

## Coup

In Coup, you want to be the last player who still has a character under your influence (a character card in your hand).

Shuffle into deck: with up to 6 players, 3 characters each; 7-8 players 4 characters each; 9+ players, 5 characters each. Set up the coins in the center as Bank, give each player 2 coins and deal each player 2 character cards. These character are under your influence and can help you with their skills. Select the first player. On your turn, choose one action to perform from all the possible actions listed below:

## Coup & Coup: Reformation

Character	Action	Effect	Blocked By
-	Income	Take 1 Coin from Bank.	X
-	Foreign Aid	Take 2 Coins from Bank.	Duke
-	Coup	Pay 7 Coins to Bank and choose player to lose influence. NB! Must Coup, if you have 10 or more coins.	X
-	Convert	Change your allegiance by paying 1 coin to Treasury. Change another player's allegiance by paying 2 coins to Treasury.	X
-	Embezzle	Take all the coins from Treasury and claim that you do NOT have the Duke.	Challenge
Ambassador	Exchange	Draw 2 cards from deck, put any 2 cards back to deck, shuffle. Block stealing.	Challenge
Inquisitor	Examine	Examine another player's card (their choice). May force them to exchange with card from deck (then shuffle). Block stealing.	Contessa
Contessa	-	Block Assassination. May block Inquisitor.	Challenge
Captain	Steal	Steal two coins from another player.	Captain Ambassador Inquisitor
Duke	Tax	Take 3 coins from Bank.	Challenge
Assassin	Assassinate	Pay 3 coins to Bank and choose a player to lose influence.	Contessa

You don't need to have a character card to perform that character's action - but if someone challenges you over your right to perform an action and you cannot (or don't want to) prove your right by showing the correct character card, you cannot perform that action and you will lose influence over one of your character cards (choose, which one to put face up on the table in front of you). That character is now out of the game and you have only one more character remaining in your hand.

If however you win the challenge and the other player loses one influence instead. Perform your stated action, then shuffle your revealed correct character back into the deck and draw another character card. You can also challenge any other player over their right to perform a character specific action during their turn the same way. Continue taking turns, one at a time, in clockwise order. Play until only one player still has a character card in his hand - that player is now the winner.

### Coup: Reformation

First player chooses an allegiance (Reformist or Loyalist), then everyone alternates their allegiance after him. You cannot target your teammates with **Block Foreign Aid**, **Steal**, **Assassinate** or **Coup**, unless everyone is on the same team. You can still challenge everyone. You may change your own team for 1 coin or someone else's team for 2 coins - these are placed in the Treasury (separate from Bank). You may also use an action to take all the money from the Treasury, if you claim you don't have the **Duke**. If this is challenged and you win the challenge, you reveal both cards showing that you don't have the Duke, shuffle them into the deck and draw two new cards (the other player loses an influence). If you lose the challenge, put the money back into the treasury and lose an influence (you don't have to reveal the Duke and may reveal your other card).

Optional rule: **Contessa** can block **Inquisitor**.