

WIZKIDS™



20-30+ Min



Ages 14+



5-10 Players

 **MAGIC™**

RAVNICA

INQUISITION



RULES OF PLAY

SETUP

Each player gets a random face-down role card, and a random face-up guild card.

- Face-up guild card: Use *Ravnica Allegiance™* guilds (*Azorius, Rakdos, Gruul, Simic, Orzhov*) before adding others.
- Face-down role cards: For 5-6 player game, use 2 Agents of Bolas role cards. For 7-9 player game, use 3 Agents of Bolas role cards. For 10 player game, use 4 Agents of Bolas role cards. The rest of the role cards are Guildpact Loyalists.

The **Gatewatch Loyalists** win if at least 2 **Agents of Bolas** die. Otherwise, the Agents of Bolas win!

STARTING THE GAME:

1. Choose a narrator.
2. Everyone closes their eyes.
3. The narrator says, “*Agents of Bolas open your eyes, acknowledge each other, then close your eyes.*” The Agents of Bolas do as instructed while the Guildpact Loyalists keep their eyes closed. After a few moments the narrator says, “*Everyone, open your eyes.*”
4. Everyone opens their eyes, then the first **color round** begins.

Color Rounds – For 5 rounds, do the following:

1. Start a **2-minute** timer for this color.
2. Turn a face down leader card face up. This is the **current color**. Leave this card face up.
3. All players use this time to discuss their plans. Lying is allowed!
4. All players vote on one player of the **current color** to be that color’s **leader**. To vote, all players put one hand up, count down from 3, then simultaneously point at the player they are voting for. Guild cards show who breaks ties.
5. The newly elected leader takes the leader card and places it in front of themselves face up. They then perform their color ability.

Targeting Deck – A deck comprised of 5 cards, one of each color, which is used to determine which players can be targeted by abilities this round.

- To “draw a card” from the **targeting deck**, that player shuffles the **targeting deck** and takes the top card facedown. They must choose a player of that color. The player then keeps that card in front of them facedown.

COMPONENTS:

- 10 Guild Cards
- 10 Role Cards
- 5 Targeting Cards
- 5 Color Leader Cards
- 1 Ablaze Card
- 1 Ultimate Price Card
- 1 Rulebook
- 1 Notepad
- 1 Pencil



Targeting Deck

COLOR ABILITIES:

White: The **leader** draws a card from the **targeting deck** facedown, looks at it, and then chooses a player that matches that color. The **leader** shows their role card to the chosen player (*without showing it to anyone else*).

Blue: The **leader** draws a card from the **targeting deck** facedown, reveals it, and then chooses a player of that color. Each other player of that color looks at the chosen player's role card. (*pass it face down around the table*)

Black: The **leader** draws a card from the **targeting deck** facedown, looks at it, and then secretly notes a player that matches that color for the "**Ultimate Price**" Card. The noted player will die after the final round.

Red: The **leader** gains the "**Ablaze**" card. Before the final round begins, they will draw the last card from the **targeting deck** face down, look at it, and then give a player that matches that color the "**Ablaze**" card. That player will die after the final round.

Green: The **leader** draws the top card of the **targeting deck** face down, looks at it, then chooses a player that matches that color, and looks at the chosen player's face down card(s).



THE FINAL ROUND:

1. Red leader draws the last card from the **targeting deck** facedown then gives a matching color guild player the “**Ablaze**” card.
2. Start a 5-minute discussion timer.
3. Players discuss who they think should be killed.
4. The 5 color **leaders** vote. (*If a player is a double leader, they only get one vote.*)
 - a. (*If there is a tie, there is a vote-off for players who tied. If there's still a tie, the non-leaders vote on who to kill.*)
5. The player with the most votes dies.
6. The player that's “**Ablaze**” dies.
7. Black leader reveals the player chosen by the “**Ultimate Price**”. That player dies.
8. Players reveal all their facedown cards.
9. If at least two Agents of Bolas are dead, the **Gatewatch Loyalists** win! Otherwise, the **Agents of Bolas** win!



Ablaze Card



Ultimate Price Card

CREDITS:

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