



## Concept

In a dystopian future, a constant tug of war between the authorities and a dangerous revolution threatens to uproot the lives of the oppressive elite in charge of the city. Sick and tired of being trodden and spat upon by the uncaring wealthy, those deemed as worthless by society are now fighting for their time in the spotlight.

Exerting their power through influence, this resistance must become infamous enough that their cause can no longer be stopped, in a constant battle against the authorities, this is no easy task.

Can you bring down the corrupt authorities as revolutionary criminals, or will you enforce law and order as the cops?

## Contents

40 Cards in total

- 20 Gamble cards
- 20 Gains cards

40 Capture tokens

- 20 Red for criminals
- 20 Blue for cops

1 Six-sided dice

2 Cop player pieces

2 Criminal player pieces

The game board itself

## Objective

As the *Cops* you must work to lower the influence of the criminals to 0 in order to squash their rebellion in its tracks.

As the *Criminals* you must attempt to gain enough influence that you are able to overthrow the authorities.

## Setup

1. You must firstly choose a faction – either the Cops or the Criminals. Once chosen you must place your player piece on the respective start location for your faction, the Hideout for the criminals and the Police Station for the cops.
2. You must also have a way to keep track of influence, the calculator on your mobile phone should be appropriate. Set the initial value of influence to 500 at the beginning of the game.
3. Place the Gamble and Gains cards on their respective position in the centre of the board. It is a good idea to also place your influence counter in the centre to avoid any potential foul play.
4. You must choose the order in which each person moves, the order should alternate between factions – for example: cop 1, criminal 1, cop 2, criminal 2. This is to keep it fair and give everyone a fair chance.

## Tyranny - Cards

Within Tyranny there are two types of cards a player can acquire and interact with – *Gamble* and *Gain*.

The *Gamble* cards have the chance to either benefit the player and advance them in their goals or they can set the player back and advantage their opponents instead.

The *Gain* cards are strictly beneficial for whoever draws them. They may be directly beneficial to the player or disadvantageous to the opponents, either way they will be useful to advancing the player towards winning.

There is a total of 40 cards, 20 unique of each *Gamble* and *Gain* card with two of each card. Each card has two halves, one for the *Criminals* and one for the *Cops*, which team you are playing as will depend what half you read from.

### Gamble Cards:

Card 1:

- **Criminal:** Gain 100 influence.
- **Cop:** Criminals lose 100 influence.

Card 2:

- **Criminal:** Lose 100 influence.
- **Cop:** Criminals gain 100 influence.

Card 3:

- **Criminal:** Upon the next time you are arrested, play this card for an immediate escape.
- **Cop:** Upon your next arrest, play this card for an inescapable arrest.

Card 4:

- **Criminal:** Move to the tier you are not currently on from HQ.
- **Cop:** Move to the tier you are not currently on from the Police Station.

Card 5:

- **Criminal:** Detained! Move to the Police Station and miss a turn.
- **Cop:** Kidnapped! Move to HQ and miss a turn.

Card 6:

- **Criminal:** Move forward to any tile within 6 tiles.
- **Cop:** Move forward to any tile within 6 tiles.

Card 7:

- **Criminal:** Play this card to move to the inner or outer city from anywhere on the board.
- **Cop:** Play this card to move to the inner or outer city from anywhere on the board.

Card 8:

- **Criminal:** Roll a dice and move that many places forward.
- **Cop:** Roll a dice and move that many places forward.

Card 9:

- **Criminal:** Lose 20% of total influence.
- **Cop:** Criminals gain +20% to total influence.

Card 10:

- **Criminal:** Miss a turn.
- **Cop:** Miss a turn.

## Gain Cards:

Card 1:

- **Criminal:** Play this card for an extra roll on a property capture.
- **Cop:** Play this card for an extra roll on a property capture.

Card 2:

- **Criminal:** Play this card to change the roll range on a property capture to 1-3.
- **Cop:** Play this card to change the roll range on a property capture to 1-3.

Card 3:

- **Criminal:** Take over the closest property in front of you.
- **Cop:** Take over the closest property in front of you.

Card 4:

- **Criminal:** Neutralise the closest owned property in front of you (nobody owns it now).
- **Cop:** Neutralise the closest owned property in front of you (nobody owns it now).

Card 5:

- **Criminal:** Choose an opponent, they discard a card of your choice from a facedown hand.
- **Cop:** Choose an opponent, they discard a card of your choice from a facedown hand.

Card 6:

- **Criminal:** Play this card: Arrest range is now 2-6 for escape.
- **Cop:** Play this card: Choose a number 1-6, the criminal must roll this to escape.

Card 7:

- **Criminal:** Play this card to collapse or open any tunnel point of your choice.
- **Cop:** Play this card to collapse or open any tunnel point of your choice.

Card 8:

- **Criminal:** Gain +50% of total influence.
- **Cop:** Criminals lose 50% of total influence.



Card 9:

- **Criminal:** Gain 500 influence.
- **Cop:** Criminals lose 500 influence.

Card 10:

- **Criminal:** Play this card: Choose an opponent, steal a card from them from a facedown hand.
- **Cop:** Play this card: Choose an opponent, steal a card from them from a facedown hand.

## **Tyranny – Gameplay**

### **Game start:**

At the start of the game, the *Criminals* have a base influence of 500.

### **A typical movement turn:**

If, at the start of their turn, the player decides to move then they will begin by deciding if they would like to use any cards from their hand to benefit their roll. After this the player will roll a single 6-sided dice.

The resulting number will decide how many positions forward that player can move this turn.

If the player lands on any property tile then their turn is over, however if they land on a *Gamble* or a *Gains* tile then they may draw a card.

If the card they draw requires them to take an action then they should do so immediately, if otherwise then this is the end of their turn.

### **A typical capture turn:**

Alternatively, at the start of their turn, the player can decide to attempt to capture the tile which they are on.

Each property tile has a range in which the player must roll within in order to capture the property.

Before the player rolls, they may use any cards in their hand which can benefit their roll.

In order to capture a property, the player may roll a single 6-sided dice. If the property is unowned and the player rolls within the range, then they may now place a counter upon the property to signify they own it.

However, if the property is owned by the enemy faction and the player rolls within range then the property becomes neutral – requiring a second roll at least to capture the property for themselves.

If the player's roll is outside of the properties range, then their turn is over, and no other action may be taken.

### Moving between city tiers:

In order to move between the outer and inner city there are a two options a player can utilise. The primary movement location is the home base for either faction, the *Police Station* for the *Cops* and *Headquarters* for the *Criminals*.

If a player lands on their faction's home base, then they may immediately move to the other tier on the board at the end of their turn.

Secondly, if a tunnel location is open then a player can move freely through these if they are on a tunnel tile.

### Digging a tunnel:

Tunnels are tactical locations scattered across the board. These allow the players to move between the two tiers of the board. Either side can dig a tunnel by utilising influence points. If a *Criminal* wishes to open a tunnel, then they must spend the designated number of influence points. If a *Cop* wishes to open a tunnel, then the criminal will gain the designated amount of influence points.

Once a tunnel is opened, either faction can utilise the tunnel freely.

Alternatively, a player may collapse a tunnel in order to sabotage the other team. This can be done by spending the same number of influence points used to open it.

### Capturing another player:

Players can capture each other in two ways. Firstly, if the player directly lands on an enemy player's tile after a movement roll then they may immediately capture that enemy.

Secondly, if a player passes an enemy on a movement turn then they may initiate a *Capture Roll*. During this phase, the player decides the range which the enemy must roll within, this range should be between 3 numbers. For example, the player may choose the range 1-3.

If the enemy fails this roll, then they shall be captured by the player. If they pass then the *Capture Roll* phase is over, and the enemy is free to go.

Players are safe from arrest if they are currently in their *Starter Tile* or a *Safe Zone* tile.

### Escaping capture:

To escape capture, the captured player must pay 200 Influence Points or roll a 6 in order to escape custody. After doing so, they may continue their next turn as usual, moving off from the Headquarters/Police Station.

### Gaining/Losing influence:

If you land on a property owned by your faction, you will gain or lose the base amount of influence on that tile dependant on what faction you are playing.

## **Tyranny – Winning**

There are several scenarios in which a player can win or lose. Each faction has a specific goal which they must achieve in order to be victorious in the end.

### How the Criminals win:

In order to achieve victory, the criminals must reach 1000 Influence Points. Once this total is reached, the criminals must maintain this value or above for at least 3 consecutive turns in order to win.

### How the Cops win:

For a victory on the Cops part, they must deteriorate the criminals influence points to 0 and maintain that value for at least 3 consecutive turns.