Civil Unrest: Rules Handbook

Objective

In Civil Unrest, you play as the leader of a nation navigating modern crises. Your goal is to survive politically, economically, socially as long as possible. The game ends when one player remains under the collapse threshold or when a player achieves a reform victory.

Setup

- Unfold the Civil Unrest board in the center.
- Each player starts with their Unrest Meter at 0 (0–100 sliding scale).
- Shuffle the event cards and place each on its matching stack.
- All players place their pawn on the START space.
- The person who is the youngest player starts.

1. Roll Dice: Move forward the number of spaces rolled.

2. Resolve the Board Space:

- Each board space has a category (color) and a base point value.
- When landing, draw the top card from the corresponding deck.

3. Resolve the Card:

- Add the points from the card to the space's value. The term on the card (Use Card Value) is simply the space value. Some cards might have a + or - on the card. The minus can be used to reduce the space value. For example if the space value is +4 and your card says -2, the unrest meter will go up by two points. If the card is +2 and the space value says +1, the unrest meter will go up by three points.
- If the card has a multiplier, apply it to the board value first.
- If the card is a reform or token-reducing card, reduce your total unrest by that amount.
- Some cards award points to another player/s. Unless the card also says to take or award circle points, the player who landed on the space gets the space value.

Special Board Spaces

- +→ Spaces: Each color has one +→ space. The first player to land on it may buy it for 10 unrest points; after that, whenever anyone lands there, the owner may give another player 5 unrest points. If the first player doesn't buy it, anyone who lands there afterward may give another player 2 unrest points.

- Civil Unrest Logo Spaces: Landing on a logo space draws no card and triggers no event — it is an

unrest relief space.

- Fist Spaces (expansion decks): A fist space is a safety/relief space that activates any addition deck being used in fist-space draw mode. If no addition is used in that mode, treat a fist space as a logo (relief) space.

How Points Work

All unrest is tracked using with your personal Unrest Meter (0–100). You must add unrest when required unless a card negates, reduces, or offsets it. Players can not go in to negative points, so players can not each negative unrest (capped at 0).

Card Types

Color	Category	Function
Green	Economic Pressure	Adds unrest through debt, inflation, labor strikes
Yellow	Natural Disasters & Climate	Adds unrest via destruction, forced migration, supply disruption
Blue	Civil Discord & Identity Politics	Adds unrest from protests, censorship, violence
Purple	Global Influence & Interference	Adds or shifts unrest based on international sabotage or support
Orange	Demographics & Immigration	Adds unrest via population stressors or social strain
Red	Reform & Resource Tokens	Reduces unrest, allows players to regain control or reform

Civil Unrest: Rules Handbook

Reform Mechanics

Red cards are rare but powerful. If you land on a red space or draw a red card, it may reduce your unrest, prevent collapse, or offer strategic relief. Some reform cards may be held and played later — if they say so.

Collapse & Elimination

If a player's Unrest Meter reaches 100 or more, their government collapses. They are eliminated from the game.

Victory Conditions

Standard Victory: Be the last player whose unrest has not reached 100.

Reform Victory (Optional Rule): If a player reduces their unrest to under 20 and has drawn 3 red reform cards in a row, they may declare a Reform Victory and immediately win.

Tyrant Victory (Optional Rule): If a player gains +25 unrest within 3 consecutive turns, they win instantly.

Optional Rules

Crisis Mode: Every 5 rounds, all players must draw a random Yellow card (climate/disaster).

Two Dice Economy: Allow players to roll two dice, using either total or highest die only to move, adding strategic pacing.

Player Sabotage: Purple cards may allow unrest to be transferred or forced onto others.

Civil Unrest: America: Add the America deck using either mode — fist-space draws or a standalone deck. If not in play, fist spaces are relief spaces.

If the Civil Unrest logo appears on the back of the card next to the situation, the player may pass the card to the next player without gaining any points from it.

Expansions

Expansion decks add new event cards to Civil Unrest. They do not change how you roll, move, score unrest, handle held reform cards, collapse, or win. Every addition — America, Banana Republic, and future decks — uses these same rules for its specialty cards.

Civil Unrest: Rules Handbook

Choosing how to play an addition: Before the game, agree on one of two ways to use each addition deck:

- **Fist-space draw:** Add the deck to the fist-icon event layer. Land on a fist (safety) space to draw one card from it. Without an addition in this mode, a fist space is a logo/relief space and triggers no event.

- **Standalone deck:** Set the deck out in place of the six color decks. Draw from it on every colored landing, using that space's circle value. When the draw pile runs out, reshuffle the spent cards and keep drawing. Red/reform cards still reduce unrest.

Civil Unrest: America

America can be played in either mode. In fist-space draw mode, mix the America cards into the color decks and draw from the fist-icon layer when you land on a fist space instead of the space's color. In standalone mode, draw an America card on every colored landing. Without the expansion, a fist space is a logo/relief space and triggers no event.

Civil Unrest: Banana Republic

Banana Republic is a 45-card event deck about fruit-company rule, coups, foreign interference, and reform. Its cards use the normal base-game scoring rules: *Use Card Value*, ± points, ×1.5 or ×2 multipliers, effects that give unrest to all players or another player, and reform cards that reduce unrest.

Fist-space draw mode: Add the Banana Republic deck to the fist-icon event layer, the same way you add America. Land on a fist space and draw a Banana Republic card. Without the expansion, a fist space is a logo/relief space.

Standalone deck mode: Use the 45-card deck in place of all six color decks. Every colored space draws from it, using that space's circle value, until the draw pile runs out; reshuffle the spent cards and continue. Red/reform cards still reduce unrest.

Closing Note

Civic collapse isn't inevitable, but it is inevitable in this game if you don't manage it wisely. Draw, adapt, and reform your way to stability… or be the last nation standing when others fall.