



BILLIONAIRES GUILLOTINES

BY MAX HAIVEN

HOW TO PLAY

OBJECTIVE

In *Billionaires & Guillotines*, each player's objective is to collect five Assets of the types indicated on their Billionaire board. The first player to do so wins immediately.

INTRODUCTION

In *Billionaires & Guillotines*, two to five players take on the roles of rival plutocrats, competing tooth and nail to accumulate the wealth of the world before their actions trigger a revolution and they all lose... a lot more than their assets.

Will you play the Media Baron or the Property Speculator? The Aristocrat or the Tech Overlord or the War Profiteer? Whoever you play, the aim of the game is to acquire a collection of five extravagant Assets prized by the super-rich (a Mega Yacht, a Celebrity Spouse, an Art Hoard, and more!) and prevent your opponents from achieving their dreams first.

But watch out—as you gobble up ever more resources, crises start to cascade out of control: wildfires and floods, pandemics and militias, killer robots, and doomsday cults... Will you collaborate to put down the

growing rebellions, or hide in your luxury bunker to avoid the mounting catastrophes?

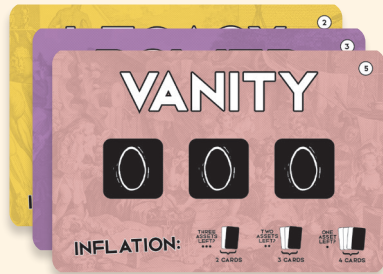
You can start playing quickly by using a simple version of the rules. But once you're ready, you can add more chaotic complexity and wicked fun.

You'll bribe politicians to ensure that government policy favors you over your rivals, and you'll take on a secret role that offers special powers and ways to win. Maybe you'll be the Banker who gets to break the rules? Or the Disaster Speculator who is betting on the Crisis? Or the Celebrity who is spared by the revolutionaries?

Billionaires & Guillotines is played in under two hours; experienced players can take under an hour.



COMPONENTS



5 Market boards



5 Billionaire boards



12 Crisis cards



5 Panic! cards



9 Role cards



45 Resource cards

ON YOUR TURN

FIRST, YOU MAY DRAW ONE CARD
(If you already have two cards, you cannot draw a third)

SECOND, YOU MUST TAKE ONE ACTION

BUY Use up to 2 cards to try to purchase an Asset at a Market.

INVEST Add one face-down card to a Market and draw a new card.

EXCHANGE Take a face-up card from any Market and replace it with one from your hand or swap the face-up cards at any two Markets.

ONLY FOR LEVEL 1 AND ABOVE
THIRD, YOU MAY ADD OR REMOVE CARDS FROM THIS BRIBE ENVELOPE



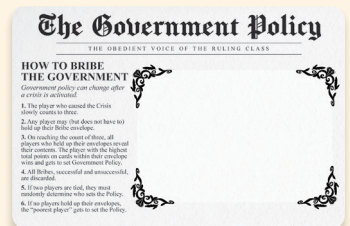
20 Asset tokens



10 Rebel tokens



10 Policy cards



1 Government Policy board

AT THE END OF A ROUND

DO THE FOLLOWING IN THIS SEQUENCE:

GATHER AND SHUFFLE all cards at the Markets and in the Discard pile.

TAKE EMERGENCY MEASURES If there are one or no Markets or each Billionaire must return one of their choices.

REFILL MARKETS by dealing each number of cards based on how many Assets remain.

1 End of a Round card

CONTROLLING A PUPPET BILLIONAIRE

ROLL A DIE

On a roll of 1-5, the Billionaire to Buy an Asset from the indicated Market with a virtual hand of 6 cards.

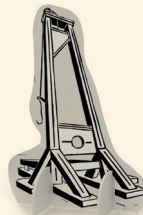
On a roll of 6, you may Audit a Billionaire of your choice.

The player controlling the Puppet may discard cards from their hand to adjust the Puppet's die roll upwards or downwards by the total amount indicated on the cards.

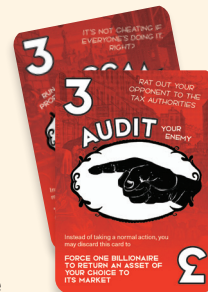
1 Controlling the Puppet card



1 Luxury Bunker card



1 Guillotine standee



4 Special Action cards

Plus 1 six-sided die and 1 How to Play manual (this book)

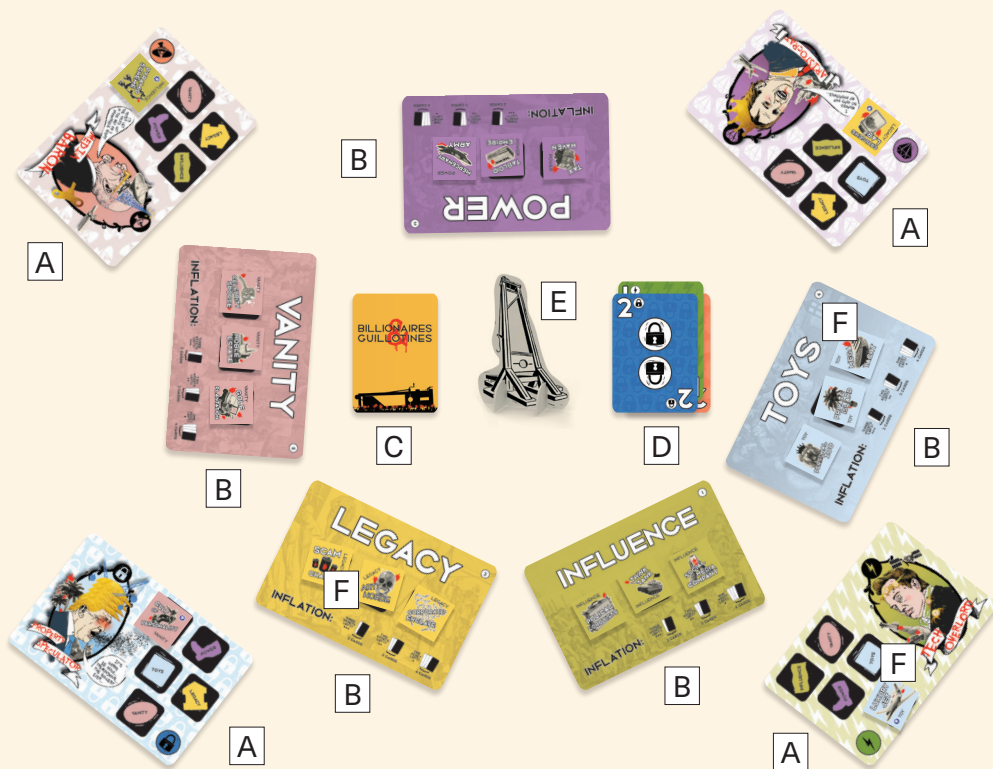
SETUP

Note that if you are playing with only two players you should consult the additional rules at the end of this manual.

Level 1—How to Be a Billionaire

- Each player should select one of the five **Billionaire** boards (A), each representing a particular Billionaire: the War Profiteer, Tech Overlord, Aristocrat, Media Baron, and Property Speculator. *Note that your Billionaire has a unique Suit*, matching a Suit of the Resource cards used in the game, which appears above their portrait and at the corner of their board (yellow Bombs, green Electrical Bolts, purple Diamonds, peach Satellite Dishes, or blue Locks). Each Billionaire needs to acquire five Assets to win the game, including two of one particular type.
- Place the **Guillotine** standee (E) at the center of the table.
- Place the five **Market** boards (B) around the Guillotine, facing outwards.
- Each Market is associated with a single type of **Asset** (F) (Influence, Legacy, Power, Toys, and Vanity) that is exclusively traded within that Market. Each Asset is labelled with the Market it belongs to and shares the color of that Market. Set aside for now those Assets marked with a blue and white star (Cryogenic Lab, Cult of Personality, Gang of Lawyers, Luxury Jet, and Pyramid Scheme). Place all remaining Assets in the spaces for them in their Markets (three Assets per Market).
- If you are playing with four or five players, give each Billionaire the Asset with a blue and white star of the type they need two of, which they can now place on their Billionaire board. If you are playing with two or three players, the Assets with blue and white stars are not used in the game and can be put back in the game box.
- Shuffle the 45 **Resource** cards and the four **Special Action** cards (**Scam**, **Game the Market**, and the two **Audit** cards) into a single deck and place this within reach of all players to create the **Draw** deck (C).
NOTE: If you are playing for the first time, you might want to set the four Special Action cards aside for a few rounds until you get the hang of the game.
- Place the **End of a Round** card next to the Draw deck. Discarded cards are placed on top of this card, face-up, to form a **Discard** pile (D).
- Give each player a **Bribe envelope** (the envelopes provide a summary of what a player does on their turn).
- **Deal two cards from the Draw deck beside each Market**, one face-down, and the top one face-up.
- **Deal one card** from the Draw deck to each player.
- The **Starting Player** is the person with the most cash on them at that moment.

THE BASIC BILLIONAIRES & GUILLOTINES LEVEL I GAME SETUP



A. Billionaire boards B. Market boards C. Draw deck
D. Discard pile E. Guillotine F. Asset tokens

ADVICE FOR NEW BILLIONAIRES

Don't overthink your actions. Be a bit reckless and take some risks:
Billionaires & Guillotines is a fast game and fortunes reverse quickly.

Billionaires & Guillotines is less about winning and more about preventing your opponents from winning! Watch out for the player in the lead!

As tempting as it is to try to Buy, remember to use your Invest and Exchange powers to give yourself an advantage on your next turn (and/or to undermine your opponents).

HIGHER LEVELS

When you are ready for more of a challenge, you can add more complexity to the game. Once you are comfortable with Level 1, you can move up to Level 2, and then Level 3, and finally Level 4. It is possible to move up a level in the middle of a game; the best point to do this is when the Draw deck is exhausted.

At any level, all rules from lower levels still apply. Likewise, in the setup instructions for higher levels below, you should also go through setup for the lower levels as well.

All levels of the game play well. It is not necessary to play at the higher levels to have a good game.

Setup for Higher Levels

Level 2—From Crisis to Revolution

- Shuffle the 12 **Crisis** cards and add four of them to the Draw deck, leaving the remaining eight cards face-down nearby.
- Shuffle the five **Panic!** cards and set them nearby, face-down.
- Place the ten **Rebel** tokens near the Guillotine.

Level 3—Playing Roles

- Place the **Luxury Bunker** card in the middle of the table.
- Set aside the three green **Role** cards (you'll use these in Level 4) and shuffle the remaining six red Role cards to form a deck.
- The starting player privately draws two Role cards. They select one and return the other. They then hand the five remaining red Role cards to the player on their left.
- These remaining red Role cards are reshuffled, and two cards are drawn by the second player. One card is selected while the other is returned to the Role card deck.
- Continue until all players have a Role card.

Level 4—Bribing the Government

- Add the remaining three green **Role** cards to the six red ones and then the players select Role cards as above.
- Place the **Government Policy** board within view of all players. Place the ten Policy cards face-down on top.



HOW TO PLAY

LEVEL I

BECOMING A BILLIONAIRE: BUYING, INVESTING, AND EXCHANGING

Congratulations on becoming a Billionaire! In Level 1 of Billionaires & Guillotines you'll learn how to collect your profits (draw a card), then take one of several actions to achieve your dreams.

Will you try to buy an asset (such as a private island, an art hoard, or a celebrity spouse?), even though you don't know the exact price? Or will you make an investment in the hopes of a future return (or to sabotage your opponent)?

Or perhaps you'll make some exchanges that advance your interests...

You'll also learn to rat out your opponents to the government tax auditors, to run a devious scam, and to "creatively disrupt" the markets in your favor.



The Starting Player is the person with the most cash on them at the moment.

On your turn, first draw your profits...

Being a Billionaire is hard work... for everyone else. First of all, let's collect the fruits of your exploitation!

On their turn, a player *may* **draw one card**.

All players have a **Hand Limit** of two cards, which means no player may have more than two cards in their hand at any time. If you already have two cards in your hand, you cannot draw a third.

A player does not have to draw a card if they don't want to, but it's usually best to do so.

...then act with impunity

What sets a Billionaire apart is their ability to take decisive action... regardless of the consequences for everyone else.

In the next step, the player *must* take one of three Actions: **Buy**, **Invest**, or **Exchange**.

Action 1: Buy

To win, you'll need to leverage your fortune to gain the Assets that you deserve.

- First, the player announces which Market they wish to Buy from.
- The player then selects one or two cards from their hand and places them face-up on the table, adding up the total of the numbers showing on the cards.
- Then the player reveals all the cards at that Market and calculates the total score on those cards as well.
- If the score of the cards played is greater than the score of the Market, the player may claim any one of the remaining Assets at that Market and place it on their Billionaire board. If the total score of the cards played is equal to or lower than the Market, they fail to Buy an Asset.
- **Suit Bonus:** If any of the cards found in the Market (including the face-up one) are of the player's Billionaire's Suit, those cards count towards the

player's score, rather than towards the score of the Market.

- Whether the player successfully Buys an Asset or not, they gather all the cards involved (those played from their hand and those found in the Market) and places them in the Discard pile.
- **Inflation:** The player now deals new cards to the Market from the Draw deck. If three Assets remain, deal two cards; if two Assets remain, deal three cards; if one Asset remains, deal four cards. The top card is always turned face-up. If no cards remain, the Market is closed, and the player can turn the Market board over for an optional mini-game where the players can answer a question about their Billionaires.
- **Claiming unneeded Assets:** A player may Buy an Asset that they do not have space for on their Billionaire board to deprive another player or for reasons that will become clear at higher Levels. Trading Assets is not allowed except during the Panic! phase of the game (at Level 2 and above).
- **Show off your wealth:** Players must

display the Assets that they have obtained on or close to their Billionaire boards so that all other players can see them.

Action 2: Invest

Set yourself up to grow your fortune in the future.

- A player takes one card from their hand and adds it, face-down, to a Market, underneath the top face-up card, and then...
- ...Draws one card from the Draw deck, if one is available (if there are no more cards, they're out of luck).

Action 3: Exchange

Make an advantageous deal or manipulate the markets.

There are two ways to Exchange cards. A player may either:

- Take one card from their hand and exchange it with a face-up card at any Market.
- Or
- Swap two face-up cards between any two Markets.

EXAMPLE OF PLAY

It's Donald's turn and he's playing the Property Speculator. He wants to buy a Golf Plantation.

He lays down two cards worth a total of three points from his hand. Now he reveals the cards in the Vanity Market, adding a card worth two points, which was face-down, to a card worth one point, which was face-up. Usually, he'd lose because it's a three-three tie.

But wait! The card in the Market worth two points is in his Billionaire Suit (blue Locks)! Its score is added to his hand, and he wins, five-one.

He takes the Golf Plantation Asset and puts it on his Billionaire board. Because now there are only two Assets left in the Vanity Market, he places three cards in the Market because of inflation, two face-down, and one face-up.



EXAMPLE OF PLAY

Vivian is playing the Aristocrat and has a card in her hand worth one point in her Billionaire Suit (purple Diamonds).

She Invests it in the Toys Market by adding it, face-down, to the cards there and draws another card. Next turn, she plans to try to Buy the Personal Zoo found within the Toys Market and so benefit from her Investment...

Now it's her rival, Vlad's turn—he's playing the War Profiteer and wants to make things harder for Vivian.

He could Exchange the blue Locks card in his hand worth three for the yellow Bomb card worth one on top of the Toys Market, making it more expensive for her... but he thinks it is more advantageous for him to swap that yellow card for the peach Satellite card worth two points over at the Power Market.

Why? First, Vlad gets to keep that valuable card worth three points, and second, next turn he can try to Buy the Mercenary Army in the Power Market and benefit from the card in his Billionaire Suit (Bombs) which he is moving there.



End of a Round

All Markets have natural cycles. Some cycles are a little more natural than others...

The Round ends immediately when the Draw deck is exhausted.

If a player realizes that only one card is left in the Draw deck, they may choose not to draw a card, and so delay the end of the Round. If the Draw deck is exhausted following a player's attempt to Buy an Asset, the attempted purchase is resolved normally before the Round ends.

When the Round ends:

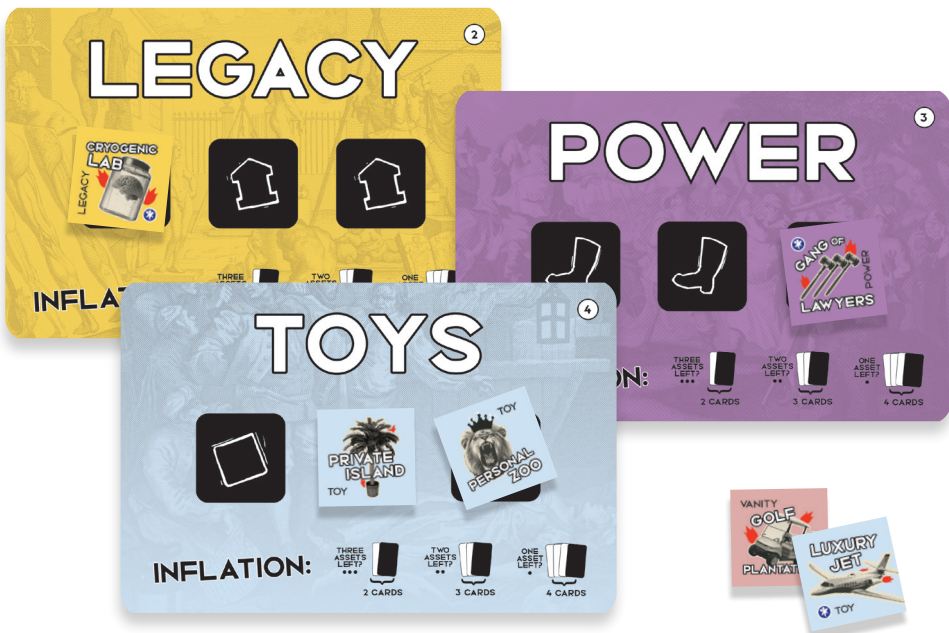
- **Gather and Shuffle:** The last player to take a Turn gathers up all the cards at all the Markets and adds them to the cards from the Discard pile. All the cards are then thoroughly shuffled together.
- **Emergency Measures:** If there is only one or zero open Markets (i.e. all the Assets at four or five Markets have been claimed), every player must now give back one Asset of their choice. Closed Markets that see an Asset returned are re-opened.

- **Refill Markets:** The last player to take a turn now distributes cards to each open Market, dealing cards according to how many Assets remain at the Market (see **Action 1: Buy, Inflation** above).

At the beginning of the next round, the Poorest Player has the first turn: The poorest player is the one with the fewest Assets that they need to win (i.e. the one who has the most empty Asset spaces on their Billionaire board). If there is a tie, decide who goes first randomly.

If you are playing a level 2, 3 or 4 game also do the following at the end of a Round, in this order:

- (Level 2) **Activate a Crisis:** Draw a random Crisis card from those set aside, if any remain. Place the Crisis card face-up by the Guillotine. Add the specified number of Rebels to the card. This may trigger the **Panic!**, in
- (Level 3) **Choose new Roles:** All revealed Role cards are discarded. Players who still hold Role cards in their hands may choose to discard them or may keep the same Role during the next Round. Those who have discarded their Role cards then choose new Roles. In order, from the Poorest to the Richest player, each player may draw a number of Role cards equivalent to the number of Assets they need to win (i.e. the number of empty Asset spaces on their Billionaire board). They may select one card and return the rest, shuffling them and passing them to the next poorest player, who draws Role cards and may select one in the same way. This continues until all players have had the opportunity to pick a Role card. A player may decline to draw or select a Role.
- (Level 4) **Change Government Policy,** using the rules laid out below.





Special Action Cards (Audit, Scam, and Game the Market)

NOTE: You may want to leave these cards out the first time you play and only add them once all players are comfortable with the game.

Special Action cards can be played as Suit-less Resource cards: If a player includes them in their attempt to Buy an Asset, they count in their favor. If a player finds them in a Market, they count against their attempt to Buy.

Alternatively, *instead* of taking one of the usual three Actions on their turn, a player with a Special Action card in their hand can play it to have a powerful effect on the game.

Audit

"I am deeply saddened to have to advise the government about my opponent's nefarious financial activities."

A player may play an Audit card from their hand to pick an Asset held by a Billionaire and force its player to return it to its Market. Players may Audit themselves. When Assets are returned, do not adjust the cards at the Market, and if there are already three Assets there, the fourth is discarded for the rest of the game. Once played, the Audit card is added to the Discard pile.

Scam

"It's regrettable that you failed to fully understand the terms and conditions of our arrangement..."

By playing a Scam card, a player takes an Asset from any other player and gives them one of their Assets in return. The player may not use this power to win the game (i.e. to claim a fifth needed Asset). The Scam card is then added to the Discard pile.

Game the Market

"Free markets are great, especially when one is free to manipulate them..."

If a Billionaire chooses to play the Game the Market card, then:

First, the player gathers up the cards at all the Markets (but *not* the Discard pile) and shuffles them. They then randomly distribute the cards to all open Markets so that an equal number of cards is at each Market, with the top card face-up as usual. Any remaining cards are put into the Discard pile. (Yes, this means that Markets may have fewer cards than inflation would usually dictate!)

Second, that player may (but does not have to) immediately try to Buy an Asset with the Game the Market card (worth two points) and another card from their hand (if they wish to and if they have one).

The Game the Market card must be discarded at the end of the player's turn.

LEVEL 2

CRISES, PANIC!, AND REVOLUTION

Now that you're an experienced Billionaire, it's time to face reality. As your competition makes you rich... it makes everyone else poor and undermines society's ability to deal with social, environmental, and political problems.



As you chase the Assets you want, your actions will unleash Crises. From floods to doomsday cults, from poverty to militias, the world is falling apart! Not only are Crises inconvenient for you, they also lead to rebellions and, if enough Rebels assemble, they will lead to a revolution.

Is there any hope? Yes! At the eleventh hour, as the angry masses gather, the Billionaires have one (and only one) chance to team up and do something to repress or distract the crowd.

Can they work together to suppress the uprising?

Crisis Cards

As the competition heats up, try to avoid the consequences of your greed... or force another player to deal with them.

At the beginning of the game, add four random Crisis cards to the Draw deck and set the remaining eight to the side, face-down.

Crisis cards will appear in the game now, either drawn to a players' hand or found in a Market when a player tries to Buy an Asset.

A Crisis card in your hand

If a player draws a Crisis card into their hand, *they may never use it as part of an effort to Buy an Asset* or add it to their Bribe envelope (Level 4). They can *only* do two things with it: **Invest** it or **Exchange** it at a Market.

A Crisis card in a Market

A Crisis is Activated when (and only when) a player tries to Buy an Asset and one or more Crisis cards are found at that Market. When a Crisis card is found in this way:

- The Crisis counts for three points against the Player's attempt to Buy the Asset.
- After the attempt to Buy is resolved, place the Crisis card next to the Guillotine and place the indicated number of Rebel tokens on top of it.
- Add two more Crisis cards from those set aside (if any remain) to the Discard pile.
- (Level 4 only) Change the Government Policy using the rules below.

If you find multiple Crisis cards in the same Market discard all but the one with the greatest number of Rebel icons into the Discard pile—the discarded cards have no further effect until the next Round when they may be drawn again.

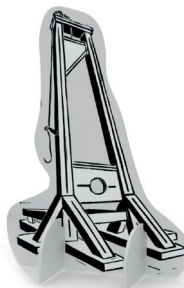
If a Crisis card appears face-up at a Market it is not Activated, until someone tries to Buy from that Market. It may be Exchanged.



Rebels and Revolution

It's all fun and games until someone wheels out the guillotine...

When Crisis cards are Activated, place the indicated number of Rebels on top of the card. **When all ten Rebels are on Crisis cards, the Revolution occurs and the game is over. All Billionaires lose.**



EXAMPLE OF PLAY

Uh oh! Samira, who is playing the Media Baron, has drawn the Killer Robots! Crisis card to her hand. She wants to try to Buy the Think Tank, but she can't use the Crisis card, so she decides to "Invest" it by throwing it, face-down, into the Toys Market.

She doesn't need Toys to win. So that's pretty safe, as she won't be trying to Buy there, plus she gets to draw a new card she can use on her next turn.

The next player, Mo, is playing the Tech Overlord and, after drawing a card, tries to Buy the Mega Yacht. The cards from their hand are worth five, but when they reveal the cards in the Toys Market they find not only the Killer Robots! Crisis card that Samira Invested there, but also the Wildfires Crisis card!

Luckily, Mo gets to immediately discard the Wildfires Crisis card because, out of the two that have been revealed, it has the fewest Rebel icons on it. But Mo still needs to beat the Killer Robots and another card found there (one of blue Locks) making a total of four.

Mo's hand of five wins and they collect the Mega Yacht. But even though they won, the Crisis is still Activated. Mo places the card near the Guillotine, and adds three Rebels on top of it, and now also takes two new Crisis cards and adds them to the Discard pile.



Panic!

The Billionaires have one and only one chance to cooperate to distract or repress the angry mob...

The first time that seven or more Rebel tokens have been placed on Crisis cards, the Panic! phase occurs at the end of the current player's turn.

- The player who triggered the last Crisis randomly draws one of the five Panic! cards and reveals it to all the players.
- The card indicates three Asset types that can be collectively sacrificed by the Billionaires by returning them to their Markets.
- If the Billionaires can agree to return the Assets, they successfully resolve the Panic! card. They roll the die and remove that many Rebel tokens (one to six) from the Crisis cards. Do not remove the Crisis cards from near the Guillotine, even if no Rebels remain on them.
- There are no specific rules dictating how Assets might be sacrificed or negotiated: one player may sacrifice all three, or three players sacrifice one each, or one player may sacrifice two and another one. Players may also trade Assets at this time by mutual agreement.
- If Assets are returned to Markets, do not adjust the cards at the Market, and if there are already three Assets there, the fourth is discarded for the rest of the game.
- If the Billionaires cannot agree to sacrifice all three of the required Assets, they fail to take advantage of the Panic! No Assets are lost and nothing further happens. Remove all the Panic! cards from the game and return them to the box.

The Panic! only takes place once per game.

EXAMPLE OF PLAY

On James' turn, his unsuccessful attempt to buy the Gang of Lawyers Asset triggers the Doomsday Cults Crisis and so he adds a seventh and eighth Rebel... and it's time to Panic!

At the end of his turn, he draws the Fascist Rule card and offers to sacrifice his Cryogenic Lab if his rival, Kiko, will sacrifice her Tabloid Empire. She agrees, but they can't convince Abdul to sacrifice his Social Media Company. But Maria offers to trade her Noble Estate with Abdul for the Social Media Company and offers it up to the group.

Everyone is mad at Abdul for being the free rider, but James, Kiko, and Maria each sacrifice their Assets and James rolls the die and gets a two. He now selects two Rebel tokens to remove from the Activated Crises and returns them to the reserves, leaving the Crisis cards where they are, even though now one of them has no Rebels on it. Now play passes to Maria, the player to James' left. The rest of the Panic! cards are set aside for the rest of the game.



LEVEL 3 BILLIONAIRE ROLES AND THE LUXURY BUNKER

Of course, Billionaires don't need jobs, but these kind-hearted oligarchs want to give back to society by taking on Roles that give them important responsibilities... and of course new powers!

Will you be the Banker (who gets to cheat) or the Disaster Speculator (who benefits from Crises)? Are you, at heart, a Gangster (who steals from your rivals) or the Celebrity (who is so popular that they are spared by the revolutionaries)? Plus, in Level 3 you'll compete to claim the Luxury Bunker, where you can wait out the crises in style.

Luxury Bunker

There's no reason the end of the world should interrupt your lifestyle.

- The player with the Luxury Bunker does not suffer the three point penalty when they find a Crisis while trying to Buy an Asset. However, the Crisis is still Activated in all other ways (i.e. Rebels are gathered on the card and in Level 4 it leads to a change in Government Policy).
- To claim the Luxury Bunker, a player must possess the greatest number and at least two of the following Assets: Corporate Enclave (Legacy), Mercenary Army (Power), Noble Estate (Vanity), Political Lobbyists (Influence), or Private Island (Toys). They keep the Bunker until either they lose the required Assets, or until another player has a greater number of them.

Roles

Players may only have one Role card at a time. Role cards are kept secret in a player's hand until Revealed. The Role must be Revealed for a player to take advantage of its powers. Most Roles (with

the exception of the Banker and Toady) can only be used once, at the time they are Revealed. At the end of a Round, Role cards in a player's hand may be kept, but all Revealed Role cards must be discarded. Players can choose not to have a Role.

See the rules above (**Setup** and **End of a Round**) for selecting Role cards at the beginning of the game and at the end of each Round).

Level 3+ Roles

Banker

You keep the world's money safe... from being misspent on silly indulgences like health, education...

Once Revealed, you may have up to three cards in your hand, but you may still only try to Buy with one or two.

Celebrity

The unwashed masses love you and won't let anything bad happen to you, unless...

If you have this card unrevealed when the Revolution occurs, you can immediately Reveal it to ensure that your life is spared by the masses, and you win the game...

unless it was your actions that triggered the Crisis that led to the Revolution.

Disaster Speculator

Never let a serious crisis go to waste.

When a Crisis is resolved (i.e. after all the Crisis steps are completed), you may Reveal this Role card to select two Resource cards from the Discard pile and add them to your hand, and then discard from your hand so you retain no more than two cards. The Role can only be used with one Crisis.

Gangster

Nice mansion you have there... it'd be a shame if something were to happen to it...

When you Audit an opponent, either with the Audit card or with Government Policy (Level 4), you may Reveal this card to take an Asset directly from an opponent to put on your Billionaire board. However, you may not use this to win the game (i.e. to obtain the fifth Asset that you need).

Power Broker

It's never just about the money...

If you Reveal this Role card during the Panic! phase, you may dictate what Assets are sacrificed, picking up to one Asset per Billionaire (this can include yourself). If you choose not to exercise this power, the player group may then try to negotiate to make the sacrifice another way.

OR

You may Reveal this Role card at any time on your turn to return an Asset of your choice from your Billionaire board to its Market, and take any other available Asset from any Market. You may not use this power to win the game.

Scam Artist

It's a gift to be able to tell people what they want to hear...

You may Reveal this card at any time on your turn to pick an Asset held by another player. They must either return that Asset to its Market or give you the Asset in return for one of your Assets of your choice.

Level 4 Roles

Insider Trader

Is it a crime now to have a heart-to-heart talk with your oldest and dearest friends... who run investment banks...

You may Reveal this card to swap Bribe envelopes with any other player at any time before the envelopes are opened.

Toady

Sometimes the winning bet is simply to bet on the winners.

You may Reveal this card on your turn by placing it on the table in front of you. As long as it is there, if another player wins you also win if you have cards totaling four or more points in their Billionaire Suit in your Bribe envelope.

Vulture Capitalist

You are a dark angel of the market, called upon to devour the garbage.

When you have the opportunity to determine Government Policy, you may Reveal this card and give it to any opponent and take their Role card into your hand. You may either take an unrevealed Role card from your opponent's hand, or a Revealed Role card that they have already used. In either case, the card is not Revealed for you: you keep it in your hand and play it as indicated, when you wish.

OR

A player may Reveal this card at the end of their Turn to draw a new Role card randomly from those that remain. They must discard this Role card first and shuffle it with the remaining Role cards, so it is possible that they may draw this card again.

LEVEL 4 BRIBES

In Level 4 of Billionaires & Guillotines you'll have the chance to set the policy of the government by... less than democratic means.

You'll learn how to stuff envelopes full of money to bribe politicians to support your ambitions... or thwart your enemies!

Will you have the government support your Billionaire's industry and double your profits?

Or will you do everyone a favor and repress the Rebel scum?



Government Policy

Using the mechanism described below, players may Bribe the Government to enact Policies that help them or hinder their opponents. Only one Policy may be in effect at any time. The player in a position to set the Government Policy may choose not to set any Policy.

Billionaire Suit Advantages

Public investment in your sector of the economy is for the greater good... your greater good.

There are five Government Policy cards that each represent one of the Billionaire Suits (**Real Estate Bonanza, Big Tech Unleashed, Inheritance Tax Abolished, Media Megaplex, and Weapons Galore!**). When one of these Policies is in effect, all Resource cards of that Suit are doubled in value in all circumstances and for all players. Though the Billionaire whose Suit is favored typically receives the greatest benefit, others can also benefit if they have one or more cards of that Suit in their hand when they try to Buy Assets. The doubling of value affects cards in Bribe envelopes and in all other circumstances in which Resource cards are used.

Archeological Dig

Your dedication to scientific exploration is of benefit to humanity... but mostly to you.

When a player sets this Policy, they may take two cards of their choice from the Discard pile and immediately discard down to their hand limit.

Billionaire Audited

It's disappointing that your opponents have been so poorly behaved, giving Billionaires a bad name.

When a player sets this Policy, they may pick one Asset held by any player and force that player to return it to the Market. Players may Audit themselves. When Assets are returned, do not adjust the cards at the Market, and if there are already three Assets there, the fourth is discarded for the rest of the game.

New Role

Did you know the second leading cause of death among Billionaires is boredom?

When a player sets this Policy, the player returns their Role card, and then draws a number of Role cards equivalent to the

number of Assets they need to win and keeps one (see rules above).

Repress the Rebels

Better teach these anti-wealth terrorists a thing or two...

When a player sets this Policy, they roll a die: If the number is odd, remove two Rebels from an Activated Crisis card; if it is even, remove one. Leave the card in place, even if it has no Rebels left.

Tax Tyranny

Every time you see an orphanage or a public library, just think of the beautiful yacht that never got to be made...

When this policy is set, the two richest Billionaires must each either discard cards worth a total of three points from their hand or return an Asset of their choice to its Market. If they can do neither Action, they are not affected by the policy. The richest Billionaires are those who require the fewest Assets to win (in cases of ties, roll the die to determine who is richer). When Assets are returned, do not adjust the cards at the Market, and if there are already three Assets there then the fourth is discarded for the rest of the game.

Bribing the Government

Politicians generally want to do the right thing to help out Billionaire wealth creators... they just sometimes need a little extra secret encouragement.

At the end of a player's turn, after they have taken their Action, they may place as many cards as they wish from their hand into their Bribe envelope and/or remove as many cards as they wish, so long as they maintain their Hand Limit (usually two cards, and three for the Banker). This may *only* be done at the end of a player's turn.

You cannot place a Crisis card in a Bribe envelope.

How to Set Government Policy

Government Policy is re-set after a Crisis is Activated and also at the end of a Round.

- The player who caused the last Crisis slowly counts to three.
- Any player may (but does not have to) hold up their Bribe envelope.
- On the count of three, all players who held up their envelopes reveal their contents. The player with the highest total points wins and gets to set Government Policy.
- All players who held up envelopes must discard all the cards within, even if they did not win. Players who did not hold up their envelopes may keep their cards.
- If two players are tied, they must randomly determine who sets the Policy.
- If no players hold up their envelopes, the Poorest Player gets to set the Policy.



EXAMPLE OF PLAY

It's the end of the Round. A Crisis card has been Activated, and players have gained new Roles, so it's time to change Government Policy before the next round begins.

On the count of three, Jeremy, Natasha, and Luis all hold up their Bribe envelopes, but Xiu Ying opts not to this time.

Jeremy has two cards totaling four, Natasha has one card worth three, and Luis has two cards totaling three. Usually Jeremy would win, but Natasha's card is a blue Lock, and that Suit is doubled because of the previous Government Policy, which is still in effect, doubling her points to six.

Natasha wins, and she, Jeremy and Luis all discard the cards from their Bribe envelopes.

Natasha now sets the policy and uses it to Audit Xiu Ying... and reveals that she is the Gangster! Natasha takes Xiu Ying's Pyramid Scheme.

Now Xiu Ying is the Poorest Player, so she goes first in the next Round.



REFORM

or
Revolution?

BILLIONAIRES
GUILLOTINES

EXPANSION PACK

Reform or Revolution? is the first expansion to *Billionaires & Guillotines*.

It allows you to play on the side of the Rebels, plotting to bring about the revolution. Alternatively, you can play as the Reformist, who can win the game by solving the crises created by the Billionaires. The expansion also comes with rules for the Space Program, giving Billionaires a route to victory through taking to space and leaving behind the chaos they have created on Earth.

With *Reform or Revolution?* you can play *Billionaires & Guillotines* with up to six players.

Available for sale from Pluto Press: www.plutobooks.com/games

TWO PLAYER GAME

In the two-player version of Billionaires & Guillotines, each Billionaire will also be manipulating a Puppet Billionaire.

Mostly, the Puppets act randomly to add dynamism to the game, but as a shadowy manipulator you will be able to nudge your pet into behavior that undermines your opponent and brings you closer to victory!

If this is your first time playing Billionaires & Guillotines, you might leave the Puppets out of it for a practice round, until you get the hang of it.

Setup

- Set up the game as normal, for whatever level you select.
- Each player (here “player” refers to an actual human participant in the game) chooses their Billionaire and, from the remainder, selects another one at random. This second Billionaire is their Puppet, which they should place to their left, between them and their opponent.
- Note the numbers indicated on the top-right of the Market boards and arrange them in clockwise order, one to five, in a circle.
- Each Billionaire (including each Puppet) should take the Asset they need two of, as per a typical four-player game, but should put only two randomly chosen Assets on each Market (rather than the customary three).
- Deal three cards from the Draw deck to each Market, with the top one face-up.
- Deal one card from the Draw deck to each player, as normal, but not to the Puppets.
- If you’re playing at Level 2 or above, add three Crisis cards (rather than the typical four) to the Draw deck, setting the remainder aside.
- Have the **Controlling the Puppet** card nearby to remind you what to do.

Manipulating the Puppet

Play proceeds as normal. However, after each player takes their turn, they immediately follow it by rolling the die to control their Puppet.

- On a roll of one to five, add a card from the Draw deck to the indicated Market, face-down. If that Market is closed, place the card face-up in the Discard pile.
- On a roll of six, the Puppet tries to Buy from a Market with a virtual “hand” worth six points. The die is rolled again to discover which Market they attempt to Buy from. The Puppet benefits from their Billionaire Suit and other bonuses, can trigger Crises, and can collect Assets if they win. If the indicated Market is closed, nothing happens.
- If, when selecting a Market to buy from, a second six is rolled, the Player in control of this Puppet gets to Audit any Billionaire (either player, or either Puppet), as per the rules of the Audit card (if they are the Gangster, they may also keep the Asset which they take from the Billionaire).

The player controlling the Puppet may discard cards from their hand to adjust the Puppet’s die roll upward or downward

by the amount indicated on the cards. This only affects a single die roll, and the numbers are in a loop (i.e. you can discard a card worth two to adjust a roll of two “downward” to make it six). You cannot use the same cards again to affect the subsequent roll to see what Market the Puppet will try to buy from. You can use a second card from your hand to adjust the second die roll.



Purchasing and Trading Assets with Puppets

Either player may, on their turn, Purchase an Asset from either Puppet by discarding cards equivalent to at least three points in the Puppet's Suit (neutral cards count toward this so, for example, an Audit card counts as three in any Puppet's Suit).

At the end of a Round, a player who controls a Puppet may force their Puppet to trade any Assets with their Billionaire—in other words, the Billionaire may give their Puppet as many Assets as they wish and take an equivalent number of Assets from their Puppet in return.

EXAMPLE OF PLAY

Rodrigo, playing the Property Speculator, is controlling the Tech Overlord. Anna, playing the Aristocrat, is controlling the Media Baron.

After his turn, Rodrigo rolls for his Puppet: a six! He rolls again, and gets a three, so the Puppet tries to Buy a Toy.

He finds cards totaling five points in that Market, including the Floods Crisis, which is Activated. But the Property Speculator still succeeds and collects the Private Island.

Now it's Anna's turn. She draws a three in green Electrical Bolts and plays it to Purchase the Tech Overlord's Private Island.

Now she rolls for her Puppet, the Media Baron. It's a six, and she rolls again: another six!

She uses it to Audit Rodrigo, forcing him to give up his Celebrity Spouse.



Additional Rules for Puppets

Panic! and Puppets: Puppets can contribute to the Panic! at the discretion of their controlling player.

Winning Puppets? If a Puppet acquires all five Assets then they win, and therefore their controlling player wins through them.

Do Puppets play Roles, use Bribe envelopes, set Government Policy, or Collect the Luxury Bunker? No.

Can a Puppet be the Poorest Player? No, they are not a player, they are a Puppet!

Frequently Asked Questions

Can I Buy an Asset I don't need?

Yes.

Can players trade Assets?

Usually, no. Assets can only be traded during the Panic! phase.

Can a player have a lot of Assets they don't need but still be the Poorest Player?

Yes. The Poorest Player is simply the one with the fewest Assets that they need to win (i.e. the one with the most unfilled Asset spaces on their Billionaire board).

What happens if I make an Investment, but there are no more cards in the Draw deck?

Your turn is over and so is the round. You don't get a new card once the deck is reshuffled.

When a player returns an Asset to a Market, should the Resource cards there be adjusted to reflect it?

No. Leave the cards as they are. But the new number of Assets will determine how many cards are dealt when a player next tries to Buy an Asset.

What if there is only one Market open (or no Markets are open)?

At the end of the Round, if only one or zero Markets are open, all Billionaires must give back an Asset of their choice. In this situation, all players may, by consensus, end a Round early.

When drawing Role cards at the end of a Round (in Levels 3 or 4), must I return my current Role first (and risk drawing it again)?

Yes. If you have Revealed your Role card, you must discard it before drawing new Role cards. If you haven't Revealed your Role card (i.e. it remains in your hand), then you can keep it, but you don't draw any new Role cards.

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