

TINY HANDS

Revolution Poker Game

The Big Picture:

President Tinyhands rules your nation from a golden tower. You are the rabble, the people who must rise up to overthrow him, or go down trying.

Choose your hero and gather allies to depose a violently insecure tyrant in a high stakes game of three card poker.

Set up:

- Find two standard playing card decks, preferably of different sizes and colors, so they will not get mixed up. These are the "Character Deck" and the "Game Deck."

- Shuffle the **Game Deck** and place it in the middle of the play area; it is used like a normal deck of poker cards. Sort the **Character Deck** into suits; its **Face Cards** are characters, and its **Numbered Cards** are used to keep score.

- One to three players each choose the suit (from the **Character Deck**) that matches their resistance strategy: Hearts - empathy; Spades - intellect; Clubs - struggle.

- The opponent is always President Tinyhands, the **King of Diamonds**.

- Players are allies and should work together.

- Each player chooses one **Court Card** from their suit to be their **Hero**. Place 4 **Numbered Cards** (including the **Ace**) face down beside each hero. These are **Morale Points**; their number values don't matter.

- Remove **Face Cards** from the **Character Deck** suit of Diamonds, leaving only the **Numbered** (and **Ace**) **Cards**. Place all **Court Cards** from the players' suits into the **Numbered Diamond Cards**. These are "**Team Mates**" that will assist players when they are found. Shuffle **Numbered Diamonds** (and **Ace**) with **Team Mates**. Place these face down in front of President Tinyhands. This is the "**Counter Stack**," and it determines how strong your hand must be to win each round.

Play:

- Players draw a hand of three cards from the **Game Deck** each round. If there are no cards to draw, shuffle the **Discard Pile** and continue playing.

- Players then remove **Morale Points** from their suit to first discard any one card (per point), then draw another.

- When players are all satisfied with their hands, or are out of **Morale Points**, flip the top card on the **Counter Stack** to see what you are up against.

- Check this chart to see if you beat the **Counter** →

- If you reveal a **Face Card**, players discard their hands and recover full **Morale**. If the player of that card's suit was out, this becomes their new **Hero**. If they have a **Hero**, place the card beside it. This is now a **Team Mate**. **Team Mates** start with (and can recover) three **Morale Points**.

- If you lose, all **Morale** spent remains lost. If no cards were drawn, the player gives up one **Morale Point** of their choosing. **Heroes** and team mates with no **Morale** are immediately shuffled back into the **Counter Stack**.

- If a player loses their **Hero**, but has a remaining **Team Mate**, that card becomes a **Hero** and will recover four **Morale Points** with their next victory.

- If you win, remove the defeated counter from the **Counter Stack**, and recover the full **Morale** of winning **Heroes** and **Team Mates** (up to ten total per player).

- If the President runs out of **Counters**, justice is done! The people drive Tinyhands out and celebrate joyously!

Extra Players:

- For two players, place another **Diamond Court Card** in front of President Tinyhands. For three players, stack both **Court Cards** in front of him. These advisors must be defeated one at a time before confronting the **President**. Their **Counter Stacks** do not include the **Ace**, and should start with two random **Team Mate** cards.

- In a winning round, only players who defeat the **Counter** recover **Morale**. But whenever a **Court Card** is revealed on the **Counter Stack**, all players recover fully.

What will it take to win?

Counter	Winning Hand
Ace	Three of a Kind or Straight Flush
10, 9, 8	Straight (3 in a row) or better
7, 6, 5	Flush (3 of a suit) or better
4, 3, 2	Pair or better

The limits of tyrants are prescribed by the endurance of those whom they oppose.

-Frederick Douglass

Before you play:

- Print or copy this page on a normal 8.5" x 11" sheet of paper. Print double-sided so the top is the same on both sides.

- To make a game booklet: Find the hearts and spades at the bottom of the page. Fold matching suits together and crease.

- To make a wrap around cover for two decks of playing cards: Take the folded game booklet, and fold-in at the top and bottom of the two boxes.

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