

GUILLOTINE

2-5 Players

Components – A 50 card noble deck (the cards with two guillotine logos on the back) and a 60 card action deck (the cards with one guillotine logo on the back).

Background Story – Heads are going to roll – lots of them – and you want to earn top bragging rights back in the guillotine operator's locker room. If you behead Marie Antoinette or King Luis XVI everyone will be impressed, but who's going to care if you lop off a palace guard's head? So make sure you collect the most prestigious noggins and you'll be head and shoulders above the rest!

Object – Collect the most points by beheading important nobles.

Overview – Play is divided into three 'days'. On each day, 12 nobles are lined up to await their turns at the guillotine. Players take turns playing action cards from their hands (possibly rearranging the order of the line) and then collecting nobles from the front of the line. At the end of the third day, whoever has the most points wins.

Setup – Shuffle the two decks separately and deal 5 action cards to each player. Leave space for a discard pile next to each of the two decks.

Play – At the beginning of the first day, have someone take the top 12 noble cards from the noble deck and place them face up in a line from left to right. The right end of the line is the guillotine where nobles will be beheaded (collected). Randomly choose someone to go first. That player's turn proceeds as follows;

Play an action card (optional). Action cards allow you to move nobles forward and backward in line, draw extra cards, add or remove nobles from line, get extra points, and so on.

Collect the first noble in line. Nobles are worth varying points depending on their notoriety. When you collect a noble card place it face up in front of you to make a score pile. All collected noble cards are left face up on the table at all times.

Draw an action card (whether or not you played one).

Continuation of play – The next player to the left takes a turn using the same sequence, playing an action card if he or she wishes, collecting the first noble in line, and drawing an action card.

Play continues in this manner until there are no nobles left in line at the start of someone's turn. That day is then over and a new day begins. Deal out 12 new noble cards from the noble deck.

All players keep their remaining action cards in their hands and any noble cards they've collected in their respective score piles. The player to the left of the person who started the previous day is the first player for the new day.

Other players are allowed to check out the nobles you've collected to find out how many points you've scored. When the third day is over, each player counts up the points on his or her noble cards (the number in the lower right hand corner) and any action cards that might add to or subtract from the point total. Whoever has the most points wins!

Vive la revolution!