



REFORMATION

Driven by their successes, the resistance has gained popular support and entire regions are in open rebellion. In a desperate attempt to stay in control, some government leaders are publically supporting the reforms demanded by the resistance.

But allegiances are constantly shifting, and can be bought for the right price.

The opportunity for intrigue and bluff has never been greater.

The cost of failure couldn't be higher. Even with talk of reformation, only one can survive.

Contents

10 Allegiance Cards

1 Treasury Reserve Card

15 character cards

(2 each of Duke, Assassin, Captain, Ambassador, Contessa and 5 of the Inquisitor)

10 summary cards

Rules

Overview

Reformation is an expansion to Coup, a copy of Coup is required to play. Reformation adds Allegiances – players are either in support of the government (*Loyalists*) or the resistance (*Reformists*). Reformation also includes the Inquisitor variant, and additional role cards to expand play up to 10 players.

Unless noted below, how you play and win Reformation are the same as Coup!

Set-Up Changes

Place the Treasury Reserve card in the center of the play area.

Give each player an Allegiance card. The start player chooses an Allegiance (*either Loyalist or Reformist*) and places their Allegiance card, with the corresponding side-up, in front of them.

Going clockwise around the table, each player alternates Allegiance from the previous player, placing their Allegiance card in front of them.

Game Play Changes

A player cannot Coup, Assassinate, Steal from nor block a Foreign Aid attempt by another player of the same Allegiance unless all players are of the same Allegiance.

Additional Actions

Conversion

Pay 1 coin to change your Allegiance or pay 2 coins to change the Allegiance of one other player. Coins paid for this action are placed on the Treasury Reserve card.

The relevant Allegiance card is then turned to the other side.

Embezzlement

Unless you have the Duke, you may take all the coins on the Treasury Reserve card.

Anyone can challenge that the player attempting to Embezzle has the Duke. If the challenged player does have the Duke, they must concede and lose the challenge (*a player that does not have the Duke may concede and lose the challenge*); return the coins taken to the Treasury Reserve card and lose one influence card. If the challenged player does not have the Duke (*and does not concede*) they must show their influence

card(s), the challenger loses; the revealed influence cards are shuffled back into the court deck and replaced randomly (*this does not cause a loss or gain in the number of influence cards to the challenged player*).

Inquisitor Variant

Remove all the Ambassador character cards from the Court deck and replace with Inquisitor cards. The Inquisitor has the following character actions, only one of which may be taken in a turn:

Exchange

Exchange one card with the Court deck. First take one random card from the Court deck. Choose which, if any to exchange with your face down cards. Then return one card to the Court deck.

Examine

Look at an opponent's card and force an Exchange. First the selected opponent chooses one of their face down cards to show to the Inquisitor. The Inquisitor looks at that card and may either hand that card back, or the Inquisitor may force the opponent to draw a new card randomly from the Court deck before returning the given card to the Court deck.

As a counteraction the Inquisitor may Block Stealing.

A player cannot Examine another player of the same Allegiance unless all players are of the same Allegiance.

More than Six Player Variant

Coup & Reformation can be played with 7 or 8 players by including 4 each of the selected character cards in the Court deck (*20 cards total*). Coup can be played with 9 or 10 players by including 5 each of the selected character cards in the Court deck (*25 cards total*).

Note: Playing with more than 6 players can significantly increase playing time, and may lead to long waits for those that are eliminated early. It is recommended for experienced players and exceptional situations

Game Design: Rikki Tahta, La Mame Games

Development: Haig Tahta & Sacha Tahta

Testing: Everyone at La Mame

Graphic Design: Luis Francisco

Illustration: Jarek Nocon

