

COMMON

REVOLUTION

You find yourself entrapped by a number of problems that need your solving. In the wildly corrupt dystopian city of Boston, the general rule is: every man for himself.

Now ask yourself:

*How much can you trust your fellow revolutionaries?
And just how much can they trust **YOU**?*

WHAT YOU NEED:

2-4 players

a dice

a deck of '**COMMON PROBLEM**' cards

a deck of '**COMMON SOLUTION**' cards

4 **WILDCARDS**

IN PREPARATON:

Begin by thoroughly shuffling all cards together. Then, deal each player a total of 6 cards from the deck and place remaining deck of cards in center. Make sure your opponents do not see what cards you have. To determine who goes first, simply role the dice. Whoever rolls the highest number begins. The rest of the players follow in a clockwise direction.

HOW TO PLAY:

Player One selects a pair of cards out of their current deck and places them face down in front of themselves. This indicates a '*match*'. Ideally, a **TRUE** match would be a **COMMON PROBLEM** card that matches up with its corresponding **COMMON SOLUTION** card. The catch is—you can make a **TRUE** match or a **FALSE** match of two unrelated cards of your choosing. However, the opponent to your left has the option to loudly shout "**TREASON!**" if they suspect that you are bluffing.

If you are caught in a lie, you must give your match to the opponent who rightly accused you of false claims. If your opponent accuses you of treason while you are telling the truth, you keep your current match and the falsely accusing opponent loses their next turn. The opponent to your left can also choose to say nothing about the match that you have put down, eliminating any risk of being incorrect. It's up to you to take the chance.

If a **WILDCARD** is drawn from the deck, the player must use it immediately. The game continues in this fashion in a clockwise position until all of the cards are gone from the center deck. Whoever has the most matches at this time wins the game.