



At last
REVENGE!



REVENGE!

Starting: Any number can play. Players roll dice to see who goes first. Highest goes first, then turn passes to the left.

Each player has an initial obligation to pay respects to the Emperor by passing the Imperial Palace clockwise. After that he can move in any direction. If detoured off his original route by landing on the Laboratory or by a card, the player must proceed to the nearest point from which he can pass the Palace clockwise.

Long Game: Each player starts with one momentum card, ten armies, and 3000.

Short Game: Each player starts with three momentum cards, twenty armies, 5000 and five properties (dealt at random).

The Move

On your turn, you have your choice of 1) moving by throwing a die or two dice (if you throw, you must move the indicated amount); 2) teleporting (see teleport rules), or 3) playing a Momentum, Fate or Imperial Intelligence card on yourself--or playing or threatening to play such a card on another player. (A card you have been bribed not to play goes back to the stack.)

NOTE: If you play a momentum card on another player, he must then pay rent, draw a card, etc. as appropriate to the square he is now on. (He can also buy and/or arm the square.) This is true for null momentum cards too. Meanwhile, you are similarly counted as having just landed on the square you are on for rent, card, etc. purposes.

After rolling the di(c)e and moving the indicated amount, you may then play a Momentum card on yourself to alter your position; only the final resting place is reckoned as being landed on. You may not play more than one Momentum card. *If a player rolls doubles, he cannot play a Momentum card on himself.* He must roll again after completing the move. Rolling three doubles in a row sends you to the Uranium Mines. (But you can always use just one die after rolling doubles twice in a row.)

A kill Momentum card can be used to 1) kill all another player's Momentum cards (they must be turned in to the stack) or 2) kill a momentum card played on you.

Buying, selling, trading, paying rent, arming planets, etc. can be physically taken care of during the next player's turn, as long as you have announced all your intentions during your turn of play.

Special Squares

MOMENTUM--draw one momentum card.

SPACE STATION--draw two momentum cards.

FATE--draw the top card and play it on yourself.

IMPERIAL INTELLIGENCE--draw the top two cards and immediately play one of them on yourself. The other can be later played on yourself or another player--or sold to the Emperor for 400. (Selling does not count as taking a turn. The sold card is placed in the Tax pile.)

DIAMOND ASTEROID--collect your option of 1000 or ten armies plus one more option of 1000 or ten armies for each player who has gone into the Black Hole.

Special Squares (cont.)

LABORATORY--pay \$200 Lab Fees to the Emperor's Taxes. Then move towards the Space Station until you reach or pass it or exit via the Teleport System.

IMPERIAL PALACE--If you land on this, you have the option of becoming Emperor. If you choose not to, you must move towards the Torture Chamber until you reach or pass it or exit via the Teleport System. If you become Emperor, your first life is over, just as if you died, and reincarnated as Emperor except that you keep what you have.

Collect armies when landing on or passing the Imperial Palace. You get three armies if you moved an odd number of squares or an odd number of Teleport jumps; four armies if an even number. Jumping between Teleports 3 and 4 counts as passing the Imperial Palace.

JOURNELLE'S POINT--You must move towards the Black Hole, q.v.

GO--collect \$1,000 from the bank when you land on or pass GO. Until 25 properties are owned, collect only when moving clockwise. Jumping through Teleports 1 and 2 counts as passing GO.

For other Special Squares, see instructions on Elite Corps, Torture Chamber, Uranium Mines, Teleports and the Three Blood-red Planets (Arena of Blood, Doomworld, and Planet of Death.)

Properties

When a player lands on an unpurchased property he may buy it. He may also arm it then or on another turn. To arm a planet requires one army for each \$50 or its value. Armies may be moved off a planet also, but not while the player is on a blood-red planet.

Rent is half the value of the planet if it is unarmed--or the full value if it is armed. Rent is doubled for every additional planet of the same Solar System that the player owns.

Power Stations cost \$200; rent is \$100, doubled for every additional Power Station owned by the same player. Teleports cost \$200. See Teleport section for use charges. There is no rent for landing on a Teleport. Teleports and Power Stations cannot be armed.

Sanctuary: A player cannot be moved off Fazool by any other player. He cannot be located when in a working Teleport and thus cannot be moved or have cards played on him. If a Marked Man lands on Fazool, its owner becomes a Marked Man. Pastor Fazool has perpetual sanctuary from FATE and Imperial Intelligence cards being played on him, and he may extend this sanctuary to any player on the same square with him--out of altruism or for a bribe. If he extends such sanctuary to a Marked Man, he too becomes a Marked Man.

The Emperor: The Emperor collects taxes and Lab Fees plus occasional cash, armies and planets as the results of cards. The Emperor buys Imperial Intelligence cards for \$400. Unless someone is playing the Emperor, everything the Emperor collects goes into the Taxes stack, and everything he pays out comes directly from the bank. The bank cannot go broke but the Emperor can--and if he does, he dies. Anyone landing on the Imperial Palace may choose to become Emperor unless someone else is playing Emperor. If he does so and dies, he is doubly dead and may not reincarnate again.

Atomic Bombs: These are obtainable in the Uranium Mines (with luck). A player who owns one may bomb a planet, Power Station or Teleport he is on instead of taking his usual move. After his next turn, it is radioactively lethal. Any player except one carrying a bomb or radioactive (from Gronk Rays or being the Green Slime) who lands there, dies. Armies based on it die.

Non-properties cannot be bombed. If a Teleport or Power Station is bombed, the Teleport can be used only if one is radioactive or has an unplayed bomb.

The player may choose instead to keep the bomb, as it confers immunity to radioactivity, free teleportation, use of bombed-out Teleports, and limits torture.

POURNELLE'S POINT (and the BLACK HOLE)

A player who lands on Pournelle's Point must move toward the Black Hole where he will die and be converted into a Diamond Asteroid. The player rolls die going down the Hole but may play two cards on other players each turn before rolling.

The only way to escape is to make another player reach the Hole first, whereupon any players currently on their way down ride out of the Hole on gravity waves (throwing only one die each turn until out). These gravity waves are peculiar to exiting players and do not affect those who enter while others are leaving.

Cards cannot be played on players going down (or up) the Black Hole, nor can they be moved by the Emperor.

Teleports

Teleports can only be used if both the Teleport and corresponding Power Station are owned. (A Teleport or Power Station in the Tax stack or Dowry stack is still owned; rents or use payments go to Taxes or Dowry, respectively.) Teleport 6 is powered by the Black Hole and doesn't require a Power Station.

One can teleport through any sequence of linked, working Teleports, but one cannot retrace a leg of the diamond or triangle, though one may use the Central Teleport twice. After making two teleportations, you must leave the Teleport booth before teleporting again. You may delay things by playing a null momentum or Imperial Intelligence card on yourself, or playing cards on other players, but you must leave the Teleport System and re-enter it before you may teleport again.

Teleportation is in place of any other option for the move.

Fees: \$50/jump

A player who is radioactive or has a bomb can teleport free.

Owners of Teleports and Power Stations get a certain number of

jumps free, as follows:

One jump:	one Teleport plus one Station
Two jumps:	two Teleports plus one more Teleport or Station
Three jumps:	two Teleports plus two more Teleports or Stations
Four jumps:	three Teleports plus two more Teleports or Stations
Five jumps:	Four Teleports plus two more Teleports or Stations
Six jumps:	Five Teleports plus two more Teleports or Stations

Teleport fees are paid to owners of Teleports you enter, leave or use during a teleportation. You can choose which of several players to pay, but you may not pay yourself. If you own all the teleports you have used but still must pay a fee, pay it to Taxes.

Values The Bank buys Fate and Momentum Cards and other Property
 property - face value armies - 50 each bombs - 1000 each
 FATE cards - 200 Imperial Intelligence - sold to the Emperor,
 Momentum - 100 for each vector (so +/- 2,3 = 400) KILL = 500

Uranium Mines--First lose one turn and wait in quaking fear for what will happen to you. Then roll both dice to determine your fate. You may not play Cards while in the Uranium Mines.

2,12 INSANITY. The Gronk Rays burn out your brain. A human vegetable, you cannot collect money or property until you reach the Laboratory. Lose one turn there while scientists repair you. You cannot play Cards on others until then.

3,11 ESCAPE. You escape with a Uranium Bomb--as a Marked Man.

4,10 RESCUE. Your friends on the Space Station rescue you. You must go toward the Station and cannot play Cards on others until you land or pass there. You are a Marked Man.

5,9 RANSOM. Your loyal friends ransom you. All other plays pay 200 plus 4 armies each to the Emperor. Smuggle out a Bomb.

6,8 PRRDON. A powerful friend in High Places has put in a good word for you to the Emperor. All actual cash you have goes to the Torturer as a Bribe.

7 EAT FLAMING DEATH! (Reincarnate if you can.)

When (and if) you leave the Mines, move out the amount thrown.

Elite Corps

Priority 1--If Prince Putrid is in play, herd him to Pournelle's Point. If you pass him, he is captured and follows one step behind you. He stays in this position with respect to you until he is dropped down the Hole or escapes. He escapes if he lands on the Lab, Space Station, a working Teleport or Fazzol (or is granted Sanctuary by Fazzol). He rolls one die on his turn, shifting you one step ahead of him when he moves. He cannot play cards on you, tho he may on others. If you lose him, go to the Torture Chamber.

Priority 2. If any other Marked Man is in play, herd him to the Point by the same method.

Priority 3. Your choice of the following:

a. Step out the Black Hole. Go to Pournelle's Point by double dice thru via shortest route. If you have enlistees, whoever first lands on the Point goes on to complete the mission.

b. Investigate the Torture Chamber incognito--immediately.

c. Go to the Uranium Mines immediately for a Bomb. Keep going back there till you get one, and then take it to the Lab, where it will go into the Tax pile.

Elite Corps--recruiting: As an Elite Corps Member, you can draft helpers. Any non-Marked Man you pass is recruited and follows one step behind you (or behind your prisoner or the last draftee). As leader of the mission, you may buy Momentum cards from draftees at bank value. Each player caught up in an elite corps mission as member or prisoner must pay rent, draw cards, etc. each time landed on a new square either on his own turn or as a result of another player's turn.

Torture Chamber--On arriving in the torture chamber, on your next turn roll both dice.

7 or doubles--walk out a free man, having duly inspected the Torture Chambers. You may marry Valcharella, the Torturer's Ugly Daughter, if you wish. If you do, you must take her on a honeymoon.

- 3,4,5 **TORMENT.** Thirty lashes and the Torturer collects one of your property deeds (your choice) in return for feeding you crusts of bread.
- 6,8,9 **UNBEARABLE TORMENT.** Fifty lashes and the Torturer collects two of your property deeds (your choice) plus 400 in return for feeding you moldy gruel.

If tormented, you stay there and roll again next time--unless you are radioactive, in which case you pay 1000 and move out. If you do not have the required planets or cash, you are dead.

- 10,11 **BLISSFUL MATRIMONY.** It occurs to you that the Torturer's daughter is unwed and you propose marriage. The Torturer drops his whip in surprise and (and a Public Official) pronounces you man and wife on the spot.

Marriage with Vulcharella, the Torturer's Ugly Daughter
Vulcharella's Dowery consists of all the Torturer's collections, 3000 minimum in cash or equivalent. Any deficiency in the Dowery is made up by the Emperor.

Vulcharella's groom takes her on a honeymoon of two clockwise turns around the board--either by square or oblong routes. The groom may not teleport. Vulcharella moves one square behind him. She cannot buy property or collect cards. He pays rents for both, out of his own funds. He cannot use the Dowery until the honeymoon is over. If other players play cards on him, she follows, one step clockwise behind. The Lab rule does not apply and he passes free through the Torture Chamber. She leaves him the second time she passes through the Torture Chamber--and he keeps the Dowery. If she lands on Planet of the Sex Maniacs or Pazzo, she stays there with her Dowery. If the groom sends someone else there, the original groom gets the dowery and the newcomer the honeymoon obligation. If someone just lands there he gets both dowery and Honeymoon obligation. If Vulcharella free falls into the Black Hole, the groom is released from his obligation but keeps the Dowery.

If Vulcharella is in play as a player and someone lands in the Torture Chamber, he may marry her kid sister, Buzzardette. Also in waiting are Kitina and Little Baddie. All have warts.

DUELLING The three Duel-worlds are Arena of Blood, Doomworld, and Planet of Death. Duels are fought with owned and non-planet-based Armies. On the Planet of Death, the duel must be to the death. On the others, it may be to the death or for any number of Armies, but only greater than the minimum of three armies with the consent of the Challenged.

Each duellist puts up at least three armies. Challenger rolls three dice; challenged two. The Challenger's highest die is compared to the Challenged's higher die. The Challenger's second best die is compared to the Challenged's lower. If both the Challenger's dice are superior he gets three armies; if both the challenged's are superior or equal, he gets two armies. Ties go to the Challenged. If of the two comparisons, there is a split victory, no armies trade hands.

The entire duel takes only one player's turn. Loser pays rent for both duellists to the owner. The owner of a planet cannot be challenged on that planet. No duels on unowned planets. The Green Slime and other radioactive players cannot be duelled; instead they pay 500 default fee if challenged on Arena of Blood or Doomworld and 1000 on Planet of Death.

If challenged on Arena of Blood or Doomworld and 1000 on Planet of Death.

REVENGE: rules--6

Duels to the Death--If a player is killed in a duel, his estate pays rent; then the remaining property is evenly split between the victor and the Emperor--with planets, cards, etc. being divided as evenly as possible (Solar Systems remaining intact if possible); inequities in value are made up for by cash.

----- REINCARNATION ROLES -----

Starting

Vulcharella--Dowery (3000 minimum). She begins on the Torture Chamber and can always land there safely except when incognito.

Emperor--gets Tax pile. Must stay in Palace.

Prince Putrid/Green Slime--Whichever reincarnates first gets all five Green Planets armed--and 4000. The second to reincarnate gets his own world and the planet next to it and 4000. They collect double rent on the middle planet. Each begins on his own world. Both are Marked Men.

Pastor Fazool--gets the three Yellow Planets armed, 5000 and 15 armies. He begins on Fazool.

Play

Vulcharella--Any player she lands on the same property as may be sent by her to the Torture Chamber; she may be bribed not to do so. She gets the loot such victims lose; they may marry her kid sisters (at minimum dowery).

Emperor--He must have 300 in ready cash more each round than he did the last round. On his turn, he rolls the dice and then may either move another player that amount or play a card on a player. If he throws doubles he may roll again or play a second card. He may not then roll a third time. He may not move Prince Putrid. He collects half the property of any Marked Man he directly kills by moving them or playing a card on them. He supplies armies and money from his own reserves, not from the bank. He cannot move or play a card on a man who is on a working teleport or otherwise in Sanctuary. He may play a Bomb on a square for his move. If he cannot meet his obligations in armies or money, he is dead.

Green Slime--Any piece he lands on the same property as (except working teleports) is killed. Any player who lands on a property the Slime occupied last turn is killed. He cannot kill players already radioactive or carrying a bomb. He cannot kill the Leader of an Elite Corps mission which is seeking him. He may not own non-Green planets.

Prince Putrid--As heir to the throne, he need pay only unarmed rent rates. If he lands on the Palace he may become Emperor; the old Emperor then dies. He cannot be moved by the Emperor.

Pastor Fazool--He cannot have FATE or Imperial Intelligence Cards played on him (though Momentum cards and Imperial dice may be). He can confer his immunity to anyone sharing his square--in return for a bribe. If he gives Sanctuary to a Marked Man, he becomes a Marked Man. As a man of peace, he need pay only unarmed rent rates. He has sanctuary on any yellow planet he owns.

----- Rules -----

Any situations apparently not covered by the rules, can be settled by:

- 1) checking with Jack Harness or Lee Gold.
- 2) majority vote of players
- 3) duel to the first blood of two opposing sides
- 4) appeal to the Emperor
- or 5) flipping a coin.

REVENGE! - the board

The game board of REVENGE! is oblong - 21 squares long by 11 across. The path consists of two squares with a shared side. The squares on the board fall into three categories:

1. CARD squares: Imperial Intelligence, Fate and Momentum
2. Special Squares: - see rules pages one and two
3. Properties:
 - a. Teleports and Power Stations
 - b. Planets: There are 48 planets divided by color, value and location on the board into 13 Solar Systems.

Top - long side: GO to LABORATORY to IMPERIAL PALACE

- | | |
|------------------------------------|-------------------------------|
| 1. GO | 12. ZONK - light red - 200 |
| 2. BARSOOM - pink - 100 | 13. MUNG - light red - 200 |
| 3. MOMENTUM - draw one card | 14. FATE |
| 4. ARROWORLD - pink - 100 | 15. FUGG - light red - 200 |
| 5. IMPERIAL INTELLIGENCE | 16. TELEPORT THREE - 200 |
| 6. TELEPORT TWO - 200 | 17. IMPERIAL INTELLIGENCE |
| 7. VULCAN - light blue - 150 | 18. POWER STATION THREE - 200 |
| 8. TRIANUS - light blue - 150 | 19. UTOPIA - orange - 250 |
| 9. POWER STATION TWO - 200 | 20. FLEDERMAUS - orange - 250 |
| 10. TRIBBLEHEIM - light blue - 150 | 21. IMPERIAL PALACE |
| 11. LABORATORY | |

Bottom - long side: URANIUM MINES to SPACE STATION to TORTURE CHAMBER

- | | |
|--|-----------------------------------|
| 1. URANIUM MINES | 10. THE DIAMOND ASTEROID |
| 2. POWER STATION ONE - 200 | 11. SPACE STATION |
| 3. MELVIN - green - 100 | 12. CERBERUS - dark blue - 450 |
| 4. PLANET OF THE GREEN SLIME - green - 100 | 13. TONOMART - dark blue - 450 |
| 5. MOMENTUM - draw one card | 14. IMPERIAL INTELLIGENCE |
| 6. PUTRIDOR - green - 100 | 15. URNALAND - dark blue - 450 |
| 7. FATE | 16. TELEPORT FIVE - 200 |
| 8. PRINCE PUTRID'S PLANET - green - 100 | 17. POWER STATION FIVE - 200 |
| 9. EXCELSIOR - green - 100 | 18. SCHITZKI - light purple - 400 |
| | 19. FATE |
| | 20. TROTSKI - light purple - 400 |
| | 21. TORTURE CHAMBER |

Left side - short: GO to URANIUM MINES

- | | |
|--|----------------------------|
| 1. GO | 6. TELEPORT ONE - 200 |
| 2. TRALPAMADOR - red violet - 550 | 7. FEGHOOT - yellow - 500 |
| 3. THE INVISIBLE PLANET - red violet - 550 | 8. FATE |
| 4. Elite Corps RECRUITING STATION | 9. FAZOO - yellow - 500 |
| 5. MOMENTUM - draw one card | 10. FAGROON - yellow - 500 |
| | 11. URANIUM MINES |

Right side - short: IMPERIAL PALACE to TORTURE CHAMBER

- | | |
|---------------------------------|--------------------------------------|
| 1. IMPERIAL PALACE | 7. ARENA OF BLOOD - dark red - 350 |
| 2. ZART I - dark purple - 300 | 8. IMPERIAL INTELLIGENCE |
| 3. ZART II - dark purple - 300 | 9. DOOMWORLD - dark red - 350 |
| 4. POWER STATION FOUR - 200 | 10. PLANET OF DEATH - dark red - 350 |
| 5. ZART III - dark purple - 300 | 11. TORTURE CHAMBER |
| 6. TELEPORT FOUR - 200 | |

Teleport hookup--
 Teleports 1, 2, and 6 are linked - forming a triangle
 Teleports 3-4, 4-5, 5-6, 6-3 are linked, forming a square--
 without diagonals.

REVENGE! - the board - continued

Center arm - short: LABORATORY to POURNELLE'S POINT to SPACE STATION

1. LABORATORY	6. TELEPORT SIX - 200
2. PLANET OF THE SEX MANIACS - brown - 200	7. POURNELLE'S POINT
3. PLANET AHEAD - brown - 200	8. EDDORE - gray - 300
4. FATE	9. FLOOR - gray - 300
5. NOTHING SIRIUS - brown - 200	10. ARISIA - grey - 300
	11. SPACE STATION

POURNELLE'S POINT leads to the BLACK HOLE and is separated from it by a path made of twelve small squares (labelled 1, 2, 3...10, 11, 12).

The corner near the TORTURE CHAMBER is labelled DOWERY and contains money and planets obtained by the Torturer for his Ugly Daughter's Dowery.

The corner near the Imperial Palace is labelled Taxes. It contains all contributions made to the Emperor.

The board should also have places for Fate cards, Momentum cards, Imperial Intelligence cards, and armies. Armies should be near the Imperial Palace.

The bank never goes broke; if necessary create more armies or money. One player should act as banker, another should take care of distributing markers for owned/armed planets and working teleports. A third should handle property deeds, distributing them to players who buy property, and collecting them from players who die.

A player who is required to pay anything (money, armies, planets) and cannot, dies. All things of value (properties, cards, armies, bombs) may be traded freely by the players except during a duel.

Duelling: Challenger must be on a Blood Red Planet when he issues the challenge. The player who is challenged goes immediately to the same planet. 1 per pays rent for both players. Neither player may trade armies with other players or arm/disarm planets in the same turn with a duel. After a duel to the death, another player (not winner, loser, or Emperor if in play) should supervise division of the loser's property.

All players start at GO. (I know it's obvious, but...)

We play with a house rule that only the player whose turn it is may make deals with other players. This helps keep the noise down. He may propose deals to others, or others may offer deals to him, but there must be no side deals.

One last note:

We use white chips (or clear plastic) to mark owned properties, red to mark armed planets, and blue for operating Teleports. We use black for atomic bombs (or sometimes dead white if ownership is marked by clear plastic). We also use a cheap ring to indicate Vulcherella when on a honeymoon; it follows one step behind the groom.

This f/rational is 1) in response to a letter received from Jeff May who had just finished a seven-hour REVENGE! game and wanted rule clarifications and 2) Castora's Cultish crifanac.

1. The Green Slime (and other Marked Men) are not subject to Elite Corps Recruitment. (Johnstone House Rule is that they can, however, volunteer if they land on the Elite Corps Square--and if they do so and survive, they lose their Marked Man status.)
2. The owner of a duelling planet cannot be challenged on that planet to a duel. The owner of a non-duelling planet can be challenged while on his property to a duel. Ambiguity unintentional. Sorry.
3. If the owner of a duelling planet challenges another party on that planet and wins, loser need only pay rent for one person--himself. The victor's rent is, of course, zero in this case.
4. A person in the Uranium Mines, Torture Chamber, Pournelle's Point or going down the Black Hole cannot be moved out of there by duel challenges, momentum cards being played on him, having Imperial Intelligence cards played on him, having FATE cards played on him, having the Emperor play dice on him, or anything else.
5. If a person lands on the Space Station, he could stay there indefinitely played Momentum cards on others and collecting two more cards himself each round. In practice, though, someone would be likely to move him off by playing a Momentum card on him (or bribing the Emperor to move him with a dice throw). It has never happened--probably because the Space Station is too near Pournelle's Point--an unwise place to lurk.
6. A player can move to a duelling planet, buy it, and challenge another player to a duel and fight it all in one turn. In fact, you always move to a duelling world and fight the duel on the same turn.
7. The Green Slime, unlike Prince Putrid, can be moved by the Emperor. Prince Putrid, the Green Slime, and other Marked Men can draw sell, and act on Imperial Intelligence cards. They all also draw FATE cards normally and get armies for passing the Palace normally. Pastor Fazool and other reincarnates also get armies for passing the Emperor. The Pastor and Vulcharella can be drafted into the Elite Corps.
8. Prince Putrid suffers as usual players do when in the Torture Chamber and Uranium Mines. The Green Slime suffers as usual in the Mines. The Slime like any other radioactive player in the Torture Chamber is tortured for only one round (page five, paragraph 3), then pays 1000 for radioactive decontamination and moves out. The Slime can marry Vulcharella if he throws the appropriate values. As her bridegroom, the Slime must equip her with radioactive armor, so she is not killed if she moves onto a square he has just occupied. (A player reincarnated as Vulcharella can, however, be killed by the Slime. Only as his bride is she safe.)
10. The Green Slime can be killed by an atom bomb. The bomb can be delivered to him with impunity by a player. If the Slime occupies the same property as a bomb, he is caught in the explosion and dies. (He can, however, land on a bombed out square as residual radioactivity (except in the Mines) doesn't bother him.)

The Green Slime can also have an atom bomb launched at him by a player empowered to do so by card or by the Emperor. The bomb is launched by dice throw and/or a momentum card. Launching a bomb takes a turn and launching player is treated as if he'd just landed on the square he occupies. Like all other players, the Slime can only be bombed when on a property. The property, like all bombed property, remains radioactive throughout the whole rest of the game.

11. If Prince Putrid is in play and captured, he moves himself and the Elite Corps leader by rolling one die on his turn. The leader always stays one step ahead. Other captives and draftees in an elite corps maintain their positions in the same way. They also move the entire group each time their turn comes by rolling one die. (This means that in an n-person group, each player in the group gets moved n times a round.) Prince Putrid, other captives and draftees must roll a die on their turn. They therefore cannot play cards on their turn.

12. For purposes of REVENGE!, forward means "in the direction of movement for that player." Backwards means the reverse. Thus a player moving from the Imperial Palace towards the Laboratory who wishes to alter his final position needs a minus momentum card to move towards the Palace and a plus one to move towards the Lab. If you are playing a momentum card on another player on your turn, whether it is plus or minus doesn't matter, as he is not currently in motion--unless he is under some form of directional gear to go towards a particular point.

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One last note in regard to point six on the previous page. A player cannot move to a duelling planet, buy it, arm it and then fight a duel. Players involved in a duel cannot arm or de-arm planets that turn.

And IWLers who, like Jeff May, attempt to make up cards from the set I sent out should be aware that there are considerably more momentum cards in the set than indicated. The page of momentum cards with the top line of plus three - plus three - plus three was run off twice for a full set and the page with the top line of null - null - null was run off three times.