Bastille



A game by Christoph Behre for 3 - 4 players aged 10 years and older

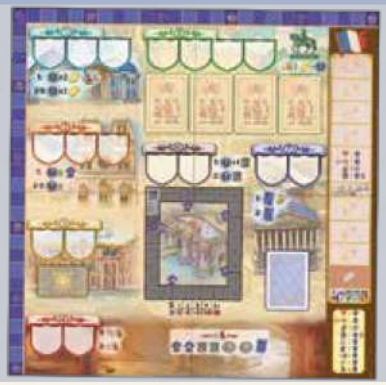
Components

Common materials:

- 1 Game board

Depicting 7 locations in Paris:

1. *Banque de Paris*
2. *Notre Dame*
3. *Versailles*
4. *Catacombes*
5. *Place Louis*
6. *Bastille*
7. *Etats Généraux*



- 2 Catacombs boards



- 8 Bonus tiles



back:



- 2 End bonus tiles



back:



- 8 Versailles tiles



back:



- 24 Weapon tokens



5 pitchforks *5 rifles* *5 rapiers* *back*



9 torches (wildcards) front & back

- 20 Mission cards



12 Max cards



8 Series cards



back

- 35 Character cards



10 peasants *10 soldiers* *10 nobles* *5 monks (wildcard)* *back*

- 1 Start player marker



- 58 Coins



22x 1 *20x 2* *16x 5*

- 1 Bag



- 1 Mission board



Only used for the variant "Secret Mission" (see page 11)

- 1 Rules booklet + 1 Overview sheet

Player materials *(in 4 player colors blue, white, red and black)*:

- 12 Influence tiles

3x 1:



3x 3:



4x 2:



2x 4:



- 20 Henchmen cubes



- 1 Scoring marker & 1 Bastille marker



- 1 50/100 tiles



front *back*

Set-up – *Example for 4 Players*

Common material:

Place the **game board** in the center of the playing area.

Sort the **coins** by denomination and place them as a bank next to the game board.



3

Mix the **Versailles tiles** face down, stack them on the Versailles section, and reveal the top tile of the stack.



4

Place the **catacombs** boards as depicted on the game board. Place the **bag** next to the game board.



5

Sort the **character cards** by their letters **A**, **B**, and **C**, and mix them separately. Then, create a single deck by stacking the "B" cards on top of the "C" and the "A" cards on top. Place the deck next to the game board.

Draw one character card for each display space at **Place Louis** and put it on the space, face up.



6

Keep the **9 torches** next to the game board. Mix all remaining **weapon tokens** face down, and keep them next to the game board as well. Depending on the number of players, draw a number of weapon tokens and place them face up in the **Bastille** section.

Number of players:	*3*	*4*
Number of weapon tokens:	*5*	*7*

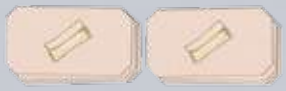


7

Shuffle the **mission cards** face down and place them as a face down stack at **Etats Généraux**.



Sort the **bonus tiles** by their backside and shuffle them separately.

bonus tiles:  *end bonus tiles:* 

Note: By counting the face up bonus tiles on the round and scoring track players can keep track on which round they are currently playing.



On each of the first 7 spaces of the round and scoring track place one randomly drawn bonus tile face down. On the last, 8th space place one of the two end bonus tiles face down. For the first round turn over the bonus tile on the top most space, it is now the current tile. Any leftover bonus tiles are placed back in the box without looking at them.



Player material:



Randomly determine a first player, and give them the start player marker.

Each player chooses a color, and takes the **influence tiles, 50/100 tile, henchmen cubes, bastille marker,** and **scoring marker** of that color, as well as **coins totaling 8.**

The **bastille markers** are placed on the start space of the bastille track in player order, starting with the first player and then continuing clockwise.

The **scoring marker** is placed at the 0 space on the scoring track.

The **50/100 tile** is kept next to the game board.

Depending on the number of players, each player takes a number of influence tiles.

Number of players:	*3*	*4*
Influence tiles:	*1,1,1,2*	*1,1,2*

Each player's remaining **Influence tiles** form their personal supply and are placed next to the game board.
They will be used later in the game only. Influence tiles are kept open throughout the game.

Finally, each player draws one **mission card** from the mission card pile and keeps it hidden from the other players.

Player material with 4 players:



Game Concept and Object of the Game

***The Revolution** is coming – it is just a matter of time! It is Paris, a few weeks before this monumental event, and the different revolutionary factions are preparing themselves for the inevitable.*

They will need to assert their influence all over the city: searching for followers and gathering weapons.

The player who best leverages their influence to make preparations at the Bastille, in the Catacombs, and who gathers and fulfils their mission cards will win this game based around the French Revolution.

***At seven places in Paris**, the players may enforce their influence, by using their influence tiles.*



***Each place** provides some bonuses like coins, weapons, allies, or mission cards, all of which are needed to be victorious at the end.*

***The influence tiles** have values from 1 to 4. The higher the value, the earlier the player will perform their action, and the more bonuses are awaiting the player at the location.*



2. 4. 3. 1.

It is up to the players to use their influence wisely and keep a close eye on their opponents.

Playing the Game

A game of **Bastille** is played in **8 game rounds**. During each game round, the start player begins, and the other players follow in clockwise direction. After the **4th round**, an interim scoring takes place, followed by a final scoring after the 8th round. The player with the most victory points at the end of the game is the winner. **A round consists of 3 Phases:**

■ 1. Placing influence tiles | ☐ 2. Evaluate locations | ■ 3. Scoring flags and game round preparations

A game round in detail:

■ 1. Placing influence tiles

The active player choses one of his available influence tiles and places it on any of the 7 locations on the game board. The influence tile is always placed on the leftmost unoccupied influence space.



If all influence spaces at a location are occupied, no more influence tiles can be placed there. The player must choose a different location with unoccupied influence spaces.



A player may add an influence tile at a location where they had placed an influence tile before, provided there is at least one unoccupied influence space.



After the active player has placed one influence tile, it is the next player's turn in clockwise direction to place one of their influence tiles. Repeat this procedure until all players have placed all their influence tiles on the game board; a player may not pass their turn.

☐ 2. Evaluate locations

After all players have placed all of their influence tiles, evaluate each location in order from 1 to 7. At each location, the players will gain various bonuses for each of their influence tiles at that location.

At each location, first **determine the order** in which the players will gain the bonuses of this location. Player order is determined from **most valuable to least valuable** influence tile, with ties being broken by which tile was placed first (i.e. furthest left).

The active player gains that particular bonus and returns their influence tile back in front of him. At certain locations, the first player will gain an extra bonus.

Empty influence spaces at a location do not give bonuses to anybody.



Example: Ani (black) is the first to do her action since she placed the influence tile with the highest value. Jan (blue) and Alex (red) both placed an influence tile of value one. Since Jan placed his tile on the location before Alex did, he goes second and Alex goes third.

Locations:

① Banque de Paris

Earn coins you will need to recruit allies.

The player multiplies the value of their influence tile by 2, and takes coins of that total from the bank.

In addition the first player takes the start player marker and immediately becomes the new start player.



Example: Jan (blue) is in first place and gains coins with a total value of 8 as well as the start player marker. Ani (black) gains coins with a total value of 4 and Ulrich (white) of 2.

② Notre Dame

Increase your influence for future rounds.

The player removes their influence tile and exchanges it for one influence tile from their personal supply the value of which is exactly 1 point higher. They take this new tile and place it in front of them, and return the other one to the game box.

The first player additionally scores one victory point, recording it on the scoring track.

***Please note:** If the player has no tile in their supply that is valued exactly 1 point more, they resume the played tile.*



Example: Ulrich (white) is the first player and exchanges his played influence tile with a value of 2 with an influence tile of value 3 from his supply. Additionally he gains 1 VP. Alex (red) exchanges his tile for an influence tile of value 2.

③ Versailles

Gather torches (wild weapons) and other bonuses.

The first player chooses and takes one of the bonuses shown. The second player takes the leftover bonus.



Example:
Jan (blue) choses first and takes the torch.
Ani (black) has to take the coins.

The bonuses of the Versailles tiles:



Take 1 or 2 torches from the general supply



Move the Bastille marker up 2 or 3 spaces on the Bastille track



Take coins of a value of 3 or 4 from the bank



Take 1 or 2 of your henchmen cubes and put them in the bag



Score 3 or 4 victory points, and record them on the victory point track

④ Catacombes

Deploy henchmen to the catacombs to gain powerful bonuses during interim and final scoring. However, you will need some good luck to get these bonuses.

The first player puts 2 of their henchman cubes into the bag, the second player only 1.



Example: Since Jan (blue) has placed two influence tiles on the catacombs he can put 3 henchmen cubes in the bag.

5 Place Louis

Gather allies to your cause in the Place Louis.

The player selects one character card from the display, paying to the bank the **coin value** showing on the card **minus the value of influence tile placed**. The player keeps the card open in front of them. Do not refill the display at this time.

A player may forfeit the action if they do not have enough money or do not want one of the available cards.

***Note:** If the value of an influence tile is equal or higher than the coin value of a character card the player takes that card without paying any coins.*



Example: Alex (red) is the first player and choses the noble. He has to pay 6 coins since he placed an influence tile with a value of 4 (10-4 = 6). Next Jan (blue) and then Ani (black) each chose a character card. Finally, Alex (red) takes the last card that is left from the display.

The three types of characters :

Peasants



Soldiers



Nobles



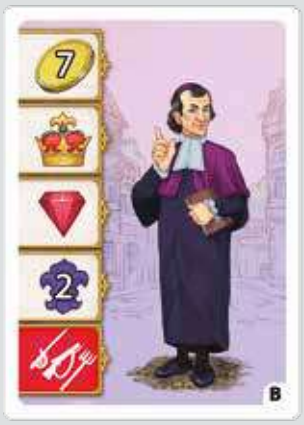
Each card shows its coin value, its value in victory points, and the weapon it must be equipped with. Some characters are bearing their weapon already; some must be equipped with a weapon token. Characters that must be equipped show a **red background and the silhouette** of the weapon they carry.

Additionally, characters may have further attributes: **Crowns, gems, and flags.** These yield various bonuses that are especially useful at the end of a round and during the interim and final scoring.

Furthermore, there is a wild character, the **monk**.
The monk may join any group.

The player will decide which group the monk will join at the end of the game, before the final scoring takes place.

The weapon that a monk must be equipped with depends on the group he is sorted in.



***Hint:** For a better overview, players may want to arrange the cards of the same group slightly overlapping.*



6 Bastille

Collect much needed weapons by infiltrating the Bastille. The further ahead a player's marker is on the Bastille track, the more victory points that player will gain during the interim and final scoring. Also, they will have priority when claiming weapons.

The first player advances their Bastille marker a number of spaces on the track equal to the value of their influence tile plus one.

The second player advances their marker exactly equal to the value of their influence tile.

If the marker lands on an occupied space, put it on the same space, but behind the player(s) who already occupied it. Order is determined from front to back on a space.

If a marker reaches the last space of the track it stays there. For the rest of the game, the player receives one coin for each step they cannot move forward.



Example: First, Urlich (white) moves his bastille marker 4 spaces (3+1) on the bastille track. Next Jan (blue) moves only one space ending up on the same space as Ulrich. He has to place his marker behind Ulrich's marker.

7 Etats Généraux

Mission cards give objectives that will yield victory points at the end of the game, if accomplished.

The first player looks through the mission card deck and selects one mission of their choice, keeping it face down, and returning the deck to its place. They also receive 2 coins.

The second player then picks up the pile and choses a card.

Important: *A player may never take two copies of the same mission.*

The objectives of the mission cards are explained at the end of this booklet.



Example:

Alex (red) is first, so he takes the coins and choses the max weapon card from the mission cards pile.

Then Ani (black) choses the max gem card.

☐ 3. Scoring flags and game round preparations

Scoring flags

After the evaluation of all locations is completed, the bonuses on the **active bonus tile** are assigned.

All players add the flags on all their character cards. The player with the most flags gains the larger bonus (depicted on the left side), and the player with the second most flags gains the smaller bonus (depicted on the right side).

Tie-breaking order begins with the player holding the start player marker and continues clockwise.



Example: Alex (red) and Ani (black) both have the most flags among the players. In this case Alex (red) gets the larger bonus, since he is sitting closer to Ulrich (white) who has the start player marker. Alex (red) puts two henchmen cubes and Ani (black) only one cube in the bag.

Game round preparations

To prepare the next game round the next in line bonus tile is flipped up and is now the active bonus tile.

The top Versailles tile is returned to the game box, and the next tile is revealed.

Return any remaining character cards from Place Louis to the game box as well, then draw and place new cards from the pile.

Now the new game round starts.



Interim and Final Scoring

After the 4th round, an interim scoring takes place, and a final scoring after the 8th round.

Interim Scoring:



Scoring is done in the following order:

Gems:

Each player advances their scoring marker one space for each gem on their character cards.



Example: The player has 4 gem icons in total on his character cards gaining him 4 VP.

MAX Crowns:

The player or players with the most crowns on their character cards advance(s) their scoring marker by 3 spaces.



Example: Two players are tied for most crowns, therefore both gain 3 VP.

Catacombs:

1: Any one of the players draws 5 henchmen cubes from the bag, one after the other. For each drawn henchman cube, its owner decides which bonus from the catacomb boards they want to take advantage of. They place their drawn henchman cube on that bonus, and gain its effects. Only then is a new cube drawn from the bag. A bonus with a henchman cube on it cannot be chosen by another player.



Example:

First, Jan (blue) can chose a bonus and places his marker on that bonus, blocking it for other players.

Next, Alex (red) can chose a bonus and takes the torch.

2: After 5 bonuses have been taken, following happens to the henchmen cubes on the boards:



Example: The three henchmen cubes on the left board are put back in the supply, while the two on the right board are placed in the bag.

The henchmen cubes are returned to the **players supply**.

The henchmen cubes are put back into the **bag**.

Subsequently, remove the two catacomb boards and place them back into the box.
For final scoring players can chose the bonuses depicted on the game board itself.



The bonuses of the Catacombs:

Take coins of a value of 3 or 6 from the bank

Score 2, 3 or 4 victory points, and record them on the victory point track

Move the Bastille marker up 1, 2, or 3 spaces on the Bastille track

Take a torch from the general supply

Upgrade one of your influence tiles by one

Take the topmost card from the character pile, and add it to your character cards

Choose one mission card from the deck

Bastille:

Each player gains point value shown on the last line passed by their Bastille marker.

Next, the players claim weapon tokens.

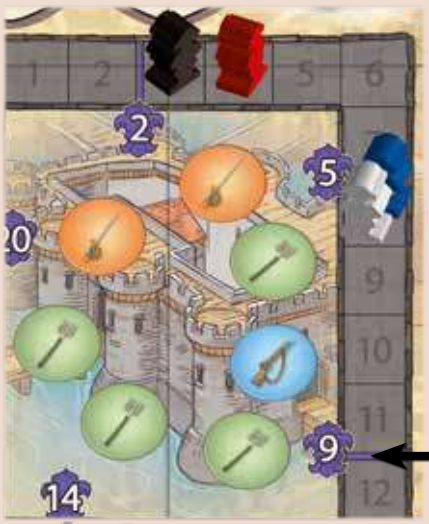
The player in first position on the Bastille track starts, followed by the player in second position etc.

All players except the last one take two available weapon tokens of their choice, the last player must take the remaining one.

The characters have to be equipped with weapons only at the end of the game.

Finally, draw new weapon tokens, and place them in the Bastille, face up.

Number of players:	*3*	*4*
Number of weapon tokens:	*5*	*7*



Example:

Ulrich (white) and Jan (blue) each get 5 VP, Alex (red) and Ani (black) only 2 VP each.



Example:

Ulrich (white) is furthest ahead on the Bastille track and gets to chose two weapon tokens first.

Ani (black) is farthest back on the track and has to take the weapon token that is left over at the end.

Final Scoring:



First, the players have to assign each of their wild characters to one character group, in reverse player order *(the player to the right of the start player begins going counter clockwise)*. A wild character can also be assigned to a character group of which the player has no cards.



Example: The player decides to place one of his monks with the nobles and the other one with the soldiers.

Now the final scoring takes place:

The final scoring starts with the same 4 categories as in the interim scoring, with following changes:



Gems: No changes



MAX Crowns: The player or players with the most crowns on their character cards advance(s) their scoring marker by 5 spaces (instead of 3).



Catacombs: The players return all their henchmen cubes from the catacombs board to their personal supply.



Bastille: No new weapon tokens are drawn for the Bastille.

***Note:** If a player passes over the "50" space of the victory points track, they take a 50 marker and start again on space "1" of the track. If they pass the "50" space once again they flip their marker to the 100 side. At the end of the game they add the points from their marker to the current result.*



Then, the players score victory points for the following:



Character cards:

Each player totals the victory points provided by their character cards, and advances their scoring marker accordingly.





Mission cards:

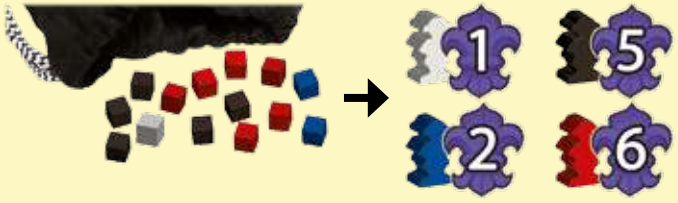
Each player reveals their mission cards and gains the points as shown on each mission card they have fulfilled.
(See mission cards on the last page of this booklet)





Henchmen:

Each henchman cube remaining in the bag at the end of the game is worth one victory point for the owner.





Coins:

Players gain one victory point for every 3 coins.



Weapons:

Finally, the players must equip their characters with their weapon tokens.

The corresponding weapon tokens must be assigned to the specific characters.

A wild character can only be equipped with the weapon type of their assigned group.

A torch serves as a wild and can be assigned to any character.

All players with unarmed characters lose victory points, according to the following chart:

Number of unarmed characters:	1	2	3	4	5+
Negative points:	-2	-5	-9	-14	-20

As usual, mark these points on the victory point track.



Example:

After sorting all weapon tokens onto the respective character cards, one soldier remains without a weapon.

The left over weapon token (pitchfork) cannot be used, since soldiers only use rifles. Therefore the player loses 2 VP.

End of the game

The player with the **most victory points** after the **final scoring** prepared his faction the best for the upcoming revolution and is the winner of the game! In case of a tie for the most victory points, the tied player owning the highest value of coins is the winner. If the tie persists, the tied players share the victory.

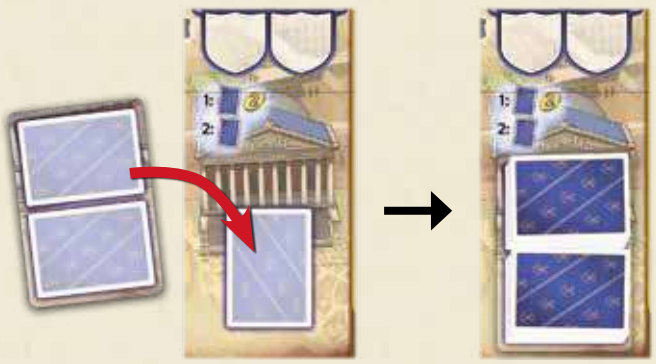
Variant: Secret Mission

Changes during set-up:

The mission board is placed on the game board as depicted.

The mission cards are shuffled face down and are split into two same sized piles. Those are placed face down on the mission board.

The players **do not get** a mission card at the beginning of the game.



Changes during game play:

The evaluation of the Etats Généraux changes:

The first player takes 2 coins, and one of the mission card piles. Then, they examine that pile, and take one mission card of their choice from it, keeping it face down in front of them. Finally, the player returns the pile to its place.

The second player has to take the other pile and chose a mission card, and then returns the pile to the mission board.

If a player choses the mission card bonus while scoring in the interim or final scoring he can chose one pile and take a mission card from it.



Example:

Ani (black) choses the pile at the bottom, therefore Jan (blue) has to take the pile at the top.

After both have chosen a card, they place the piles back from where they were taken.

The Mission Cards

Each mission card sets an objective that the player must have accomplished at the end of a game in order to gain the number of shown victory points. A player is not allowed to have two copies of the same card. The mission cards are divided into two categories: Max-cards and series-cards. ***Note:*** *A character does not have to have a weapon in order to be used to fulfill an objective. Furthermore a card can be used to fulfill an objective on multiple cards.* ***Important:*** *An objective must be accomplished at the end of the game only.*

MAX cards: For all max-cards, all players compare their results. If the owner of the card has the most or second most of the depicted object, they gain that number of victory points. A player not owning such a card can never get any points by it. As there are two copies of each max-card, up to two players may gain points for the same objective. If two players are tied for one or the other, both of them will gain the full amount of respective points. The following cards yield victory points for the player, if they have the most or second most of…

Character groups:



…**cards** of the corresponding character group; wildcard characters assigned to that group count as characters of that group.



Example: Ulrich (white) and Jan (blue) both have the most of the nobles. Jan (blue) sorted both monks into the character group nobles to achieve this. Since both have the max nobles card the each gain 6 VP.

Weapons:



…**weapons**; weapon tokens, torches, and imprinted weapons are taken into account.



Example: Alex (red) has 4 weapon tokens, 2 torches as well as one peasant card that already had a weapon. Since he has the most weapons among the players he gains 7 VP.

Crowns:



…**crowns** on all their character cards.



Example: Jan (blue) has the most crown and gains 6 VP. Alex (red) and Ani (black) both have 2 crowns in second place. But only Ani has the max crown card, therefore only she gains the 2 VP for second place.

Gems:



…**gems** on all their character cards.



Example: Ulrich (white) and Alex (red) both have most gems. Since Ulrich has the max gem card he gains 6 VP. Ani (black) is in second place and also has the max gem card. She gains 2 VP.

Series cards: In order to accomplish the objective of a series-card, a player must own the character cards of the required character group(s) of the matching monetary value. Wildcard characters assigned to a group count as characters of that group.

One Charakter group:



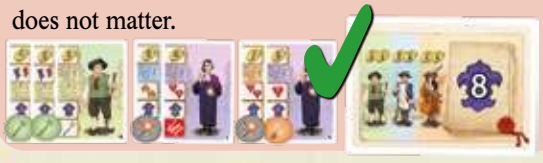
The player must own all three required character cards of the matching monetary value.



2 of each character group:



The player must own at least two character cards of each character group. In this case, the monetary value does not matter.



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Bastille

Zwischen- und Endwertung Übersicht	Interim and final scoring overview	Récapitulatif des décomptes intermédiaire et final
Jeder Edelstein ist einen Punkt wert	*Each gem is worth 1 VP*	*Chaque pierre précieuse rapporte 1 PV*
Der oder die Spieler mit den meisten Kronen erhalten 3 Punkte	*The player(s) with the most crowns get(s) 3 VP*	*Le (ou les) joueur(s) qui possède(nt) le plus de couronnes gagne 3 PVs*
5 Gefolgsleute erhalten Boni von den Katakomben-Tableaus	*5 henchmen cubes get bonuses from the catacomb boards*	*5 cubes Hommes de main sont piochés et leurs propriétaires obtiennent des bonus parmi ceux des plateaux Catacombes*
Die Spieler erhalten Punkte von der Bastille-Leiste sowie Waffenplättchen	*Players get VP from the Bastille track as well as weapon tiles*	*Les joueurs gagnent des points de victoire en fonction de leur avancée sur la piste de la Bastille ainsi que des tuiles Arme*
Nach der Zwischenwertung werden die Katakomben-Tableaus zurück in die Box gelegt und neue Waffenplättchen in der Bastille ausgelegt	*After interim scoring, remove the two catacomb boards back to the box and replenish the weapon tiles in the Bastille*	*Une fois le décompte intermédiaire terminé, remettez les deux plateaux Catacombes dans la boite de jeu et placez de nouvelles tuiles Arme sur la Bastille*
Mönche müssen den Charaktergruppen zugeordnet werden	*Sort monks into one character group*	*Les moines doivent être assignés à un groupe de personnages*
Jeder Edelstein ist einen Punkt wert	*Each gem is worth 1 VP*	*Chaque pierre précieuse rapporte 1 PV*
Der oder die Spieler mit den meisten Kronen erhalten 5 Punkte	*The player(s) with the most crowns get(s) 5 VP*	*Le (ou les) joueur(s) qui possède(nt) le plus de couronnes gagne 5 PVs*
5 Gefolgsleute erhalten Boni aus den Katakomben auf dem Spielplan	*5 henchmen cubes get bonuses from the catacombs on the game board*	*5 cubes Hommes de main sont piochés et leurs propriétaire obtiennent des bonus parmi ceux du plateau Catacombes*
Die Spieler erhalten Punkte von der Bastille-Leiste sowie Waffenplättchen	*Players get VP from the Bastille track as well as weapon tiles*	*Les joueurs gagnent des points de victoire en fonction de leur avancée sur la piste de la Bastille ainsi que des tuiles Arme*
Jede Charakterkarte gibt die aufgedruckten Punkte	*Each character card awards the depicted VPs*	*Chaque carte Personnage rapporte le nombre de points de victoire indiqué sur la carte*
Die Spieler erhalten die Punkte von ihren Auftragskarten. Bei Gleichstand gibt es die vollen Punkte für Spieler mit der entsprechenden Karte	*Players get VPs based on their fulfilled mission cards. If there is a tie, all tied players with the corresponding card get the full VPs*	*Les joueurs obtiennent les points de victoire indiqués sur les cartes Mission qu'ils ont remplies. En cas d'égalité, tous les joueurs à égalité qui possèdent la carte concernée gagnent les points de victoire.*
Jeder Gefolgsmann im Beutel ist einen Punkt wert	*Each henchmen cube still in the bag is worth 1 VP*	*Chaque cube Homme de main toujours présent dans le sac rapporte 1 PV à son propriétaire*
Je einen Punkt für Münzen im Wert von 3	*1 VP for coins of total value of 3*	*Les joueurs gagnent 1 PV pour chaque tranche de 3 pièces qu'ils possèdent*
Minuspunkte für jede unbewaffnete Charakterkarte	*Negative VPs for each character card that has no corresponding weapon tile on it*	*Les joueurs perdent des points de victoire pour tous leurs personnages qui ne sont pas armés*

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Charakterkarten | Character Cards | Cartes Personnage

A B C

Bauern | Peasants | Paysans



Soldaten | Soldiers | Soldats



Adlige | Noblemen | Nobles



Mönch (Joker) | Monk (wildcard) | Moine (Joker)



Auftragskarten | Mission Cards | Cartes Mission

MAX-Karten | MAX-cards | Cartes majorité



Reihen-Karten | Series-cards
Cartes séries



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