

## CUT

A player may “cut” to try and win a trick without playing a card from the chosen family. To “cut,” play a **BLAGGARD** card and place 1 coin from your own supply on top of it; this works as a trump card and beats any other family.

If multiple players decide to cut on the same trick, the player who played the **BLAGGARD** card with the highest value wins that trick. All the coins used in that trick **are returned to the supply**.

### NOTE:

- If only 1 **NOBLE** card is played in a trick, it is considered to be the highest value. Likewise, if only 1 **RASCAL** card is played in a trick, it is considered to be the lowest value.
- If there are no more coins in the supply, the player who won the Knave’s bonus takes a coin from the richest player’s personal supply. If multiple players have the same amount, the player who won the bonus chooses which player to take from.

**Note:** if you cut using a **BLAGGARD** card, that card still counts as a **BLAGGARD** card for a Revolt. If you start a trick by cutting, the **BLAGGARD** family is the chosen family for that trick. Subsequent players can play **BLAGGARD** cards as normal for that trick, and do not have to cut with them.

## REVOLT!

If there are **more** **CITIZEN** cards (ties don’t count) than cards of **any single** other family, there is a **REVOLT!** The unhappy **CITIZENS** are revolting, causing chaos in the streets!

Nobody wins the trick (place the cards from it next to the general supply, face-up). Nobody receives the Noble’s bonus or the Knave’s bonus.

The player who started that trick begins the next trick; the turn continues.

### Examples:



Revolt!



Not a Revolt

## End of a turn

When players have no more cards in hand, the turn is over. Players receive 1 coat-of-arms for each trick they won.

Keep your coins and coats-of-arms from turn to turn. Now shuffle the cards and deal them out again for the next turn.

## End of the game

The game ends when the third turn is completed.

Whichever player has the most coins receives 2 coat-of-arms tokens from the supply: 2x 1.

If multiple players are tied for the most coins, each receives 1 coat-of-arms 1.

The player with the most coat-of-arms tokens wins the game. In case of a tie, the richest of those players wins. If it is still a tie, those players share the victory.





Le Grümph and Albertine Ralenti



*In the city of Wastburg the days are long...  
And often grim, especially when you are a  
guard. So when the shift is over, these  
good-for-nothings amble over to the  
local tavern to lose their hard-earned  
pennies in a game of cards.*

**Revolt** is the only game in town – and  
here are the rules.


## Components

- 3 families of 10 cards, numbered 1 to 10: **NOBLES**, **RASCALS**, **BLAGGARDS**.
- 10 **CITIZEN** cards (no value), one of which has a pitchfork in the corners.
- 112 coins.
- 51 coat-of-arms tokens (21 of value 3: ; 30 of value 1: ) which represent victory points. Players can exchange tokens with the supply to get the number they need whenever they like.



## Setup

Put the coins and coat-of-arms tokens within reach of all the players. This is the general supply.

Each player receives 1 coin  from the supply.



In a 3-player game, remove 1 **CITIZEN** card and put it back in the box (NOT the card with the pitchfork on it).

## How to play

A game is played in three turns.

At the start of each turn, shuffle the cards and deal them out evenly to all players.

Players pick up their cards, making sure that no-one else can see them. This is your hand.

- With 3 players, each receives 13 cards.
- With 4 players, each receives 10 cards.
- With 5 players, each receives 8 cards.

The player who has the **CITIZEN** card with the pitchfork on it starts the turn and leads the first trick. They may play any card from their hand. The family on this card will be the chosen family for this trick.

In clockwise order, each other player must then play 1 card from their hand, following these rules:

- either play a card from the chosen family;
- or play a **CITIZEN** card, whether you have a card from the chosen family or not;
- or cut (see below), whether you have a card from the chosen family or not.
- If a player does not have a card from the chosen family and is unable (or does not want) to play a **CITIZEN** card or cut, they may play a card from a different family. This does not change the chosen family for the trick.

When each player has played 1 card, it's time to see who's won the trick.



### IMPORTANT!

- If a player starts a trick with a **CITIZEN** card, the next player may play a **CITIZEN** card or a card from another family. In the latter case, that family becomes the chosen family for the trick.
- You may start a trick with a cut.





## Who wins the trick?

The player who played the card with the highest value from the chosen family wins the trick. There are 2 exceptions (see below): **Cut** and **Revolt**!

When you win a trick, place the cards in front of you until the end of the turn. Keep each trick separate so they can be easily counted.

Two bonuses may also be awarded.

- **Noble's bonus:** the player who played the **NOBLE** with the highest value receives 1 coat-of-arms  (from the supply).
- **Knave's bonus:** the player who played the **RASCAL** with the lowest value receives 1 coin  (from the supply).

A player may receive a bonus whether they won the trick or not.

The winner of a trick starts the next one.

The turn continues as long as players have cards in hand.

