

1848

A two-player card game of the German Revolution by **Gerhard H. Kuhlmann**
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Rules for 1848 (Basic game)

Game Contents

26 Event cards (A01-A26)
42 Personality cards (PE01-PE42)
34 Supplementary cards (Z01-Z34)
4 Rules cards 1(4) to 4(4)

The Goal of the Game

The goal of game is to play the Personality and Supplementary cards in such a way that you have authoritative control over the course of the revolution and control the most popular party at the end of the game.

The Republicans and the Democrats wanted to create a German Federal Republic after American example. The Liberals strove for a Parliamentary Monarchy after English or Belgian example. The Reactionary wanted to leave everything as it were in 1848 and oriented towards Russia.

The Setup

- a)** Event cards: All cards with the symbols of a **black silhouette spiked helmet** or a **green boxed white right-pointed arrow** [see rules card 1(4)] are removed from the game. The remaining cards are sorted by number (A1-A26) and placed as an open deck.
- b)** Personality cards: Shuffle the cards and place them as a closed deck.
- c)** Supplementary cards: Remove cards Z28-Z34 from the game and shuffle the rest into a closed deck.
- d)** Both players receives two Personality and two Supplementary cards each.

The Gameplay

The top Event card is placed between the players. The players decide who will go first. Then the players alternate in playing cards from their hands; the cards are placed openly in front of each player. Supplementary cards only effects one side of the table, and they will keep their effect until the end of the round. Cards with a **train symbol** [a silhouette locomotive in the upper left corner] (Action cards) may also be played on the opponents side.

Play the next card or pass. When the second card have been played may a player pass; the opponent may continue to play cards from his hand. The player who passed may only enter the game again if he is attacked. (When all cards from a hand has been player must the player pass). The round ends when both players passes or cannot play cards anymore.

The Scoring of a Round

First is the strongest party (*republican, Democrats, Liberal or Reactionary*) determined by adding all points from all the cards on both sides of the table. (The bold numbers in the lower left corner of the Personality cards plus the values of the Supplementary cards on the same side). Then it is determined which of the players has the strongest party. If a majorityholder isn't present (two

parties are equally strong or each player controls exactly half of the strongest party), will both players replenish their hands and a new round will begin (without removing the already placed cards).

The winner is credited all the points of the winning party, even those on the opponents side. He will replenish his hand first (back to two Personality and two Supplementary cards) and will open the next round. All played cards are removed. (If either the Personality or the Supplementary deck are depleted are the used cards reshuffled). A new Event card is placed on the table.

The Final Scoring

After the Revolution of 1848 (when all Event cards have been played) are the party with the highest total of points declared winner, along with the player controlling that party. [Example from Rules card 4(4)]:

Player A	Party	Player B
	Republican 9	
	Democrates 42	
	Liberal 45	
	Reactionary 15	

Red shows the controlling side (majority) of each party. The winner is player **A** because the Liberals he controls the largest part of the biggest party.

Simple variant: Do not write down the score. The winner is the player who has won most Event cards (rounds).