

REFORM



or Revolution?



BILLIONAIRES
GUILLOTINES

EXPANSION PACK
BY MAX HAIVEN

HOW TO PLAY

INTRODUCTION

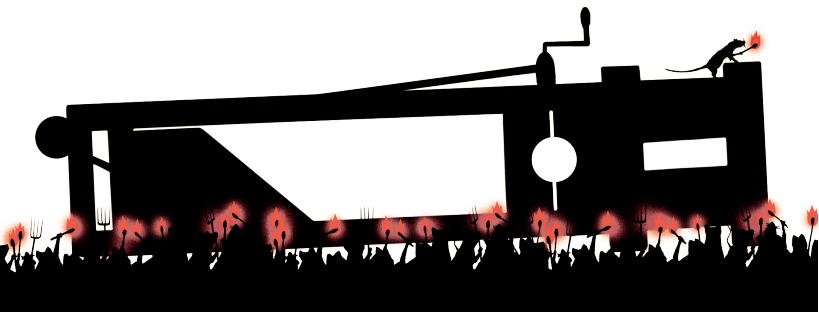
In *Billionaires & Guillotines*, **two to five** players take on the roles of rival plutocrats, competing tooth and nail to accumulate the wealth of the world before their actions trigger a Revolution and they all lose... a lot more than their assets.

The expansion *Reform or Revolution?* adds two new optional elements to the game.

With the **Space Program**, Billionaires can invest the world's wealth in a glorious effort to ascend to the stars... and leave a world of jealous losers behind. But there are dire risks, and not enough seats on the Rocket for everyone...

With **Troublemakers**, one player gives up the glamorous life of a Billionaire and instead dedicates themselves to public service. Is this Troublemaker a well-intentioned Reformist, who tries to fix the Crises that the Billionaires' greed is unleashing? Or are they secretly a nefarious Revolutionary, fomenting the uprising that will bring down the tyranny of the super-rich? Only they know! With the Troublemakers rules, up to six players can play *Billionaires & Guillotines*.

You can add either or both **Troublemakers** and the **Space Program** to a regular game of *Billionaires & Guillotines*, for which you will need a copy of the base game.



COMPONENTS



1 double-sided Troublemaker board



2 Troublemaker Alignment cards



1 Space Cowboy role card

1 Bribe envelope



21 Revolution 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

EXCHANGE any Mar! your har any two

SPACE PROGRAM

CONTRIBUTE: Instead of a normal action, a Billionaire may add one Resource card to this envelope.

LAUNCH: A Billionaire can reveal that they have the Space Cowboy role card at the end of their turn. This triggers the launch of the rocket:

- Add 1 card from the Draw deck to this envelope
- Calculate each Billionaire's "Launch Score" by totaling the points in each Suit
- The Billionaire with the highest Launch Score enters the rocket before it is launched. In games of 4+, up to two Billionaires may combine their Launch Scores.
- Roll the die. If the roll is lower than the Launch Score then the Billionaire(s) in the rocket escapes Earth and wins the game. If not, then the rocket explodes and the Billionaire(s) dies.

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1 Space Program envelope

THE SPACE PROGRAM

The Space Program provides another way for the Billionaires to win. As an alternative to winning by accumulating a set of five Assets, a Billionaire (or two!) can win by heading into space to colonize a new planet (having already helped ruin Earth).

Setup

You can add the Space Program components to any Level 3 or Level 4 *Billionaires & Guillotines* game.

Simply:

- Add the Space Cowboy card to the deck of Role cards.
- Place the Space Program envelope within reach of all players.

Contributing to the Space Program

The Space Program is an international, privately funded operation which aims to enable the super-rich to escape Earth. A player *may*, on their turn, instead of taking one of the usual three Actions, instead add a Resource card from their hand to the Space Program envelope. The Billionaire must show this card to the other players before they add it to the envelope, but players may not look inside the envelope later to remind themselves of what cards have been added.

Launching the Rocket

It is only possible to launch the Rocket *after* the Panic has occurred, when it becomes apparent to all that the

Billionaires only have a limited time left before the Rebels come for their heads, making leaving Earth a rather attractive prospect. A player (or players) who successfully launches the Rocket wins the game immediately.

First, trigger the launch: The Rocket can only be launched by the Space Cowboy. The player who has the Space Cowboy role card may Reveal it at the end of their turn to attempt to launch the Rocket. But that doesn't guarantee that they'll be on board when the Rocket launches...

Then, add a card: The Space Cowboy draws one card from the Draw deck, shows it to all players, and then adds it to the Space Program envelope, representing final contributions to this noble enterprise. Crisis and Special Action cards cannot be added. If you draw one of these, discard it and draw further cards until you draw a Resource card in a Billionaire's Suit.

Now, tally the Launch Scores: The Space Cowboy reveals the contents of the Space Program envelope. Tally up the points of all the cards in each Billionaire's Suit to calculate each Billionaire's "Launch Score." The Billionaire with the highest Launch Score gets to enter the Rocket.

If you are playing with four or more players, up to two Billionaires (but not more than two) may collaborate and combine their Launch Scores to enter the Rocket and try to escape the Earth together. If they are successful, they both win. Billionaires can decide to collaborate after the cards in the Space Program envelope are revealed, but must do so before the die is rolled (see below).

Finally, roll the six-sided die provided with the game.

- ***Escape the Earth...*** If the roll is *less* than the Launch

Score, the Billionaires are successful and escape the planet to win the game immediately. (Yes, it is therefore impossible for a Billionaire with a Launch Score of one to win.)

- **...or die in the attempt:** If the roll is *equal to or greater than* the Launch Score, or if the player rolls a six (regardless of their Launch Score), the Rocket explodes. The Billionaires within the Rocket are permanently removed from the game, as is the Space Program envelope. All the cards from the envelope are placed in the Discard pile. The Assets of the dead Billionaires are returned to their respective Markets and the cards from their hands and Bribe envelopes are placed in the Discard pile.

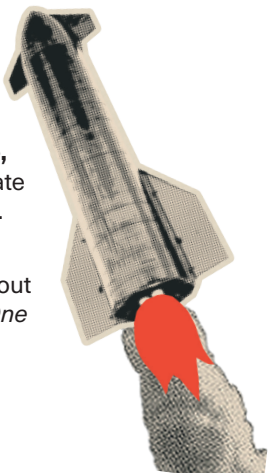
Frequently Asked Questions

What if the highest Launch Score is for a Billionaire who is not being played? Then no player Billionaire enters the Rocket. All the cards from within the envelope are placed in the Discard pile.

Can the Toady win if the Billionaire they are betting on goes into space? Yes. The Toady sneaks aboard and also wins.

What if we're playing a two-player game, with Puppets? Players may only collaborate with their Puppet (but are not required to).

Isn't it unrealistic that two Billionaires would share the Rocket? Perhaps. Look out for our next murder mystery game: *Only One of Us is Making It to Mars*.



TROUBLEMAKERS

Four to six people can play *Billionaires & Guillotines* with these additional Troublemakers rules. One of those players will play as the Troublemaker rather than as a Billionaire and will take on the role of either the Reformist or the Revolutionary, but only they will know which they really are. In either case, they will begin the game playing *as if* they were the Reformist, who wins if they clean up the mess that the Billionaires have made by “fixing” crises. If they are *actually* the Revolutionary, at some point they will Declare their true identity and play with a new special set of cards.

Objective

If you are the **Reformist**, you win if you collect Crisis cards where the total number of Rebel icons is seven or more. If you are the **Revolutionary**, you win when there is a Revolution.

Setup

To use the *Troublemakers* rules, first set up a standard game of *Billionaires & Guillotines*, for three to five Billionaires. One additional player will play as the Troublemaker (a Reformer or a Revolutionary) and will use a different kind of player board to the Billionaires.

Follow all the rules for a Level 4 *Billionaires & Guillotines* game unless otherwise specified. In addition:

- One player should take the two-sided **Troublemaker** board and place it in front of them with the **Reformist** side upward.

- The Troublemaker should take the two **Alignment** cards and randomly pick and keep one, returning the other to the game box without showing either card to any other player: the card drawn indicates whether they will be playing the Reformist or the Revolutionary.
- The Troublemaker should take a **Bribe envelope**
- Before the game begins, the Troublemaker should draw two **Crisis** cards at random and Activate them, placing them near the Guillotine with the requisite number of Rebels on them.

The Troublemaker always starts the game playing *as if they are* the Reformist. However, if they are actually the Revolutionary, at some point in the game they may Declare themselves and play with a different set of rules (see below).

Playing as the REFORMIST

The Reformist is always considered the “Poorest Player.”
The Reformist cannot buy or hold Assets.

At the beginning of each *Round* (i.e. after the cards are shuffled), the Reformist may draw one card if they don't already have two.

However, unlike a Billionaire, the Reformist never draws cards at the beginning of their Turn.

After any Billionaire *succeeds* in Buying an Asset, collect all the cards involved (from the Billionaire's hand and the Market) and, before they are discarded, the Reformist receives the lowest-scoring card (if there is a tie, they can pick from the lowest-scoring cards).

The Reformist still has a hand limit of two and can only take a card when they have less than two cards in their hand.

The Reformist can add cards to their Bribe envelope and can try to change Government Policy.

The Reformist may not acquire the Luxury Bunker and they cannot participate in the Space Program or board the Rocket.

Taxation

When playing as the Reformist, whenever Taxation is set as the Government Policy, all the cards that the Billionaires would usually discard are, instead, given to the Reformist, who must discard down to a hand of two cards.

Actions

On their turn, the Reformist must take one of the following three actions:

1. Invest

Like a Billionaire, the Reformist may take one card from their hand and add it, face-down, to a Market, underneath the top face-up card. They then draw one card from the Draw deck, if one is available.

2. Exchange

Like a Billionaire, the Reformist may take one card from their hand and exchange it with a face-up card at any Market, or they may exchange two face-up cards between any two Markets.

3. Fix a Crisis

The Reformist can gain the Crisis cards



they need to win by cleaning up the Billionaires' mess and Fixing crises. They do so by wagering cards from their hand to try to beat some from the Deck, but they may need help from the Billionaires.

- **Select a Crisis:** The Reformist publicly selects one Activated Crisis card (i.e. one in the center of the table).
- **Commit the Resources:** The Reformist may put forward up to two cards face-down from their hand, in an effort to Fix the Crisis.
- **Get Help:** Each Billionaire may now offer to help the Reformist by offering one card from their hand, face-down. But the Reformist does not have to accept their generosity...
- **Dare to Repair:** The Reformist then draws, face-up, a number of cards from the Draw deck equal to the number of Rebels indicated by icons on the selected Crisis card (not the number of Rebel tokens actually on the card, as some may have been removed in the course of play).
 - ***Crisis fixed!*** If the sum of points showing on the cards that the Reformist and other players contributed is *greater* than the sum of points showing on the cards drawn from the Deck, the Reformist has succeeded. Remove any Rebel tokens on the card and return them to the reserve. The Crisis card is collected by the Reformist and counts toward their victory condition. All the cards used in Fixing the Crisis are now discarded onto the Discard pile.
 - ***Or not...*** If the sum of the points on the cards the Reformist and other players contributed is *equal to or less than* the cards drawn from the Draw deck, the Reformist has failed. All the cards used are discarded.

EXAMPLE OF PLAY

Laura is playing as the Reformist and, on her turn, she plays two cards, face-down, seeking to fix the Pandemic Crisis, which has two Rebel icons. To do that, the two cards she has put forward will need to beat two cards drawn from the Draw deck, and so she asks the Billionaires for help. Thomas offers a card, and so does Dominique, but Laura doesn't trust Dominique (she thinks that she is the Celebrity and wants to accelerate the Revolution) and so rejects her offer.

Laura and Thomas's cards, together, total seven points. Laura flips over two cards. One is the Debt Crisis, which counts as three against her, and the other has a score of two.

So, Laura wins, because hers and Thomas's combined score of seven is higher than that of the two cards from the Draw deck, which have a combined score of five. Laura removes the Rebels from the Pandemic Crisis card and takes it. But then she must Activate the Debt Crisis card, adding two Rebels, adding two more Crisis cards to the Discard pile, and changing Government Policy.



- **Uh oh...** Both the Reformist and Billionaires can contribute Crisis cards to the attempt to Fix a Crisis in order to try to sabotage the attempt (maybe because the Reformist is actually the Revolutionary, or a Billionaire is playing the Role of the Celebrity). If a Crisis card is revealed in the cards drawn from the Deck, or as part of the Reformist's wager, it is Activated as if it were revealed in a Billionaire's attempt to Buy an Asset (it counts three against the Reformist's efforts, it is placed in the center of the table with the indicated number of Rebels, two new Crisis cards are added to the Discard pile, and the Government Policy changes).

Playing as the *Revolutionary*

Even if the Troublemaker drew the **Revolutionary** Alignment card, they begin playing the game as if they are a **Reformist**, until they choose to **Declare** their true identity. Even if they haven't Declared themselves, the Revolutionary cannot win by fulfilling the victory condition of the Reformist (by fixing Crises); they only win in the event of a Revolution.

Once they have Declared themselves, the Revolutionary cannot Draw, Invest, or Exchange cards, nor can they Buy or possess Assets, Bribe the Government, obtain the Luxury Bunker, play a Role, support the Space Program, or participate in the Panic!

They may pretend to be a Reformist for as long as they like. But they may also, at the beginning of their turn, before taking an action, Declare their true identity. Then they must:

- Place all the cards from their hand and Bribe envelope into the Discard pile.
- Take the deck of the 21 **Revolution** cards.

Starting this turn and on all subsequent turns:

- If the Revolutionary begins their turn with no cards, they must draw three Revolution cards and place them face-up in front of them (if there are fewer than three cards available, shuffle them with the discarded Revolution cards to create a new deck).
- On this and each subsequent turn, the Revolutionary must play one Revolution card from the revealed cards in front of them, following the instructions, before placing that card in their own special discard pile.

Remember: The Revolutionary plays with their hand face-up, so the Billionaires can see their cards!

Revolution Cards

Please note, in general, when a Rebel is removed from an activated Crisis card or “sacrificed,” the card remains in place, even if no Rebels remain on it. The Rebel is returned to the pile of inactive Rebels.

Bide Your Time (x3)—The Revolutionary discards this card and does nothing further this turn.

Boycott—The Revolutionary draws three cards from the Billionaires' Draw deck and adds one card, face-down, to three different open Markets. If there are not enough open Markets, they discard the remaining cards.

Comrade on the Inside—The Revolutionary picks up and secretly inspects the face-down cards in any Market. They may select one of these cards and place it in another Market, face-down. The other cards return to the Market they came from, with the original face-up card on top.

Hostages—The Revolutionary may sacrifice one Rebel to select a Billionaire who has one of the following Assets: Mega Yacht, Celebrity Spouse, or Scam Charity. At the beginning of the Billionaire's next turn, the Revolutionary may take that Billionaire's hand and play their turn for them. Their control ends when the Billionaire's turn is over.

Fascist Thugs—Each Billionaire may choose to discard up to two Resource cards from their hand and place them in a common pile. Tally up the total score on the cards. For every three points worth of cards, rounding down, eliminate one Rebel, which is chosen by the Billionaire that contributed most.

General Strike—Billionaires don't draw cards from the Draw deck until the end of the Revolutionary's next turn.

Infighting—The Revolutionary removes a Rebel of their choice from one Crisis card.

Infiltrator—The leading Billionaire—the one with the most Assets that they need to win (roll the die in the case of ties)—may discard all the cards in their hand (if they have any) to draw two cards from the Revolution deck and play one, discarding the other. If they have no cards in their hand to discard, they cannot use this power.

Involuntary Donation—The Revolutionary may choose to sacrifice one Rebel to force one Billionaire to return an Asset of the Revolutionary's choice to its Market.

Media Slander—If a Billionaire has the Tabloid Empire, they may remove one Rebel from a Crisis card of their choice. If no Billionaire has the Tabloid Empire, then this card has no effect and is discarded.

Organize! (x4)—Place this card in front of the Revolutionary. When they have three, discard them to add two Rebels to any Activated Crisis card.

Pacification—If a Billionaire has the Mercenary Army, they may remove one Rebel from an Activated Crisis card of their choice. If no Billionaire has the Mercenary Army, then this card has no effect and is discarded.

Propaganda of the Deed—If the Revolutionary sacrifices one Rebel, a Billionaire of their choice misses their next turn.

Riots—Government Policy changes. The Revolutionary puts forward a Bribe worth five points. If their Bribe is successful, they get to set the Policy.

Sabotage!—The Revolutionary gathers the cards from all the open Markets. They then redistribute them to the open Markets, arranging the cards as they like, but so that each Market has an equal number of cards, with the remainder discarded.

Uncomfortable Alliance—The Revolutionary changes the Government Policy to the Billionaire Suit of their choice.



BILLIONAIRES GUILLOTINES

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Published by Pluto Press
New Wing, Somerset House, Strand,
London WC2R 1LA, United Kingdom
and Pluto Press, Inc.
1930 Village Center Circle, 3-834,
Las Vegas, NV 89134, USA
www.plutobooks.com

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