

REGALITY vs. RELIGION: REVOLUTION

~ Regality vs. Religion : Revolution ~



Game design: Seiji Kanai and Hayato Kisaragi
Illustrations: Noboru Sugiura



Story

In all ages, power enchants. Neither wise princes, aiming for justice and fairness, nor holy men spreading the word of God, can resist its temptations.

In this land where peace had reigned for a long time, a little bird whispered in the ears of both the sovereign King and the religious Hierophant. Only one person should govern this country, it said, and you are the chosen one.

And so both started a silent struggle for domination. Brave generals and beautiful princesses sided with the king. Sly cardinals and noble saints sided with the hierophant. And other minds with their own goals, bided their time and waited for the chance to side with whoever would win. It was a battle of wills, of charisma and power, that engulfed the whole nation. Yet no one knew the outcome.

Game overview

Each player takes the roles of the Leader aligned to either "Regality" or "Religion", and uses the characters (tiles) in an attempt to gain control. Players take turns to place tiles on the 3x3 board representing the kingdom, and the player with the most allies on the board when the board is filled is the winner.

Each character (tile) has a different power (effect), and can either turn surrounding characters' allegiance with their charisma, or use intrigue or vile magic to force others to retire. It's a matter of strategy when to place what pawn and where.

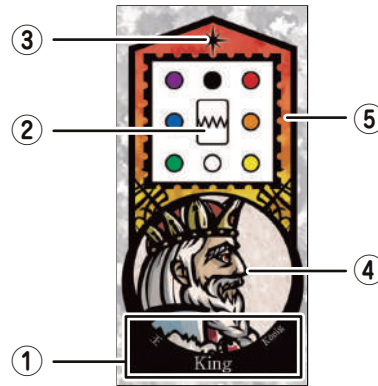
Also, there are neutral characters, with very special and quite powerful effects. These are available to both players, and when to use these becomes an important point. What neutral characters participate varies for each game.

All information is open. Can you outsmart your opponent's strategy and control more than half of the board?

Contents

32 game tiles (7 red, 7 blue, 17 neutral, 1 blank (as a reserve))
2 rule books (English and Japanese)
1 game board

Game tiles



- Name.**
The name of the tile.
- Power icon.**
The effect the tile has, represented by an icon. Please refer to "Tile list" for details.
- Power type icon.**
An icon to show if the power is "passive" or "active". Please refer to "Tile effects and icons" for details.
- Picture.**
An image of the character.
- Alignment.**
The initial alignment of the tile. Red is Regality, Blue is Religion, and black is Neutral.

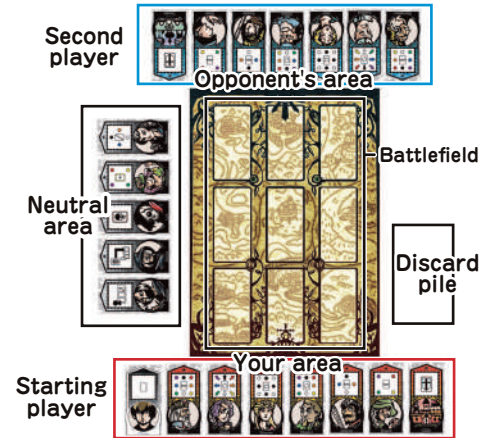
Preparations

Note: For the first game, it's recommended to use the optional rule "Old style" as described last in the rule book.

- Players sit to face each other.
- Place the game board so that the short sides face the players.
- One player takes the seven regality tiles (red), the other the religion (blue). Both tiles sets have identical powers. Players line these up before them, they're open information. The place where these tiles lie is the players respective "areas".
- Take out the Citizen tile from the neutral tiles, shuffle the remaining 16 tiles and lay 5 of them

face up beside the board. This is called the "neutral area". The remaining 11 neutral tiles are not used in this game, and are thus kept away from the playing area.

- Decide starting player in any suitable fashion.
- The starting player takes the remaining "Citizen" tile and adds it to his area. The first turn, he must play this tile and none other.



How to play

First, the starting player places the Citizen tile on any space on the board.



- * When placing a tile, you must place it so that it faces you.
- * A tile facing you means it's on your side (your ally). A tile that's upside down from you is an enemy.

Next, it's the second player's turn. He chooses one of the tiles from his or the neutral area, and places it on an unoccupied space on the board. The placed tile may cause certain effects. Please refer to "Tile list" below for explanation of the effects. When the effect has been resolved, turn goes to the starting player again.

The starting player chooses, like the second player, any one of the tiles from his or the neutral area, and places it on any unoccupied space on the board. Play goes like this, players alternating turns.



This goes on until the game ends.

Game end

The game ends when the board is filled with face-up tiles after a tile has been placed and its effects executed. The player with the most allies (tiles facing him) is the winner.

Your opponent

Example: Here is an example of you winning.



Important: If you place a tile so that the board is filled, no destructive effect can take place (see below for effects explanations).

Important: If there are no tiles left in either your area or the neutral area when you must place a tile, you lose.

Play the first to two victories. The board and tiles are reset between matches. The neutral tiles that were selected for the previous game, except the Citizen, are removed, and then draw five new of the remaining neutral tiles. The player who lost the previous set decides whether he wants to go first or last.

Tile effects and icons

Effect type icons

Look here There are roughly two types of effects: Passive and active. There is an icon on each tile indicating which type the effect is.



* An active effect happens just after the tile is placed. **Players may choose not to apply the effect, but if it's applied, it must be applied fully.**

* A passive effect is active the moment the tile placed, and is always active. **Players can not choose not to apply the effect.**

* All effects are only activated when the tile is on the board. No tile carries any effect as long as they outside of the board.

* Effect icons

Destruction

A tile that is destroyed is first turned face down. When play again goes to the player who destroyed the tile, the tile is removed and the space is now considered unoccupied. You may destroy both your allies and your enemies.

* A face down tile is never the subject of any effects, but it's still on the board, and you may not place a tile onto it.

Important: When a player places a tile so that all 9 squares on the board are occupied, no destructive effect can take place.

Turn



To turn a tile means to flip it 180°, meaning its changes allegiance. You may turn an enemy tile so that it becomes your ally, or turn an ally so that it becomes your enemy.

* You cannot choose to partially apply the effect. If the turn effect should be applied to several tiles, you must turn them all – except those that are immune to tile effects.

Banish



To banish a tile is to remove it from the board. It is removed immediately. You may banish both your and your opponent's tiles.

Shield



A tile with a shield cannot be the subject of any effect, unless another effect explicitly overwrites it (such as the destructive effect of the Pirate.)

Ally



An "ally" is a tile on the board facing you. Your enemies can become your allies if you turn them. And your allies can become your enemies the same way.

Area icon



If the symbol on the top left of the icon is white, it means "your area", if it's black it means "opponent's area"

For more details, please refer to the [tile list](#).

How to choose target

● ● ● * When activating an effect, the active player chooses one of the coloured dots, and the effect is then applied on the adjacent tile in that direction.

○ ● ○ * If there are several dots with the same colour, the effect is applied to ALL tiles in those directions. You may not choose to apply the effect on only some tiles. In this example,

the effect is either applied on all four orthogonally or all four diagonally adjacent tiles.

↖ ↑ ↗ * Arrows affect ALL tiles in the direction of the arrow, not just the adjacent tile.

Optional rules

There are other ways of play for those who wish.

* If you run out of neutral tiles, shuffle the discarded ones to form a new neutral tile draw deck.

Victory condition options

* Point system

Decide how many games to play. After each game is finished, each ally is counted as one point. The player with the most points after the set number of games wins. This may result in draws. (If you lose due to Death's effect, or because you were not able to place a tile, you get 0 points).

Game system options

* Old style

Remove all the neutral tiles except the Citizen, and play with just the standard tiles.

* Random

Play without a neutral area. Instead, each player draws two random neutral tiles at the start of the game.

* Secret random

The same as random, but without open information – the neutral tiles you drew are hidden to your opponent. This causes, of course, the game to lose its perfect information aspect.

* Draft

Before the game, draw five neutral tiles at random, face up, as normal. The starting player chooses one tile to take, then the second player chooses one, then the starting player chooses a second tile, and lastly the second player gets both remaining tiles. Both players' neutral tiles are open information.

* Secret draft

Before the game, the starting player secretly draws four neutral tiles, chooses one of them to keep and gives the rest to the second player, who chooses one to keep and discards the remaining two. Then the second player secretly draws four tiles, chooses one to keep and gives the rest to the starting player, who chooses one to keep and discards the remaining two. What neutral tiles you got is kept secret to the other player. This causes, of course, the game to lose its perfect information aspect.

Tile list

King / Hierophant

Destroys any one of the eight adjacent tiles.



Samurai

Banishes one of the four orthogonally adjacent tiles.



Fortuneteller

Turns the three tiles above and diagonally above it.



Queen / Cardinal

Turns all tiles in any one of the eight directions from this tile.



Ninja

Banishes one of the four diagonally adjacent tiles.



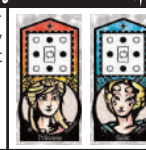
Fairy

Transports any tile on the board to any other unoccupied space.



Princess / Saint

Turns all of the four either orthogonally or diagonally adjacent tiles.



Bard

Re-enacts the active effect of one of the four orthogonally adjacent tiles.



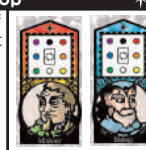
Assassin

Banishes one tile in your opponent's area.



Minister / Bishop

Turns any one of the eight adjacent tiles.



Performer

Re-enacts the active effect of one of the four diagonally adjacent tiles.



Hermit

Recalls one tile from the discard pile to your area.



General / Paladin

Destroys any one of the four orthogonally adjacent tiles.



Shaman

Negates the active effect for tiles placed on any of the four orthogonally adjacent spaces.



Pirate

Destroys one of the eight surrounding adjacent tiles that carries a shield icon.



Wizard / Monk

Destroys any one of the four diagonally adjacent tiles.



Sorceress

Negates the active effect for tiles placed on any of the four diagonally adjacent spaces.



Dragon

Turns all eight surrounding tiles.



Castle / Temple

This tile carries the shield icon (immune to all effects).



Sage

Protects the two tiles placed on either side (they gain the Shield icon).



Tower

Covers one of your allies on the board (place the tower on the top of it). The covered ally loses its effect. This tile carries the shield icon (immune to all effects).



Citizen

(No effect)



Witch

Recalls one ally from the board to your area.



Death

At the end of the game, the player who keeps this tile as ally loses.

