FINAL SCORING

Each player returns the tokens from their purses to the bank, scoring bonus support for each token. Force tokens are each worth **5 support**, Blackmail tokens are each worth **3 support**, and Gold tokens are each worth **1 support**.

Then, determine which player controls each Key Area. The player with the highest total number of influence cubes present in a Key Area controls that area and gains – or loses – the support indicated on the map for that area. If any players are tied for the most influence cubes in a Key Area, no one controls it and the bonus is ignored.

The winner is the player with the most support.

IS IT REALLY OVER?

Make sure that ALL bid spaces are resolved before ending the game. Some bid spaces may move cubes around in such a way as to let the game continue.

EEL'S END IS STILL WEIRD

Eel's End (used in games with five and six players) cannot be controlled – players instead gain 10 support at the end of the game for each of their influence cubes present, regardless of who has the most.

Designed By Philip DuBarry
Developed By Sam Mitschke & Randy Scheunemann with Will Schoonover

Illustrated by Eric Belisle, Concept Art House, Julie Dillon, Kent Hamilton, Miguel Regodón Harkness, Rob Lazzaretti, William O'Brien, Nikolai Ostertag, Roberto Pitturru, Kiki Moch Rizky, Ricardo Rullo, Dmytro Sirenko, Bryan Sola, Ben Wootten, and James Zhang.

PATHFINDER REVOLUTION!

The city of Korvosa churns with intrigue and unrest. Revolution is coming. The monarchy is on the brink of disaster, and control of the Crimson Throne remains tenuous.

Will you bribe a judge? Blackmail a crime lord? Threaten a cleric with violence? They can all help you if your persuasion is keen enough, but their loyalties shift with the wind.

Bid to influence key areas and shift the balance of power across the city. Ensure that you win the revolution before it even begins . . . by any means necessary. When the old regime falls, who will the citizens of Korvosa support?

The map has two important features: Key Areas and the Support Track.

Key Areas represent focal points of political power in Korvosa. Each has a unique name and a number of ☐ or ⬡ spaces where influence cubes will be placed.
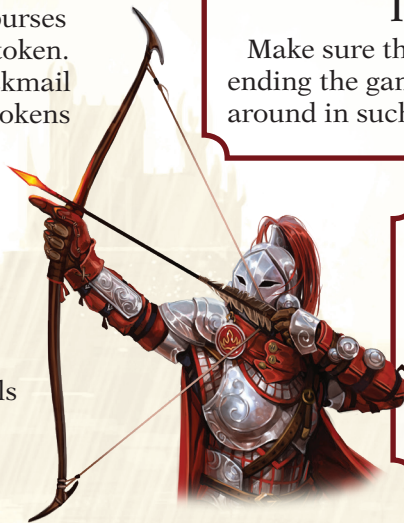
The Support Track goes around the outer edge of the map and represents the overall support you have gained over the course of the game. Place your score marker, with the "100" side facing down, on the badge in the bottom left corner of the map. The "200/300" score markers should be set aside in case they are needed later.

COMPONENTS AND SETUP

- Two-Sided Map (3-4 players/5-6 players)
- 12 Score Markers (two per player color)
- 6 Two-Sided Bid Boards (3-4 players/5-6 players)
- 6 Player Screens (one per player color)
- 156 Influence Cubes (26 per player color)
- 18 Force tokens
- 18 Blackmail tokens
- 42 Gold tokens
- Rulesheet

Place the map in the center of the table. Set the Force, Blackmail, and Gold tokens aside to form the bank. Each player chooses a color and takes the player screen, influence cubes, and score markers of that color, plus one bid board.

Purse

Each player forms their purse by taking one Force token, one Blackmail token, and three Gold tokens from the bank.

Map & Score Markers

One side of the map is for games with three and four players, while the reverse side is for games with five and six players. A banner in the top left corner of the map indicates which is which.

Score Markers

Force

Blackmail

Gold

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Bid Boards & Player Screens

Each space on the bid board represents a Korvosan citizen who can help your cause. Your bid board is used each round, and your player screen keeps the other players from seeing your bids before they're revealed.

One side of the bid board is for games with three and four players, while the reverse side is for games with five and six players. Refer to the top right corner to determine which side to use.

Influence Cubes

Influence cubes are placed on open spaces in Key Areas. At the end of the game, the number of influence cubes you have in each Key Area can dramatically affect your total score. In some cases, influence cubes can be moved, swapped, or replaced entirely.

OPEN SPACES

If there is no influence cube in a □ or ◇ space within a Key Area, that space is open and available for a cube to be placed.

Tokens

Force, Blackmail, and Gold tokens are used when bidding to indicate what sort of persuasion you are applying. Force is the strongest, then Blackmail, then Gold.

GAMEPLAY

The game is played in rounds, and all players take simultaneous turns. Each round has four phases:

1. Handouts

At the start of the round, all players count the number of tokens in their purses. If you have five or more tokens, do nothing for this phase. If you have fewer than five tokens, take Gold tokens from the bank to bring the total number of tokens in your purse up to five.

You can never take Force or Blackmail tokens as a handout. The only way to acquire those tokens is by winning bids.

2. Flaunt

Before bidding, every player must reveal their purse to the other players. Knowing your opponents' capabilities will help you plan your own strategy (see **Token Values**).

3. Bid

At the start of the Bid phase, hide your bid board behind your player screen. Then secretly bid by placing tokens from your purse on the bid board spaces you hope to win.

TOKEN VALUES

A single Force token defeats any amount of Blackmail and Gold tokens. Similarly, one Blackmail token defeats any amount of Gold tokens. If no Force or Blackmail are present, the highest amount of Gold on the space wins.

Multiple copies of a token type defeat fewer copies of the same type. For example, two Force tokens defeat one Force token, three Blackmail tokens defeat two Blackmail tokens, and four Gold defeats three Gold.

If multiple bids are tied with their strongest tokens, compare the lesser tokens to see who wins the bid. One Force and one Blackmail defeats one Force and three Gold, for example.

The background colors of the bid board spaces indicate which tokens can be used to bid there. Red spaces can accept Force tokens, black spaces can accept Blackmail tokens, and yellow spaces can accept Gold tokens. Spaces with multiple colors indicate that they can accept multiple token types.

During the Bid phase, you must use all tokens from your purse to make your bids.

You cannot bid on more than six spaces.

There is no limit to the number of tokens you can use to bid on a space, and you can mix and match tokens on spaces that accept multiple types.

Players are free to negotiate, but deals made during the game are not binding (although anyone who breaks a promise will find it harder to negotiate in the future).

BIDDING ERRORS

If a player bids a token on a space that does not allow that type of token, the incorrect token(s) are returned to the bank. Any other tokens remain in place.

If a player bids on more than six spaces, only the first six are evaluated (see **Resolve**). The others do not count and the tokens are returned to the bank.

If a player fails to use all of their tokens when bidding, the unused tokens are returned to the bank.

When you've finished bidding, do not move your player screen, but indicate to the group that you are ready (raise your hand, give a thumbs-up, or use some other agreed-upon signal).

4. Resolve

Once everyone indicates that they are ready, all players lift their player screens and set them aside. **Bids are now locked and cannot be changed.**

The top row of the bid board is resolved first, then the second row, and so on. Each row is resolved from left to right.

Skip any space that has no bids on it – consider those spaces resolved.

If there is at least one bid on a space, the highest bid wins and that player immediately takes all of the benefits granted by the space.

If the highest bids for a space are tied, no one wins and that space is considered resolved. Move to the next space on the bid board.

After each space is resolved, return all bids on that space to the bank. Return your bid to the bank even if you did not win the space.

If you win a bid space that provides an amount of **support**, move your score marker along the Support Track to reflect the added support.

If you win a bid space that provides a number of **Force**, **Blackmail**, or **Gold**, take that many tokens of the specified type from the bank and add them to your purse to use next round.

If you win a bid space that instructs you to **influence** a Key Area, place one of your influence cubes in an open space in the specified Key Area.

If the Key Area has □ spaces and they are all filled, do not place a cube, though you may still receive other benefits from that bid space.

If the area has ◇ spaces (in games with five and six players) and they are all filled, replace any opponent's cube in one of those spaces with a cube of your own. Return the replaced cube to the appropriate player. If all ◇ spaces in a Key Area are filled with your *own* cubes, do not place a cube, though you may still receive other benefits from that bid space.

EEL'S END IS WEIRD

Eel's End cannot be influenced directly; you must use the **Guildmaster**, **Monarch** (emulating the **Guildmaster**), **Catsdew Lofties**, **Red Mantis**, or **Magistrate** to place a cube there.

At the end of the round, some players may have tokens in their purses from successful bids, but all bid boards must be empty.

After all bids are resolved, check to see if the game has ended (see below). If not, a new round begins.

GAME END

The game is over at the end of any **Resolve** phase when all □ spaces are filled by influence cubes. ◇ spaces do not count toward filling the map and may still be open when the game ends. See **Final Scoring** on next page.

OUT OF CUBES?

If a player does very well (especially in a three-player game), they might run out of cubes. In that case, they can take over an unplayed color or substitute other bits for additional cubes.

OPTIONAL RULE: BID REFUNDS

Winning bids still go to the bank, but losing and tied bids are returned to the players' purses to be used the next round.

HIGH SCORES

If your score marker passes the 99 space on the Support Track, turn it over to show the "100" side and continue around again. If needed, switch to your "200/300" score marker to track even greater scores.