

SUCCESSION

DESPERATE TIMES

A Leader is needed. Now.

When the Orc tribes of the Ur-Tyr attacked, we were caught unaware. Decades of peace under the leadership of Mayor Quill had made us lax in watching the borders.

Quill died in one of the first assaults. As word of his passing got out, our defences rapidly faltered. We need new leadership to guide New Gallagher to victory.

The enemies power increases as ours dwindles. There is no time for an election. Whoever can muster the most support among the prominent townsfolk by nightfall will be Mayor.

There is no other way.



OUTLINE

SUCCESSION: DESPERATE TIMES is a card drafting game for 3-6 players. During play, each player will select a card from their hand and place it face down in front of them. In turn order, each player will then choose to either place a bribe on a card in front of themselves, or to reveal one of their face down cards. Each player then passes their hand of cards to the left, the first player passes to the left, and the process repeats. The player with the most points when all cards have been selected becomes Mayor and wins the game.

CONTENTS

36 Supporter cards, 1 Podium card, 16 Bribe cards, rulebook

TERMS

- ☞ Players are **CONTENDERS** for the Mayorship.
- ☞ Cards are **SUPPORTERS**, representing the prominent townspeople of New Gallagher.
- ☞ Face-down cards are **ANONYMOUS SUPPORTERS**. A Contender may claim that they hold sway over a particular Supporter, but there has been no public acknowledgement. Could it be a lie?
- ☞ Face-up cards are **PUBLIC SUPPORTERS**. They are convinced enough of your ability to lead that they have come out and publicly acknowledged their support of you.
- ☞ The **first player** is the **SPEAKER**. They have the first player card, referred to as the **PODIUM**.
- ☞ **Points** are shown on the face of each card and represent the degree of **SUPPORT** provided by individual Supporters.

CARDS

There are three Factions vying for power in New Gallagher.

- ☞ The Codex, wielders of arcane knowledge and strange powers.
- ☞ The Order of the Sceptre, those who would see the Church direct the town's fortune.
- ☞ The People's Revolt, individuals who want nothing more than to be free of the shackles of others.

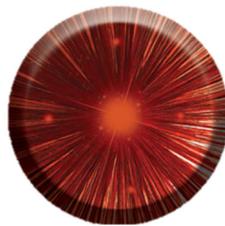
These Factions do not have any effect during gameplay but become important during **SCORING**. Each faction is represented by a symbol in the top-right of the card, which also displays the card's Support value.

The Codex



- (2/3) Wizard (1)
- (2/3) Herbalist (2)
- (2/3) Mystic (3)
- (1/1) Villager (1)
- (0/1) Villager (2)
- (1/1) Villager (3)

Order of the Sceptre



- (2/3) Councillor (2)
- (2/3) Preacher (2)
- (2/3) Inquisitor (2)
- (2/3) Villager (2)

People's Revolt



- (2/3) Blacksmith (1)
- (2/3) Miner (2)
- (2/3) Judge (3)
- (1/1) Villager (1)
- (0/1) Villager (2)
- (1/1) Villager (3)

(3-4p/5-6p) Card Name (Value)

Supporter Name → **MYSTIC**

Support Value & Faction ← **3** (The Codex)

Ability → Shuffle all Anonymous Supporters. Redistribute them evenly. Any Bribes are lost.

5+ Contender symbol ← **5+**

SETUP

1. Place the Bribe Tokens/Cards in a central location, reachable by all Contenders.
2. If playing with 3-4 Contenders, remove the 12 Supporters marked 5+ in the bottom right corner. Their opinions count for nothing, and they may continue with their regular business about the town of New Gallagher (return them to the box).
3. Shuffle all Supporters and deal one Supporter face down to each Contender. This will start the game as an Anonymous Supporter.
4. Deal out the remaining Supporters evenly among the Contenders. In a 5-Contender game, there will be one Supporter remaining. Place this card face-up in the centre of the table to form the discard. For all other Contender counts there will be no remaining Supporters. Leave an empty space in the middle of the table for a discard pile.
5. The Contender who has held the highest public office takes the Podium, adds it to their hand, and becomes the Speaker.

GAMEPLAY

Each round consists of two phases – a Selection phase completed all at once, and an Endorsement phase completed in turn order.

- ☞ **SELECTION** – Simultaneously, all Contenders select one Supporter from their hand. This Supporter is placed face-down in their play area. Once this selection is made, place your hand face-down in front of you to indicate that you have made your selection.
- ☞ **ENDORSEMENT** – Starting with the Contender on the Podium and progressing to the left, each Contender may choose to Reveal a supporter, or Bribe a supporter:
 - ☞ **REVEAL** one of your Anonymous Supporters by turning them face-up. Their ability activates immediately and must be used. Abilities are not optional.
 - ☞ **BRIBE** any one of your Supporters by placing a Bribe token/card on the Supporter.

IMPORTANT!

It is inevitable that eventually, your Anonymous Supporters will already all be claimed as Public Supporters by another Contender.

In this situation, the Supporter who has been Bribed the most will remain face-up (activating their power if this is the newly revealed Supporter).

The Supporter who has taken less Bribes is turned face-down (Anonymous) by their controlling Contender.

After all Contenders have completed their Endorsement, each hand is passed to the left (including the Podium), and play continues with a new Selection phase.

GAME END

The game ends when all Contenders have completed the Endorsement phase with no cards left in their hand. (NOTE: The final card becomes a "mandatory" Selection in the final round, as there are no other Supporters to choose from).

SCORING

Contenders score their Supporters in the following manner.

1. Score 1 Support for each Anonymous Supporter.
2. Score 1 Support for each Bribe on your Supporters.
3. Score the face value in Support for each Public Supporter.
4. If you have clear majority of one Faction compared to any other Contender, score a bonus 1 Support for each Public Supporter in that Faction you control. If there is a tie for Public Supporters in a single faction, no Contender scores a bonus.

BONUS EXAMPLE

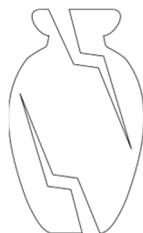
Alice has 3 Public Codex Supporters, Belinda has none, and Carol has two. Alice scores a bonus 3 Support for controlling the most Codex members.

If Carol revealed a third Codex supporter in her final Endorsement, there would be a tie and neither Alice or Carol would receive a bonus.

The Contender with the most Support assumes the role of Mayor and wins the game.

In the case of a tie, the tied Contenders reveal their Anonymous Supporters. The tied Contender with the higher value of their Anonymous Supporters wins.

If there is still a tie, you'll just have to fight it out again...



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