Assets are claimed and get rarer, the prices they command increase...*

You can use the Resource cards in your hand to try to buy an **Asset** from any of the five **Markets**. To do so, (A) **lay one or two cards from your hand on the table** and announce which Asset you intend to buy. Then (B) **reveal all the cards at the relevant Market**.



**Are you successful?** If the sum of the points on the card(s) that you have laid from your hand are greater than the total of those in the Market, you gain the Asset from the Market. **Choose an Asset from the Market sheet and place it on your Billionaire sheet.**

**Did you fail?** If the total points from the cards that you have played from your hand are equal to or less than the total from the Market then you have not committed enough resources to gain the Asset. The Asset remains where it is.

**Suit bonus:** Notice your billionaire's unique **Suit** (for example, purple gems for the Aristocrat or blue locks for the property Speculator). **If any of the cards found in the market match your Suit, these count towards your score**, rather than against you.

Whether you succeed or fail, (C) **discard all the cards** involved in the bid (from your hand and from the Market) face up in the **Discard pile**.

Now (D) **replenish the Market** by drawing new cards from the **Deck**. As the assets get scarcer, inflation increases their price. As Assets are purchased, the number of cards placed at the Markets change: when all three Assets are present, place two cards; when there are two Assets remaining, place three cards; when there is only one Asset remaining, place four cards. The top card is always **face up** while the others are placed face down.

**If there are no Assets left**, the market is considered "closed." Don't place any cards there (don't worry, it can reopen later if an Asset is returned).

*Can I buy Assets that my billionaire does not need? Yes, you can! Just place them on the side of your Billionaire Sheet. You can trade these with other players or hold them for nefarious tactical reasons.*

## ACTION 2: SWAPPING

*Don't like your cards? Want to deprive your opponent of an opportunity? Don't know what else to do?*

There are two ways to **Swap** cards You can **swap a card from your hand with any face-up card** at a market.

OR you can **swap any two face-up cards** between any two markets.

*Why would I do this? It can be a way to trade weak cards for strong ones, or to make the cost higher for your opponent or deprive them of a card that would benefit them.*

## ACTION 3: THROWING

You can **Throw any card from your hand face down into a market** and then **draw** a replacement.

*Why would I do this? Maybe to get rid of a bad card and draw a new one. Maybe to make a market more expensive for your opponent. Maybe, if the card you throw is of your suit, to benefit from it on a future turn.*

## THE "GAME THE MARKET", "SCAM" & "AUDIT" CARDS

*All three of these cards can act as **suitless Resource cards**. When a player Bids for an Asset, the score indicated on the corner of the cards counts for the player if they play the card from their hand and against the player if found in the market. However, all player may **discard one of these cards instead of taking an Action** to have particular effects depending on the card discarded.*

**AUDITING AN OPPONENT:** Does an opponent have an Asset you need? Time to rat them out to the government tax authorities and force them to return it!

When discarded as an Action, the **Audit** card allows you to select any player (including yourself) and **force them to return an Asset of your choice to the relevant Market.**

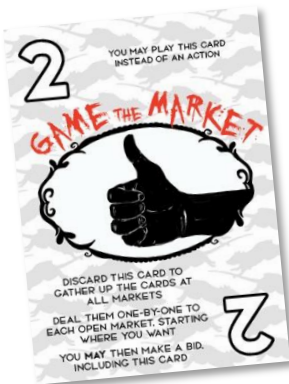
Do not add or subtract cards from the Market when an Asset is returned, except when a Market is reopened (i.e. when there were no assets, but now there is one), in which case deal four cards to the market (one face up).

If there are already three Assets in that Market, the fourth one is permanently discarded from the game.



**SCAM:** Mobilize your army of creative accountants to make war on the truth and capture the assets you need!

Discard the **Scam** card to **return an Asset you own to its Market and take any available Asset** from any Market as a replacement. You cannot use this to win the game (i.e. to gain the fifth Asset you need). See the rules above concerning Auditing for how to return an Asset.



**GAME THE MARKET:** Markets are a level playing field for fair play and competition... but that's no reason not to put in some calls and bend them to your advantage.

When you play the **Game the Market** card instead of an Action, **gather up all the cards at all the Markets. Shuffle them and redistribute them** evenly to all open Markets (i.e. all those with Assets still available), one-by-one, starting with a Market of your choice and proceeding clockwise. The top cards should be face up.

On the same turn, **you may now Bid for an Asset** with cards from your hand, including the Game the Market card, which adds 2 to your score. Or you may discard the card and take no further action.

## ENDING A ROUND (LEVEL 1)

A **Round** ends when there are not enough cards in the **Deck** to fulfill the next aspect of the game (i.e. a player cannot draw a card or refill a Market).

At the end of the Round, (1) **gather up all the cards at the Markets and shuffle them with the Discard pile.** Now (2) **place new cards on each Market**, according to the number of Assets that remain (for three Assets, two cards; two Assets, three cards; one Asset, four cards; no Assets, zero cards) The top card is always face up.

In the next round, **the poorest player plays first**, which means the player with the fewest Assets they need to win. If two players are tied, select between them randomly.

# LEVEL 2: CRISES & REBELS

*In the second level of the game, you will see how the billionaires' mad competition for baubles and bonbons sucks up the wealth of the world, leading to crises and unleashing rebels. Watch out: if 10 rebels gather it triggers a revolution and all the billionaires lose!*

## SETUP (LEVEL 2)

As with the Level 1 game...

Every player should **select a Billionaire sheet**. If you're playing with 4-5 players, each one gets a free **Asset** of the category they need two of.

**Place the Markets** in the centre of the table and **place three Assets** on each of the of the appropriate category, laying any remainder aside.

Prepare the draw **Deck** but this time also shuffle in **four random Crisis cards**, placing the remaining ones nearby in reserve.

Deal **two cards to each Market**, one face down, and one face up.

Deal each player **one Resource card**.

**Place the Guillotine** where everyone can see it, with room around it for more cards. Have the **Rebel** tokens near at hand.

## PLAYING A TURN (LEVEL 2)

Play proceeds just as in the Level 1 game. On their turn, players *may* draw a card up to a hand limit of two and then *must* take one of the three Actions explained above: **Bid** for an Asset, **Swap** cards, or **Throw** a card into a Market and draw a new one.

## CRISIS CARDS

*As the billionaires compete to suck up the wealth of the world, corrupting governments and markets along the way, social, ecological and political crises begin to cascade out of control...*

If a player draws a **Crisis** card into their hand, they can *only* **Swap** or **Throw** it. *Players may never use a Crisis card to Bid for an Asset.*

If a **Crisis card is revealed** in a Market when a player Bids for an Asset, it is **activated**. A few things happen.

**FIRST:** The Crisis card counts as **3 points against the player's bid**. A player can still succeed in the Bid, and if they do, they take the Asset before the following effects happen.





SECOND: Take the activated Crisis card and place it face up next to the **Guillotine**. Place the indicated number of **Rebels** on the Crisis card. Once ten Rebels gather on Crisis cards, there is a Revolution and the game is over and all the billionaires lose.

THIRD: **Take two new Crisis cards** and place them in the **Discard** pile. They'll be shuffled into the Deck next round, increasing the chances of a Crisis.

Frequently Asked Questions about **Crises**:

***What can I do if I draw a Crisis card into my hand?*** Get rid of it! Swap it with a face-up card or throw it face down in a Market, probably one you don't intend to try to buy from. You can never use a Crisis card in your hand when Bidding for an Asset.

***What if a Crisis card is lying face up at a market?*** Nothing happens until someone makes a bid for an Asset from that Market. It can be swapped between Markets like any other face-up card.

***What if several Crises are activated when someone makes a Bid on an Asset?*** Discard them all (without further consequences) except the one with the greatest number of Rebels, which is acted on as described above.

***On my turn, I won the game but also triggered the Revolution. What happens first?*** The collection of Assets happens before the gathering of Rebels, so the player wins in the nick of time.

## ENDING A ROUND (LEVEL 2)

As in Level 1, the round ends when there are not enough cards in the **Deck** to fulfill the next aspect of the game (i.e. a player cannot draw a card or refill a Market).

Once the round ends, do the following:

**Gather** up all the cards in all the Markets and **shuffle** them with the Discard pile to create the new Deck.

**Draw one Crisis card at random** from the reserved cards and **activate** it, placing the required number of Rebels on it.

**Place new cards on each Market**, according to the number of Assets that remain.

Now the next round can begin. **The poorest player plays first** (i.e. the player with the fewest Assets they need to win). If two players are tied, select between them randomly.

# LEVEL 3: POLICY & BRIBES

*The billionaires aren't just in it for themselves: they take a keen interest in politics... especially if politicians can serve their interests! In this level of the game, you'll learn how to save up resources to bribe politicians to change government policy to benefit your preferred industry, to put down protests, or to punish your opponents for their truly deplorable greed.*

## SETUP (LEVEL 3)

As with Levels 1 and 2:

Every player should **select a Billionaire sheet**. If you're playing with 4-5 players, each one gets a free **Asset** of the category they need two of.

**Place the Market** sheets in the centre of the table and place three of the appropriate **Assets** on each, laying any remainder aside.

**Prepare the Deck** and shuffle in four random **Crisis cards**, placing the remaining ones nearby.

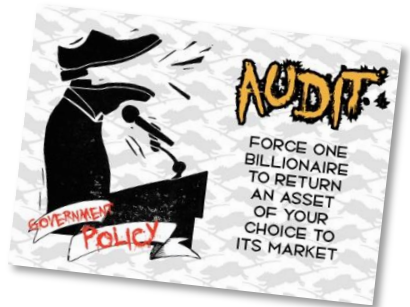
**Deal two cards to each Market**, one face down and one face up.

**Place the Guillotine** where everyone can see it, with room around it for more cards. Have the **Rebel** tokens near at hand.

But also...

Place the **Government Policy** cards face down nearby. Remove the **New Regime** card (it's only used in Level 4).

All players should **take a Bribe Envelope**.



## PLAYING A TURN (LEVEL 3)

Play proceeds just as in the Level 2 game.

On their turn, players *may* **draw** a card from the Deck up to a hand limit of two cards and then *must* take one of three Actions: **Bid** for an Asset, **Swap** cards, or **Throw** a card into a Market and draw a new one. When **Crisis** are activated as part of an attempt to buy an Asset, follow the rules outlined in the Level 2 game.

But also...

## STUFFING THE ENVELOPE

*Billionaires are not “self-made.” They rely on governments for subsidies, tax cuts, contracts... and to look the other way occasionally. They also need governments to crack down on workers and repress rebellions. Why not encourage the government to make the best decisions?*

At the end of a player's turn (i.e. after they have taken an Action) and only at the end of their turn a player may place as many cards as they like from their hand into their **Bribe Envelope**.

Players may **never** place Crisis cards in the envelope.

Players may also remove as many cards as they like from the Bribe Envelope and add to their hand. However, at the end of a player's turn they may have no more than two cards in their hand.

In this way, the Bribe Envelope can function as a kind of bank for cards, but it may only ever be accessed at the end of a player's turn.

## CHANGING GOVERNMENT POLICY

Government policy changes (a) at the end of a round and (b) after a Crisis is resolved.

To set government policy, whoever last set the government policy slowly counts to three out loud. (If this is the first time government policy is being set, then a random player counts to three). Players who wish to try to Bribe the government should hold up their Bribe Envelopes before the count reaches three. A player may choose not to try to Bribe the government, in which case their envelope should remain untouched on the table.

All the players that held up their Bribe Envelopes reveal the cards within and count the total points inside. The player with the largest Bribe gets to set the government policy (described below) by choosing one of the Policy cards and placing it face up on top of the others. They may also choose that no Policy is in effect. The Policy remains in effect until the next time government Policy changes.

*If no players hold up a Bribe Envelope, the poorest player gets to set the policy. If two or more players are tied for the poorest, they must agree on the policy (or agree that there will be no policy).*

*If two or more players are tied in their Bribe, they must decide between them what the policy is (or agree that there will be no policy). If players cannot agree, then there is no policy.*

Once the Bribe is resolved, all the cards revealed from the Bribe Envelopes are discarded, including those of players who tried to bribe but were unsuccessful.

Once the Policy has been set, return to the game where you left off. If in doubt, the poorest player starts.

There are nine possible Government Policies.

The five **Market Preference** cards each represent one of the five Suits. If this is the government policy, the value of all Resource cards of that Suit are doubled for all players. In other words, if cards from the Suit are played as part of a Bid then the point value of these cards are doubled; likewise, if found in a Market, the point value of cards from the Suit are also doubled, and count

against the player (unless their Billionaire is associated with that Suit, in which case they count for the player). The value of the cards from the Suit are also doubled when they are part of a Bribe.

**Audit** allows the person selecting the Policy to choose any player (including themselves) and **force that player to return an Asset** of *the policy-setter's choice* to the relevant Market. If there are already three Assets in that market, the fourth one is permanently discarded from the game. Do not add or subtract cards from the Market when an Asset is returned, except when a Market is reopened (i.e. when there were no Assets, but now there is one), in which case deal four cards to the market (one face up).

**Repress the Rebels** allows the policy-setting player to flip a coin and **randomly remove one or two rebels** from a crisis card or cards of their choice.

**Game the Market** allows the policy-setter to **gather up all the cards** at all the Markets and **shuffle and redistribute them** evenly to all open Markets (i.e. all those with Assets still available), one by one, starting with a Market of the policy-setter's choice and proceeding clockwise. The top cards should be face up. The policy-setter may now Bid for an Asset with cards from their hand.

**New Regime** is **only used in a Level 4 game**. It allows a player to discard their **Role** card, then **pick a new Role** from the remaining ones (including the one they just discarded). To choose a new role, see how many Assets your billionaire needs in order to win (i.e. if you have three Assets on your Billionaire Card, you still need two) and draw that many new Role cards. Choose one of those and return the rest.

## ENDING A ROUND (LEVEL 3)

As in Level 1 and Level 2, the round ends when there are not enough cards in the **Deck** to fulfill the next aspect of the game (i.e. a player cannot draw a card or refill a Market).

**Gather** up all the cards in all the **Markets** and **shuffle** them.

Draw one **Crisis** card at random from the reserves and **activate** it, placing the required number of Rebels on it.

Now place **new cards on each Market**, according to the number of Assets that remain.

**Government Policy** is **reset**. Players may choose to wager their **Bribes through raising their Bribe Envelopes, as described above**. (Note that, in the case of the **Game the Market** policy, don't reshuffle the cards - the policy-setting player simply gets to Bid for an Asset in advance of their usual turn.)

The next round begins. **The poorest player plays first** (i.e. the player with the fewest Assets they need to win). If two players are tied, select between them randomly.

# LEVEL 4: ROLES & PANIC!

*Billionaires don't really need jobs, but by specialising in certain kinds of nefarious activities they can give themselves the edge over their rivals. For example, the Banker can hold extra cards, the Gangster can expropriate their opponent's assets, the Toady can tie their victory to the winning player, and the Celebrity is spared (and wins) if the Revolution happens. Meanwhile, as the Rebels gather with their pitchforks, the billionaires have one chance to cooperate and distract or repress the mob, or else...*

## SETUP (LEVEL 4)

As with levels 1-3:

Every player **selects a Billionaire sheet**. If you're playing with 4-5 players, each one gets a free **Asset** of the category they need two of.

Place the **Market sheets** in the centre of the table and **place three Assets** of the appropriate category on each, laying any remainder aside.

Prepare the **draw Deck** and shuffle in **four random Crisis cards**, placing the remaining ones nearby.

Deal **two cards to each Market**, one face down and one face up.

Place the **Guillotine** where everyone can see it, with room around it for more cards. Have the **Rebel** tokens near at hand.

Place nine **Policy** cards facedown nearby. Make sure to **add the New Regime card**. All players should take a **Bribe Envelope**.

But also...

**Shuffle the five Panic! Cards** and place them to the side.

**Shuffle the nine Role cards**.



Players now take turns selecting their initial Roles. Randomly select a starting player. They **draw two Role** cards and secretly **choose one**, returning the other card to the deck of Role cards. These cards are shuffled and then passed clockwise to the next player. This next and all subsequent players **draw three Role cards** from the deck and choose one. The other cards are returned to the Role card deck which is shuffled and passed on as before. The remaining cards are set aside.

Each **Role** gives a player special powers or winning conditions, as listed on the cards.

**Role** cards should, unless specified otherwise, be kept secret until activated.

## PLAYING A TURN (LEVEL 4)

The game proceeds as in Level 3.

### PANIC!

*As the billionaires compete to achieve their dreams, their actions have caused crises and rebels have gathered, threatening a revolution! Now, at the eleventh hour, the billionaires panic and have one chance to cooperate to share the costs to do something that will repress the rebellion or (better yet) distract the plebs... will they grudgingly pay a Luxury Tax to redistribute some of their wealth, or will they foster a Culture War to divide people? Maybe that's not enough and a real "patriotic" war is necessary, or even out-and-out fascism...*

The **Panic!** phase only ever happens once per game.

The first time a player's turn ends and there are seven **Rebels** gathered on Crisis cards near the Guillotine, the **Panic!** Phase takes place.

**Randomly select one of the Panic! cards.** Each card indicates three kinds of Assets that the billionaires will need to collectively give up (i.e. return to their Markets) to create a distraction or sponsor some kind of repression that will reduce the size of the rebellion. **The billionaires must now negotiate** how to make the sacrifice.

There are no specific rules regarding which billionaires should give up their Assets: it is an open negotiation. One player might give up all three Assets or none, or three players might sacrifice one Asset each. The sacrifice only works if all three Assets are sacrificed at the same time.

**If the Panic! is successful, remove five Rebels** from the Crisis cards. The three Assets are returned to their respective Markets. (If there are already three Assets on a Market, the fourth returned Asset is removed from the game). When Assets are returned to Markets, cards are not added or subtracted, except in the case when a closed Market (one with no Assets on it) is reopened, in which case add four cards (the top one should be face up).

If the Panic! is unsuccessful, no Rebels are removed. Place the Panic! cards aside for the rest of the game.

### CHANGING ROLES

If a player uses a **Bribe** to select the **New Regime** policy, they immediately return their existing role. Then they secretly draw a number of **Role** cards equal to the number of Assets they need to win and select one, returning the rest. (i.e. if a player has three of the Assets they need, they draw two Role cards and choose one of them).

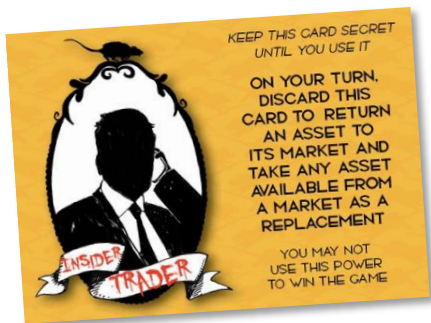
If the **New Regime** policy is selected randomly (for example, if nobody attempts a Bribe when **Government Policy** changes), then each player *may* change their Roles, using the method above, starting with the poorest player (i.e. the one possessing the fewest Assets they need to win).



New **Roles** take effect immediately. So if, for example, your new Role gives you winning conditions that you immediately fulfill (e.g. through having Assets of a certain kind), you win *before* your opponents get to draw their new Roles.

## THE ROLES

*Unless otherwise stated, Roles are hidden from other players until they are used.*



**Banker:** Place this card face up as soon as you get it. You succeed in Bids **when your score ties** with the Market and you may also have a **hand limit of three cards**. But you may still only buy Assets with one or two cards.

**Celebrity:** If the **Revolution** occurs while you have this card, you win. However, if your Action activates the **Crisis** that causes the Revolution, you lose with everyone else.

**Disaster Speculator:** If any three of these four **Crises** have been activated, reveal this card on your turn to win the game: **Drought, Wildfires, Floods,**

**Pandemic.**

**Elite Prepper:** Place this card face up in front of you as soon as you get it. If you have the following Assets, you win immediately: **Luxury Bunker, Private Island and Mercenary Army.**

**Gangster:** Keep this card secret. When you use an **Audit** (either an **Audit card** or **Government Policy**) you may reveal this card to steal an opponent's Asset of your choice. You cannot use this to win the game (i.e. to gain the fifth Asset you need).

**Insider Trader:** Keep this card secret. On your turn, discard this card to return an **Asset** of your choice to its Market and (if you want) take an available Asset from any Market. You cannot use this to win the game. *See the rules above on Auditing for rules on returning an Asset.*

**Space Cowboy:** Place this card face up in front of you as soon as you get it. If you have the following Assets, you win immediately: **Cult of Personality, Research Institute and Political Appointment.**

**Toady:** Keep this card secret. When an opponent wins the game, if you have cards totalling six or more points in their **Suit** in your **Bribe Envelope**, you also win.

**Vulture Capitalist:** Keep this card secret. When you successfully **Bribe** to change **Government Policy**, you may reveal this card and give it to any opponent and take their **Role** card and use it as normal (even if your opponent has already used it this round).

## AT THE END OF A ROUND (LEVEL 4)

As in Levels 1-3, the round ends when there are not enough cards in the **Deck** to fulfill the next aspect of the game (i.e. a player cannot draw a card or refill a Market).

Gather up all the cards in all the **Markets** and **shuffle** them with the Discards.

Draw one **Crisis** card at random from the reserve cards and **activate** it, placing the required number of Rebels on it.

Now **place new cards on each Market**, according to the number of Assets that remain.

**Government Policy** is **reset**, so players may choose to wager their **Bribes**. (Note that, in the case of the **Game the Market** policy, don't reshuffle the cards - the policy-setting player may simply Bid for an Asset.)

In the next round, **the poorest player plays first** (i.e. the player with the fewest Assets they need to win). If two players are tied, select between them randomly.



# EXPANSION: *Reform or Revolution?*

This is a preliminary explanation of the rules for *Billionaires & Guillotines* first expansion, *Reform or Revolution?* which is in the final stages of development, and is offered simply for the purposes of demonstrating what players will receive.

In the game's most advanced level, one player graciously gives up being a billionaire to join the rebellion. But are they a well-meaning Reformist who will work with the plutocrats to solve the crises they create and prevent the uprising? Or are they, secretly, a nefarious Revolutionary who's ready to help the Rebels wheel out the Guillotine?

## EXTRA COMPONENTS (EXPANSION)

**2 Agitator Sheets** – these mats explain the unique actions and rules governing the Reformist and the Revolutionary character.

**2 Alignment cards** – One of these cards is secretly dealt to the **Agitator** at the beginning of the game, indicating if they are the Reformist or the Revolutionary.

**1 new Policy card** – The “Taxation” policy raises the price of Assets for Billionaires and allows the Reformist to capture more wealth.

## SETUP (EXPANSION)

Level 5 can only be played with 4-6 players.

In this level, one player gets to play an Agitator. This is not a billionaire, but the player still gets to take turns like the rest. Give that player the two **Agitator sheets**.

As with levels 1-4:

Every player (except the Agitator) **selects a Billionaire sheet**. If you're playing with 4 or 5 billionaires, each one gets a free Asset of the category of which they need two.

**Place the Markets** in the centre of the table and place three of the appropriate Assets on each, laying any remainder aside.

**Prepare the Deck** and shuffle in four random Crisis cards, placing the remaining ones nearby.

**Deal two cards to each Market**, one face down and one face up.

**Place the Guillotine** where everyone can see it, with room around it for more cards. Have the **Rebel** tokens near at hand.

Place the **Government Policy cards** facedown. Make sure all ten Policy cards

(including the Taxation card) are in play.

All players should **take a Bribe Envelope**, including the *Agitator*.

Shuffle the **five Panic! cards** and place them in a stack to the side.

**Remove the Celebrity role** and then shuffle the remaining eight Role cards. All billionaires (but not the *Agitator*) take turns selecting their initial Roles as in the Level 4 game.

But also...

The **Agitator** may collect any two **Assets** from any of the Markets.

The *Agitator* should now **secretly draw one of the two Agitator cards**, which will indicate if the player is a **Reformist** or a **Revolutionary**.

Even if the player is a **Revolutionary**, they will play as if they were a **Reformist** until they are revealed (see below).

## PLAYING TURNS (EXPANSION)

### THE REFORMIST



Play proceeds as in Levels 1-4 for the billionaires.

**The Reformist only wins if they “solve” and collect three crises.**

**The Agitator is always considered the ‘poorest player’** except when rules don’t apply to them (e.g. selecting roles)

When it is the *Agitator*’s turn, so long as they have not revealed themselves as the **Revolutionary**, they play as follows:

The **Reformist never draws cards** at the beginning of their turn.

However, **after any billionaire Bids for an Asset**, collect all the cards (from the players’ hand and the market) and, before they are discarded, **the Reformist receives the lowest-scoring card** (if there is a tie, they can pick the card).

(NB. The **Reformist** does not get this benefit from their own attempts to buy **Assets**!)

The **Reformer** has a **hand limit of 4 cards**. If they end their turn with more than 4, they must discard the rest.

The **Reformer** also has a **Bribe Envelope** and can bribe the government to change policy as all other players.

Other players can **donate Resource cards** to the Reformist if they like, but only from their hand and on the Reformist's turn.

## ACTIONS

On their turn, the Reformist must take one of the following actions:

**Bid** - They may try to **buy an Asset** like any other player, as outlined in the Level 1 rules. But unlike any other player, they can use up to four cards to do so.

**Swap** - They may **Swap two face-up cards** in the **Markets**, or **Swap a face-up Market card with one from their hand**, as any other player can do, as outlined in the Level 1 rules.

**Throw** - They may **Throw cards from their hand face-down** into a **Market** and draw a replacement, as any other player can do, as outlined in the Level 1 rules.

But the Reformist may also choose to...

**Sell** - They may **sell an Asset to another player for any price they agree** on (the price can comprise Assets and/or cards).

Or they may **sell an Asset back to its Market**, so long as there is space for it. If they do this, they **draw several cards from the deck** and keep two of them of their choice. If there are two Assets in the market, the Reformist draws three cards; if there is only one asset, they draw four cards; if there are no assets, they draw five cards.

If the draw deck runs out of cards, shuffle and draw from the Discard pile. The round will then end immediately after the Reformist's turn.

**Resolve a Crisis** - The Reformist may **discard cards totaling ten or more points** from their hand to Resolve a Crisis.

The Reformist selects a Crisis near the Guillotine, **removes all the Rebels on it, and places the Crisis card in front of them.**

**The Reformist wins immediately when they have obtained three Crisis cards** in this way (unless, of course, they are actually the Revolutionary!)

## THE TAXATION POLICY

In the Level 5 game, the Taxation Policy card is in play. When Taxation is the government policy...

**1 point is added to the cost of every Asset** when billionaires Bid for them at a Market (this tax does not apply to the Reformist).

**The Reformist can take the two lowest-scoring cards** from a billionaire's attempt to buy an Asset and add them to their hand (if there are ties, the Reformist chooses which cards to take).

## THE REVOLUTIONARY

**The Revolutionary wins if the Revolution happens.** In other words, the Revolutionary wins when 10 Rebels gather on Crisis cards.

If the Agitator is a Revolutionary, they begin the game playing exactly the same as a Reformist, and it is in their interest not to reveal their identity too early.

### REVELATION

When they feel it is beneficial to do so (for example, when the other players are too suspicious to cooperate), the Revolutionary may **reveal their true identity**. When this happens, the Revolutionary must:

...**return all Assets they possess to their respective Markets**. If there are already three Assets in a Market, the fourth is permanently removed from the game. Do not add or subtract cards from Markets except where the returned Asset reopens a closed market (i.e. one where there are no Assets), in which case add four cards (the top one should be face up).

...**place all the cards** from their hand and their Bribe Envelope onto the Discard pile.

...**take the Revolutionary cards** and shuffles them.

### PLAYING TURNS AS THE REVOLUTIONARY

From now on, the Revolutionary **cannot** draw game cards (or Swap or Throw), Bid for Assets, take on Roles or make Bribes. Instead, on their turn the Revolutionary does the following:

If they have no cards in their hand, they **draw three Revolutionary cards**.

**Play any one of these three cards publicly each turn, in any order**, and follow the instructions, then discarding the card.



When there are no more Revolutionary cards to draw, shuffle the discarded Revolutionary cards and use these as a new draw deck.

## REVOLUTIONARY CARDS

**Assassination** – If you sacrifice one rebel, a player of your choice misses their next turn.

**Boycott campaign** – Draw three Resource cards and add them, face-down, to three Markets (one each). If there are not enough open markets, discard the remaining cards.

**Death Squads** – If a billionaire has the Mercenary Army, they may eliminate one Rebel from a Crisis card of their choice.

**Inside Job** – Look at the cards in any Market. You may take any face-down card you find and place it in another Market.

**Fascist Thugs** – Each billionaire may choose to discard Resource cards from their hand and place them in a common pile. Tally their score. For every three points worth of cards, the Revolutionary must discard one Rebel from crisis cards of their choice.

**General Strike** – Billionaires don't draw resource cards until the end of your next turn.

**Infighting** – Remove a Rebel of your choice from one Crisis card.

**Infiltrator** – The leading billionaire (the one with the most Assets that they need to win) may discard the Resource cards in their hand (if they have any) to draw two cards from the Revolutionary deck and plays one, discarding the other.

**Involuntary Donation** – You may choose to sacrifice one Rebel to force one billionaire to return an Asset of your choice to its respective Market.

**Kidnapping** – You may sacrifice one Rebel to select a Billionaire who has one of the following Assets: The Giga Yacht, the Tax Haven, the Political Appointment, the Golf Course, or the Research Institute. You may play their next turn for them.

**Mass Protests** – Government policy changes. You have a Bribe worth 5 points.

**Media Slander** – If a billionaire has the Tabloid Empire or the Social Media Company, they may eliminate one Rebel (if two separate players have these Assets, they must agree on a single Rebel to eliminate).

**My Enemy's Enemy** – You may change the Government Policy to the suit of an in-play Billionaire of your choice.

**Organize!** (x4) – Play this card in front of you. When you have three, discard them all to add one Rebel to any Crisis card.

**Supply Chain Sabotage** – Gather the resource cards in all the open Markets. Redistribute them to the open Markets, arranging the cards as you like, but so that each Market has an equivalent number of cards, with the remainder discarded.

# CREDITS

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