

# RESISTANCE - RULES

(Inspired by *The Resistance*, created by Don Eskridge)

## Game for 5 to 10 players

Resistance (The Resistance), is a **secret identity** card game (just like The Werewolf of thiercelieux, Sportz, Avalon, ...)

Each player will be given an identity card (there are 10 of them). The player can be either a **CHANGELING** (the bad guys : 4 red cards representing a **heart**), or a **RESISTANT** (the good guys : 6 blue cards representing a **sun**)



## Goal

The **resistants** win if they complete successfully **3 missions**.

The **changelings** win if they complete successfully **3 missions**.

## 1) Preparation

A dice is placed on the "Vote Track" on face "1". Then, depending on how many players there are, identity cards are shuffled and one gets distributed to every player according the the following rules:

Number of Changelings and Resistants on a game

Number of players:	5	6	7	8	9	10
Resistance	3	4	4	5	6	6
Changelings	2	2	3	3	3	4

## 2) Identification of the changelings

When every identity card has been distributed, and every one knows whether he is a changeling or a resistant, the Leader (the game master that is actually also a player) must give a moment for the changelings to know each other secretly.

1. Everyone **closes their eyes**.
2. **Changelings open their eyes** and look at the other players to know who are their siblings.
3. **Changelings close their eyes**. Everyone now has their eyes closed.
4. Everyone **open their eyes**.

## 3) Game rounds

Every round has **2 phases**:

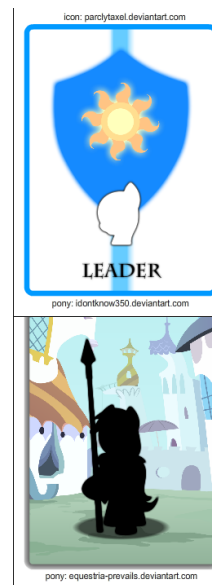
- **1st phase : Squad formation**

The **leader** (the role passes to the next player at every round, the first one is randomly selected) **chooses** the the players he wants to **assign to the next mission**.

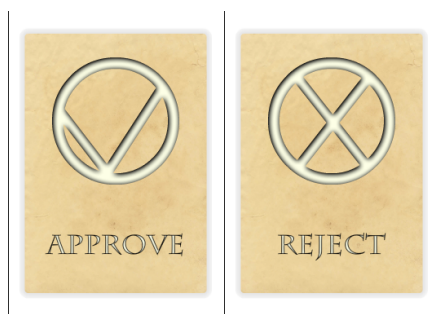
Number of players required for each mission

Number of players:	5	6	7	8	9	10
Mission 1	2	2	2	3	3	3
Mission 2	3	3	3	4	4	4
Mission 3	2	4	3	4	4	4
Mission 4	3	3	4*	5*	5*	5*
Mission 5	3	4	4	5	5	5

(\*) Two "Fail" cards are required for this mission to be considered a failure.



When the squad has been designated, every player vote to **approve** or **reject** the mission.



If the majority of votes **approve** the mission, the squad **goes in mission** (mission phase).

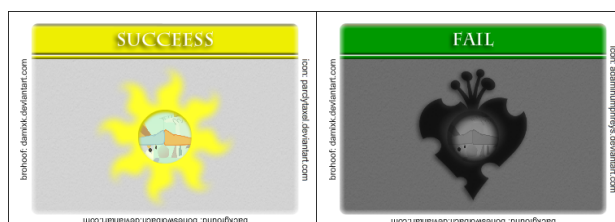
If the squad is **rejected** (it is the case if an ex-aequo happens), the mission is **cancelled** and the player at the leader's left becomes the new leader and a new Squad formation phase begins. The value of the "Vote Track" dice is incremented by 1.

! If **5** squads get **rejected** in a row (the dice shows the "6" face), **changelings win the game**.

### • 2nd phase : Mission

Each squad member can choose to sabotage the mission, or not. The leader will give each member a "success" and "failure" card.

- Resistants **MUST** use the "success" card (for their own good)
- Changelings **CAN** use the "success" or "fail" card, according to their strategy



**The mission is successful** if no "mission fail" card has been played (or less than 2 for the 4th squad, when there are 7 players or more).

### • 3rd phase : Leader switch

The **leader** card gets passed to the player at the **left** of the current leader. He will be the **next round leader**.

## **End of the game**

The game will end when **three missions** of the same faction have **failed** or **succeeded**:

- 3 successes : Resistants win the game!
- 3 failures : Changelings win the game!