

Cogs and Commissars

A smarter take-that card game of glorious robot revolution.

Key Selling Points

- **Hilarious theme.** Soviet robots spreading communist propaganda? Yes, please!
- **Diverse levels of engagement.** Pre-constructed faction decks welcome newcomers; drafting invites CCG fans and advanced players.
- **Awesome card combos.** Effects and abilities interact in subtle, interesting, powerful, and fun ways.

What It's About

The death of one bot is a tragedy, but the death of millions is data. Or so the saying goes.

In the hilarious dystopia of *Cogs and Commissars*, communist factions and their robotic demagogues deploy propaganda to recruit their opponents' citizens. Leaders who amass enough followers must then launch a Revolution to ensure the ascendancy of their faction.

Robots of the world unite: You have nothing to lose but your blockchains!

Gameplay Basics

- Each player has a unique deck, although some cards like "Propaganda," "Counter-Propaganda," and "Revolution" are common to all players.
- Players must earn points by producing or recruiting Proletarians, Bourgeoisie, and Commissars.
- To win, a player must have 15 points worth of Citizens and play their "Revolution" card.
- Turns are meaty but quick. Multiple plays per turn plus ample reaction options lead to quick deck-cycling that keeps the game feeling light and speedy.

Vital Stats

- AG1430, ISBN 978-1-58978-185-6, MSRP \$24.95.
- Contains 192 poker-sized cards and 84 citizen counters.
- 2–6 players, 30–45 minutes, ages 14+.
- Box size 6.25" x 9.25" x 1.75", case count 12.



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