



ABOUT

This game can be played by 4 to 10 + players of more than 17 years of age.

Absolutism is a party game consisting of two decks of cards: the **RED** cards (ABSOLUTE SCENARIOS) and the **YELLOW** cards (UNCONVENTIONAL SOLUTIONS). The first deck of cards (**RED** cards) contains 90 totalitarian society **SCENARIOS**, 5 **RE-EDUCATION** cards, and 5 **NATIONALIZATION** cards.

The second deck of cards (**YELLOW** cards) contains 300 possibilities to solve those scenarios in humorous ways. The game allows you to have fun while imagining the extreme disadvantages of life under a totalitarian regime.

This **YELLOW** deck of cards also contains 5 **COUP D'ÉTAT** cards, 5 **SECRET POLICE WARRANTS**, and 5 **BRIBE** cards.

Absolutism presents you with scenarios of daily life in a totalitarian society, and the goal is to find creative solutions. But as no sane solutions can save you in a real dictatorship, in Absolutism your solutions will be absurd and hilarious relative to modern life values and choices.



BASIC RULES

1. To start the game, each "Party Member" player draws six **YELLOW** Victorious Party Membership Cards.
2. The oldest player of them all begins as the "Victorious Party Leader".
3. The Party Leader draws a **RED** card, reads the scenario or the fill-in-the-blank phrase out loud, and places it on the table face up.
4. All of the remaining Party Members propose a solution or fill in the blank by playing one **YELLOW** card, face down, on the table.
5. The Victorious Party Leader shuffles all of the offered solutions and reads out loud each Yellow card. He can re-read the **RED** card again before presenting each solution.
6. The Party Leader then chooses the **YELLOW** card that he or she believes is the most absurd and funny

solution, and offers the best answer to the **RED** scenario card. The Party Member who submitted the chosen **YELLOW** card wins the round and keeps the Red card as a trophy.

7. The game continues clockwise and the next player becomes the Party Leader and gets to draw the next glorious **RED** card. All the Party Members draw more **YELLOW** cards to bring their total back to six.
8. The winner of the game is the Party Member with the biggest number of **RED** Cards and **Badges of Honor** after all the **YELLOW** cards have been used.



USE 2 OR 3 YELLOW CARDS RULE

Some of the **RED** cards ask players to "Use 2 **YELLOW** cards" when providing their solutions.

In this case, each player offers two **YELLOW** cards in combination, to respond to the two-part scenario described on the **RED** card. Be aware that cards should be given to the Victorious Party Leader in the order in which they should be read.

There is one **RED** card that gives you the option to use 3 **YELLOW** cards. And that's a special one.



BADGES OF HONOR

Every four rounds, the Party Member who has won the most Red cards by that point, will be decorated with a **Badge of Honor**. The current Party Leader should pick out 1 of the 6 **Badge of Honor** and make the award.

In case of a tie between 2 players, they will play an extra round to choose the winner of the **Badge**. Bonus: The rewarded Party Member may sing "Hail to the Chief" 3 times for the Victorious Party Leader.



PATRIOTIC DUTY

All players have ONE opportunity to replace all of their **YELLOW** cards and start anew if they give up one of their won **RED** cards.

If they have nothing to give up, they should sing "Hail to the Chief" twice.



EXECUTIVE CARDS RULES

There are 10 **RED** cards called **Executive** cards. They contain orders from the Victorious Party's Leadership. These orders are carried out in the name of the Party and the Motherland. Any wealth acquired through their execution will go back to the Party (back in the box).

- There are 5 **NATIONALIZATION** cards. When the Party Leader draws a **RED** card containing a **NATIONALIZATION** order all the Party Members (including the Party Leader) must submit one of their won cards to the Party (**RED** card or **Badge of Honor**). If you haven't won any, then you have nothing to submit. The same Leader then draws the next **RED** card.

- There are 5 **RE-EDUCATION** cards. When the Party Leader draws a **RED** card containing a **RE-EDUCATION** order, each of the other players will place a **YELLOW** card of their choosing face up, starting with the player at the Party Leader's left, in order to make a sentence. The composition of all submitted cards will be the Party's new political platform.

Some **YELLOW** cards have *alternative words* to be used for **RE-EDUCATION** purpose only. You can use them to form a proper sentence.

During the **RE-EDUCATION** program only, the Party Members collaborate to defeat the Party Leader.

If the new platform makes some sense and can be read from one card to the next like a public statement, only the Party Leader will loose one of his or her won cards (**RED** card or **Badge of Honor**) to the Party (back in the box).

If the new platform doesn't make sense, then each of the other players must loose one of their won cards (**RED** card or **Badge of Honor**) back to the Party (back in the box).

The player to the Party Leader's left will then become the new Party Leader and draws a **RED** card.



SECRET CARDS RULES

There are 15 **YELLOW** cards called **Secret** cards. They contain secret activities. Some activities are carried out in the name of the Party and the Motherland, some by the people. Any wealth acquired by playing these cards will go back to the Party (back in the box).

- There are 5 **SECRET POLICE** cards. When one of the Party Members draws a **YELLOW** card containing a **SECRET POLICE WARRANTS**, the player can act as a secret agent and use the card at any time against the Party Leader guilty of the crime mentioned on the warrant. That same crime will be represented on the card through a graphic symbol.

Watch for the graphic symbols on the **RED** cards and strike when they match the ones on your **YELLOW** cards!

The Party Leader must submit to the order on the **SECRET POLICE WARRANT**. Any wealth acquired through their execution will go back to the Party (back in the box).

- There are 5 **BRIBE** cards. When one of the Party Members draws a **YELLOW** card containing a **BRIBE**, he or she can use it as a way of avoiding submission to an **Executive** card or a **SECRET POLICE** card. The **BRIBE** will pay the player's way out of the **NATIONALIZATION** Order, the **RE-EDUCATION** Order, and the **SECRET POLICE WARRANTS**.

- There are 5 **COUP D'ÉTAT** cards*. They contain instructions on how and when to strike an adversary. You should pay attention to the graphic symbol on the **RED** card and if it is the same as the one on your **COUP D'ÉTAT** card you should "strike" and defeat the Party.

All the Party Members, including the Party Leader, will have to give you either a previously won **Badge of Honor** or a **RED** card (in this order). If any of the players has neither, then you're out of luck.

* **Coup d'État** — a sudden, violent, and illegal seizure of power from a government. 🌀