**Group**: Jeremy Thomas, Ryan Sweeny

**Game**: Revolution. (Based on the true story of secret letters containing battle plans, written by American Colonists and the British during the Revolutionary War)

**Objective**: Defeat the opposing army by intercepting their battle plans and preventing attacks on your own army.

**Number of Players**: 4 (2 teams of 2 players)

**Set-up**:

Players are divided into 2 teams of 2 players, the British and the American Colonies. Each team is given 12 "letters" (British = red, Colonists = blue), 6 are "real" and 6 are "fake". Each team is also given 6 "intercept" cards (white). The "real" letters contain battle plans, while the "fake" letters are normal, random letters. Each team divides the cards equally between the two teammates. The number of real and fake cards each has can be determined by the team (each teammate can have any combination of real and fake letters), as long as each player ends up with 6 total letters. The intercept cards can be divided in any way, so long as the team has 6 total. Intercept cards can be traded between teammates at any time. The players then gather around a table of sorts, with the teammates sitting at opposite corners. The game board is placed in the middle, with the game piece starting between the middle blue and red spots.

**Gameplay**:

The game starts with one of the Colonists placing a card face down (blank side up). The British players then get to decide if they want to intercept this letter or not. An intercept is used by using an intercept card. If they intercept, and the letter is fake, there is no effect. If they intercept and it is real, they successfully stopped an attack on their army. If they decide not to intercept, the letter is sent through to the other Colonist. If the letter is fake, there is no effect. If the letter is real, an attack is made on the British. When there is a successful attack, the game piece is moved one square, towards the team that was attacked (if the British attacks the Colonists, the piece is moved towards the blue side, and vice versa). Both the letter, as well as the intercept card (if used) is discarded for the remainder of the game at the end of the turn. This process is continued in a clockwise direction until all letters have been used.

**Ending the game:**

The game can be ended two ways. If the game piece gets to the "home base" of either team mid-game, and then another attack is initiated by the opposing team, the game is automatically ended. If this does not happen, the game is ended when all letters have been used. In this case, the winner is determined by the location of the game piece. If the game piece is in the blue, the British win, and everybody eats crumpets while drinking overly-taxed tea; if it is in the red, the Colonists win, and America is lifted to the glory it deserves.