

REGICIDA

Rule Booklet

In Regicida, each player secretly represents a House and tries to place their Ally Tokens without raising suspicion.

The game is divided into four consecutive phases: Expansion, Intrigue, Coronation, and Assassination.

At the end of the game, the player representing the Regent House will win, if he has not been assassinated; or the player who represents the House with the most points among the participants of the assassination.

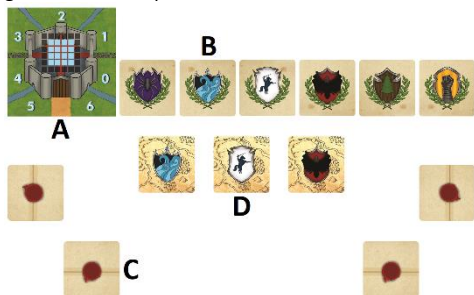
I) Setup

Choose an Objective **(A)** and place all the Score Tokens **(B)** randomly in a row at the score value "0". This is the "Line of Succession" (tiebreaker).

Shuffle the Identity Tokens **(C)** and give one, secretly, to each player. This token indicates which House the player represents. During the game, no player can reveal his Identity Token, but she can talk about it (including lying). The remaining tokens must be returned to the box without anyone seeing the Houses on it.

Shuffle all the Ally Tokens **(D)** into three piles of equal size. All tokens must be facing the light side.

Randomly choose a starting player and begin the game with the Expansion Phase.



II) Expansion Phase

During this phase, players take their turns clockwise to form a 6 by 6 grid.

On your turn, choose one of the three available Ally Tokens (tokens on top of each pile) and place it adjacent to any Ally Token already on the board, if one is already on the table. Respect the limits of 6 rows and 6 columns. The figure below shows an example of valid and invalid placements.



At the end of your turn, if any of the piles run out, divide any of the remaining ones to form a third pile.

This phase ends when there are no more Ally Tokens available and the grid is formed.

III) Intrigue Phase

During this phase, players have the opportunity to change the Allies' positions. The turns continue in clockwise order.

On your turn, you must **(A)** choose two adjacent Ally Tokens (diagonal is not adjacent), **(B)** swap them, and **(C)** flip exactly one of them to its dark side.



The dark side indicates that this token can no longer be the target of intrigue, that is, it can no longer change places with other tokens.

This phase ends after each player has taken three turns (performed three intrigues).

IV) Coronation Phase

During this phase, the Regent House is defined. There are no turns, this is just a scoring phase. Start counting points from the leftmost House in the Line of Succession. In this way, the Houses that reach a certain score first will be closer to the Objective Card, having an advantage in case of a tie. After scoring all the Houses, if there are Houses with the same score, check the Objective of the game considering only the Ally Tokens facing the light side. Order the tied Houses accordingly (more points are placed closer to the Objective Card). If the tie remains, preference is always given to the House that arrived first in that score (Line of Succession).

The Regent House is the house with the most points and closer to the Objective Card (in case of a tie).

V) Assassination Phase

During this phase, players attempt to assassinate the Regent House player and take victory out of their hands. There are no turns, players guess simultaneously.

All players must close their eyes and point to the player they think represents the Regent House. Then, all players open their eyes and everyone reveals their Identity Tokens. If the player who represents the Regent House receives zero or only one vote, he is the winner of the game. Otherwise, the Regent House player is eliminated (assassination was successful) and

the player with the most points among those that pointed correctly to the Regent House player wins.

Attention for special cases for this phase:

With 5 or fewer players: consider all Houses not present as a single Neutral Player. If you think the Regent House is none of the players, vote for the Neutral Player pointing upwards.

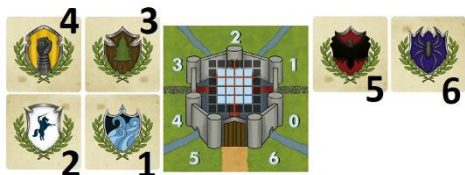
With 2 or 3 players: just one vote is enough for assassination to succeed.

In the rare case the Neutral Player is the Regent House and the assassination was not successful. Everyone loses the game.

VI) Example

Suppose a 4-player game as shown in the Setup. Both Expansion (6 by 6 grid) and Intrigue Phase (12 Ally Tokens turned to the dark side in total, 3 for each player) were already performed. Now, let's see the Coronation and Assassination Phase.

The number over the Houses' Score Token indicates the position of the House. Therefore, the Regent House is indicated by the number **(1)**. The points were obtained following the Objective. The ties of **(5)** versus **(6)** and **(3)** versus **(4)**, were broken considering only the Ally Tokens with the light side up (1 against 0 and 2 against 1, respectively). Whereas, the tie of **(1)** versus **(2)** was broken by the Line of Succession, since the other criteria did not break the tie (same number of light Ally Tokens following the Objective).



Afterward, all players vote (by pointing at another player or upwards to the Neutral Player). Caio would be

the winner for representing the Regent House. However, he was eliminated because two other players voted for him. Despite Ana having more points than any other player, she did not point to Caio, she voted incorrectly by pointing to Bruno. Therefore, Bruno is the winner of the game for representing the House with the most points among those who guessed correctly (Duda and himself).



VII) Objectives



United we are strong: one point for each Ally Token present in your largest cluster*.

Divide to conquer: one point for each different cluster* of your Ally Tokens.

Central concentration: one point for each Ally Token placed in the internal 4 by 4 grid.

Control of the borders: one point for each Ally Token placed on the outside border of the 6 by 6 grid.

* A cluster is one or more Ally Tokens of the same House adjacent to one another

VIII) Credits

Game Design, Graphic Design, Rules Writing and Translation: Roberto Pinheiro

Illustrations: Lavinia Underbought

Iconography: games-icons.net (full credits in www.pinheirobg.com/regicida)

Playtesters: André Nascimento, David Neto, Emerson Andrade, Fernando Lopes, Francisco de Assis, Frederico Teixeira, Gleydson Fonseca, Heitor Fernandes, Igor Colares, Joaquim Vilarinho, Juliana Galindo, Julio Cesar, Leonardo Raele, Luiz Pedro, Marcelo Assunção, Mário Sérgio, Ricardo Amaral, Rodrigo Vasconcelos, Rômulo Jardim, Rubens Lage, Túlio Fernandes. The game designer also thanks everyone willing to play the unpublished version of the game.