

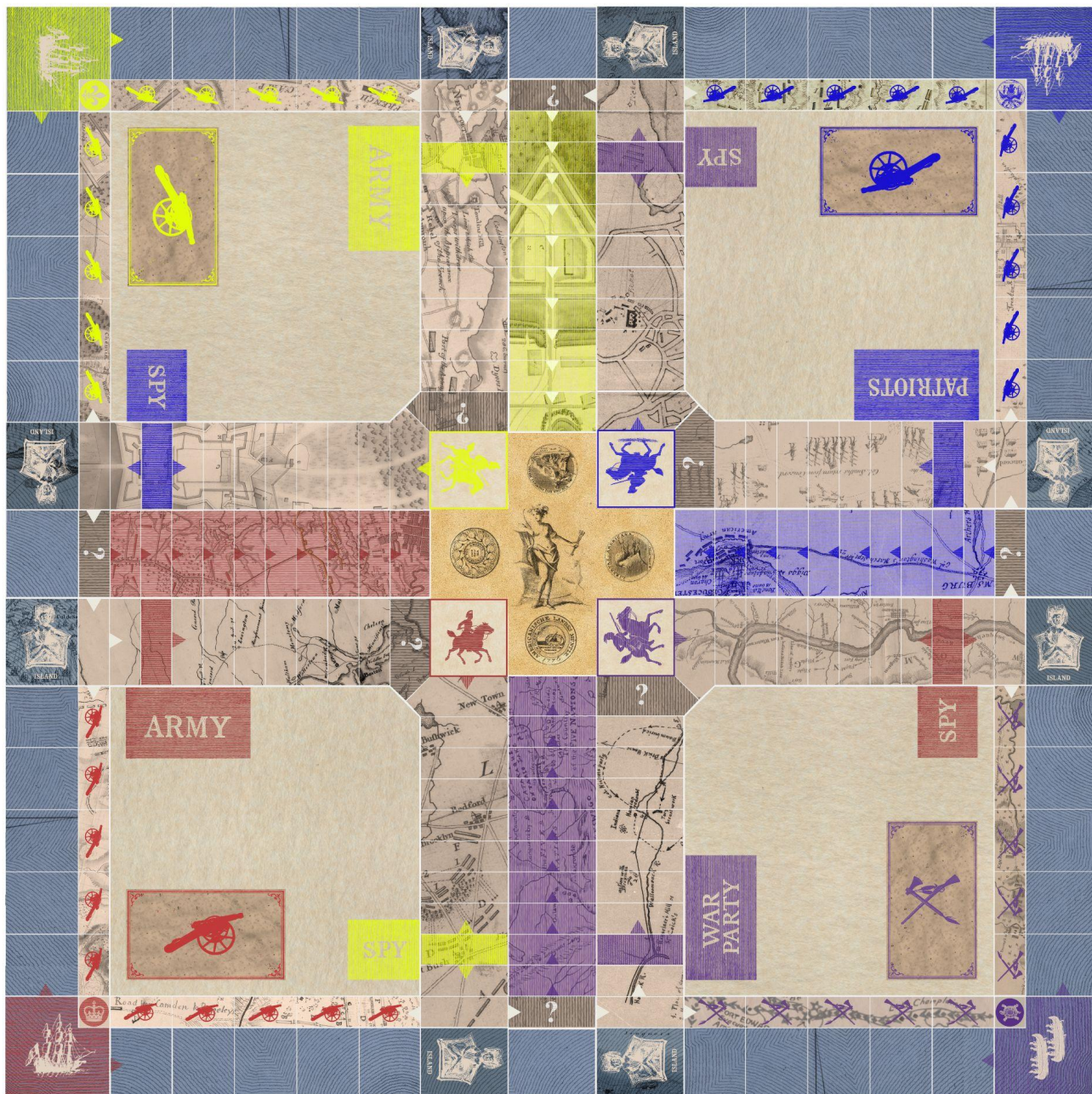
The Boardgame

The board is divided into four mirrored sections. Each player must guide their armies through the board to reach **Liberty Center** and win.

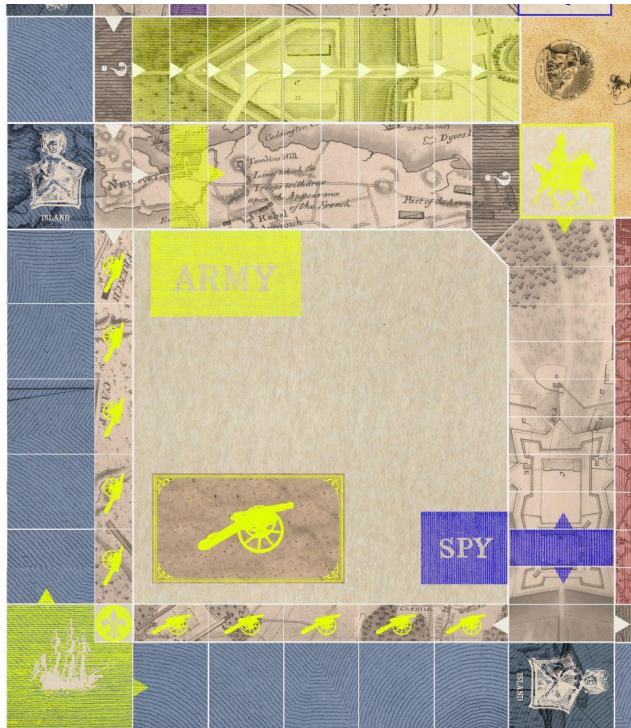
Players begin with four armies in their colored zones — **Army (red or yellow)**, **Patriots (blue)**, or **War Party (purple)**. When all four armies reach the center, the player may release their **Cavalry**, which starts in the middle of the board.

To release a **Spy** (which can move forward or backward), a player must correctly answer a **Question Card**. Any piece may land on a Question space to draw a question. Once a Spy is released, Question Cards are ignored until that Spy is captured and sent back to start. To release a **Cavalry** a player must move all four armies to Liberty Center.

Ships begin in their colored corners and move along the outer blue perimeter. Ships can fire on armies moving across land (see ship rules in later section).

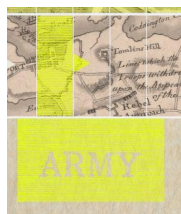


The Four Sections (Yellow and Blue):

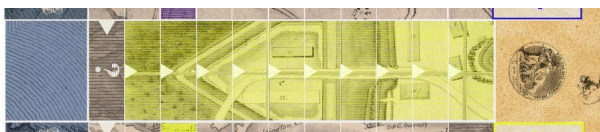


Yellow Section (above)

Place 4 Armies in Yellow Section
Place Yellow Ship
Place Yellow Cavalry
Place Yellow Cannon Cards
Blue Player places on Spy Box



When a person rolls a 5 they can release an Army that exits onto the yellow tile with the arrow direction marker (tile is safe for ALL PLAYERS).



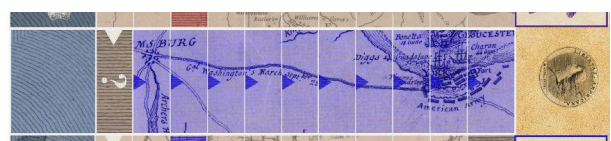
Yellow Victory Lane (above)

Blue Section (above)

Place 4 Armies in Blue Section
Place Blue Ship
Place Blue Cavalry
Place Blue Cannon Cards
Purple Player places on Spy Box



When a person rolls a 5 they can release an Army that exits onto the blue tile with the arrow direction marker (tile is safe for ALL PLAYERS).



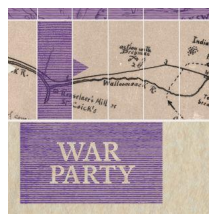
Blue Victory Lane (above)

The Four Sections (Purple & Red):



Purple Section (above)

- Place 4 Armies in Purple Section
- Place Purple Canoes
- Place Purple Cavalry
- Place Purple War Cards
- Red Player places on Spy Box



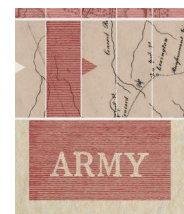
When a person rolls a 5 they can release an Army that exits onto the yellow tile with the arrow direction marker (tile is safe for ALL PLAYERS).



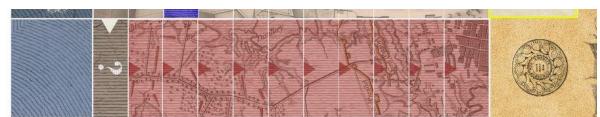
Purple Victory Lane (above)

Red Section (above)

- Place 4 Armies in Red Section
- Place Red Ship
- Place Red Cavalry
- Place Red Cannon Cards
- Yellow Player places on Spy Box



When a person rolls a 5 they can release an Army that exits onto the yellow tile with the arrow direction marker (tile is safe for ALL PLAYERS).



Red Victory Lane (above)

Liberty Center

The goal of the game is to have all four armies and a cavalry army make it to the **Liberty Center** FIRST. The winner must have three opponent tokens when their calvary makes it to **Liberty Center**. To release a cavalry army all four armies must.

On every turn. Players roll a set of dice to move their armies, ship (or canoe), calvary and spy. A player will roll a minimum of 2 white dice (to move any of their armies) and blue dice (ship or canoe). Once the spy is released players will use the black dice to move spies. Spies can move both forward and backwards.



Above Image: Shows 4 patriot blue armies already in the **Liberty Center**. With a calvary on its way via the blue victory lane.

The Army



Every player has a spot for their “Army” or “Patriots” or “War Party”. For a player to have an army leave its starting position they must roll a pair of 5s.



Place Four Red British Army on Red Space

Place Four Purple War Party on Purple Space



Place Four Yellow French Army on Yellow Space

Place Four Blue Patriot Army on Blue Space

The Spy



Every player has a spot for their “Spy” that starts at its respected spy tile. A spy can be any army. A player should not use the ship, canoe, or cavalry as a spy. To release a spy from its start position a player must answer a question correctly from one of the 8 question tiles. To answer a question a player must land on a question tile another player will pull a question card from the question card pile and read the question. Questions are multiple choice or true/false questions. Once the player answers a question correctly, the player moves the spy to the in-game tile on the pathway to victory.



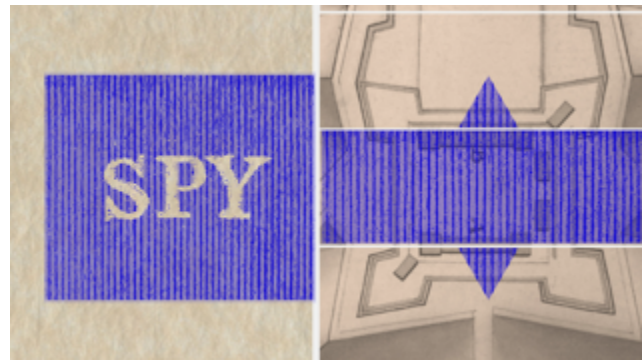
Place One Red Army on Spy Red Space



Place One Purple Army on Spy Purple Space

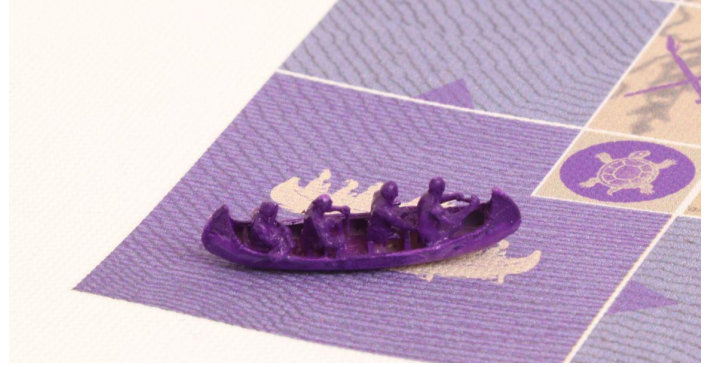


Place One Yellow Army on Spy Yellow Space

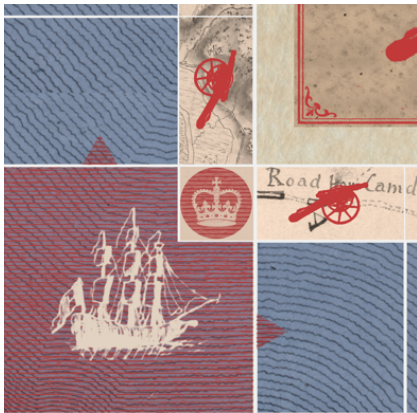


Place One Blue Army on Spy Blue Space

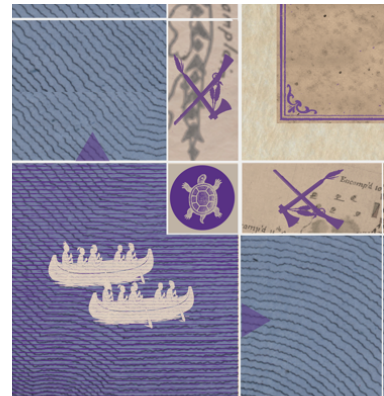
Ship & Canoe



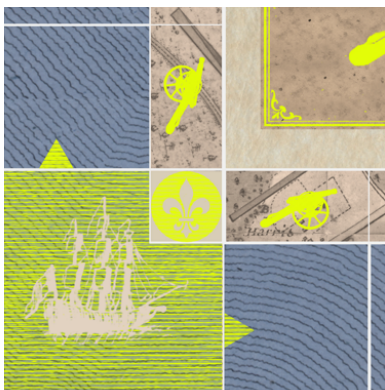
Every player has a spot for their ship or canoe. In each respected corner. Water vessels move every turn using the one blue dice. When water pieces land on another opponent's water piece, it's been destroyed and the opponent must return their water piece to their respected start corner position



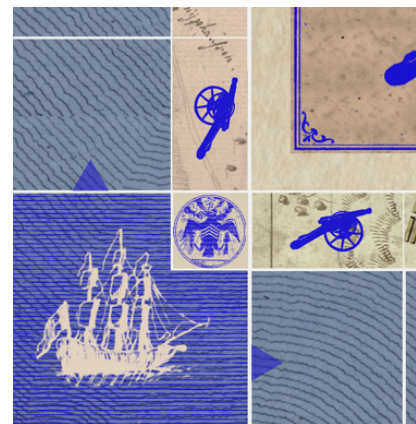
Place One Red Ship on Ship Red Space



Place One Purple Canoe on Canoe Purple Space



Place One Yellow Ship on Ship Yellow Space



Place One Blue Ship on Ship Blue Space

Calvary



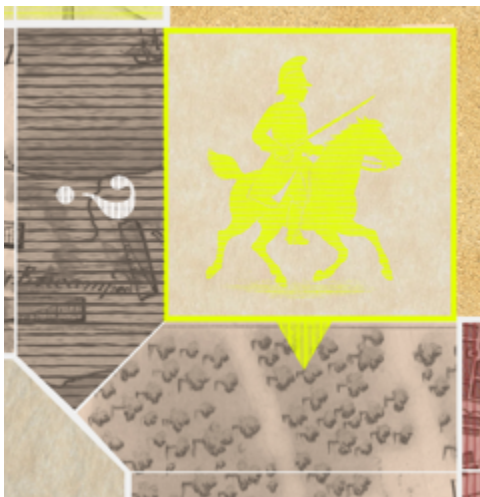
Every player has a spot for their calvary. Once a player has moved their four armies from the start position to the Liberty Center that player's calvary is unlocked. On the next turn that player will roll two white dice to move the calvary piece. The player can use their calvary to collect tokens or if armies were used



Place One Red Cavalry on Cavalry Red Space



Place One Purple Cavalry on Cavalry Purple Space

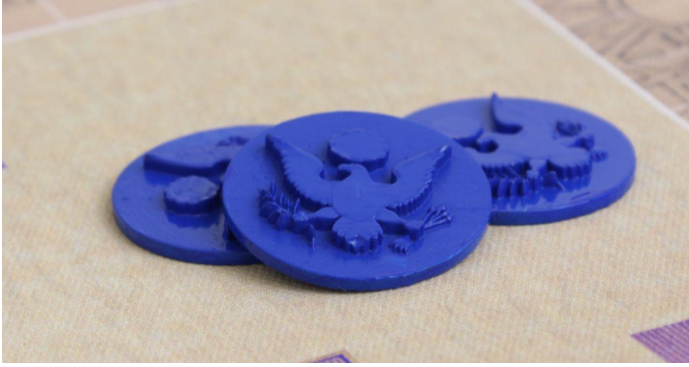


Place One Yellow Cavalry on Cavalry Yellow Space



Place One Blue Cavalry on Cavalry Blue Space

Tokens

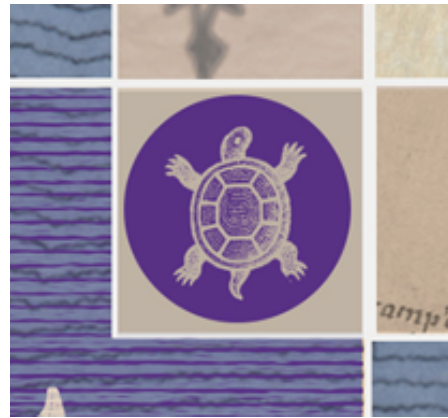


Every player has 3 tokens. To win the game a player has to get a token from each player. To get a token a player must land on each player's token space.

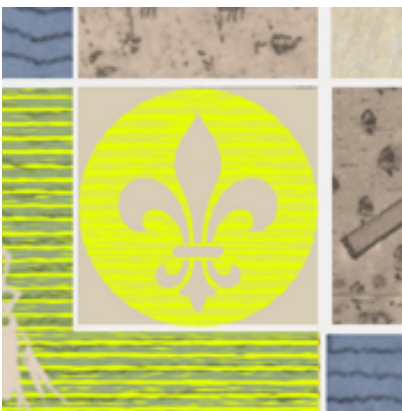
Above Image: Patriot Blue tokens. To complete the game and win a player must collect all three opposing tokens. To do this, each player must land an army or cavalry on the opponent's token spaces. But beware of the canon or war party space, they could lead to destroying the army. **See army / war party spaces.**



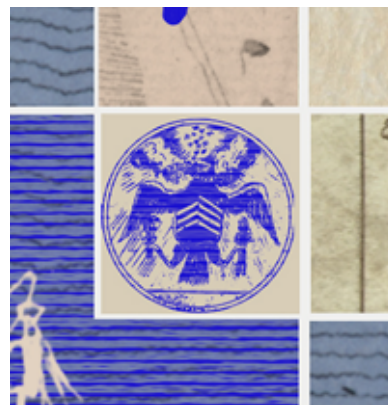
Blue, Yellow, and Purple must collect a red token.



Blue, Yellow, and Red must collect a Purple token.

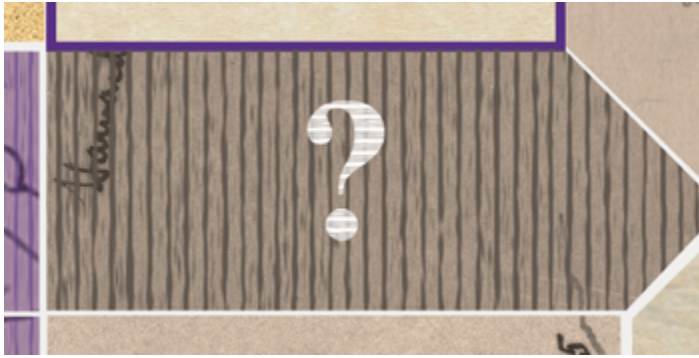


Blue, Red, and Purple must collect a Yellow token



Red, Yellow, and Purple must collect a Blue token.

Question Tile



Landing on a Question Tile: When a player lands on a Question Tile, another player must draw a card from the Question Deck and read it aloud to them. The deck contains 50 unique cards that influence the course of the game through challenges, negotiations, and strategic opportunities.

Question Cards can:

1. Unlock Spies
2. Force troops to move back to start
3. Trigger negotiations or alliances
4. Advance armies toward the Victory Center

Types of Question Cards (This mechanic rewards diplomacy, strategy, and clever negotiation — reflecting the complex alliances of the Revolutionary era.)

Knowledge Questions: These are *True/False* or *Multiple-Choice* questions. Each player has a fair 50/50 chance to answer correctly, encouraging all skill levels to participate.

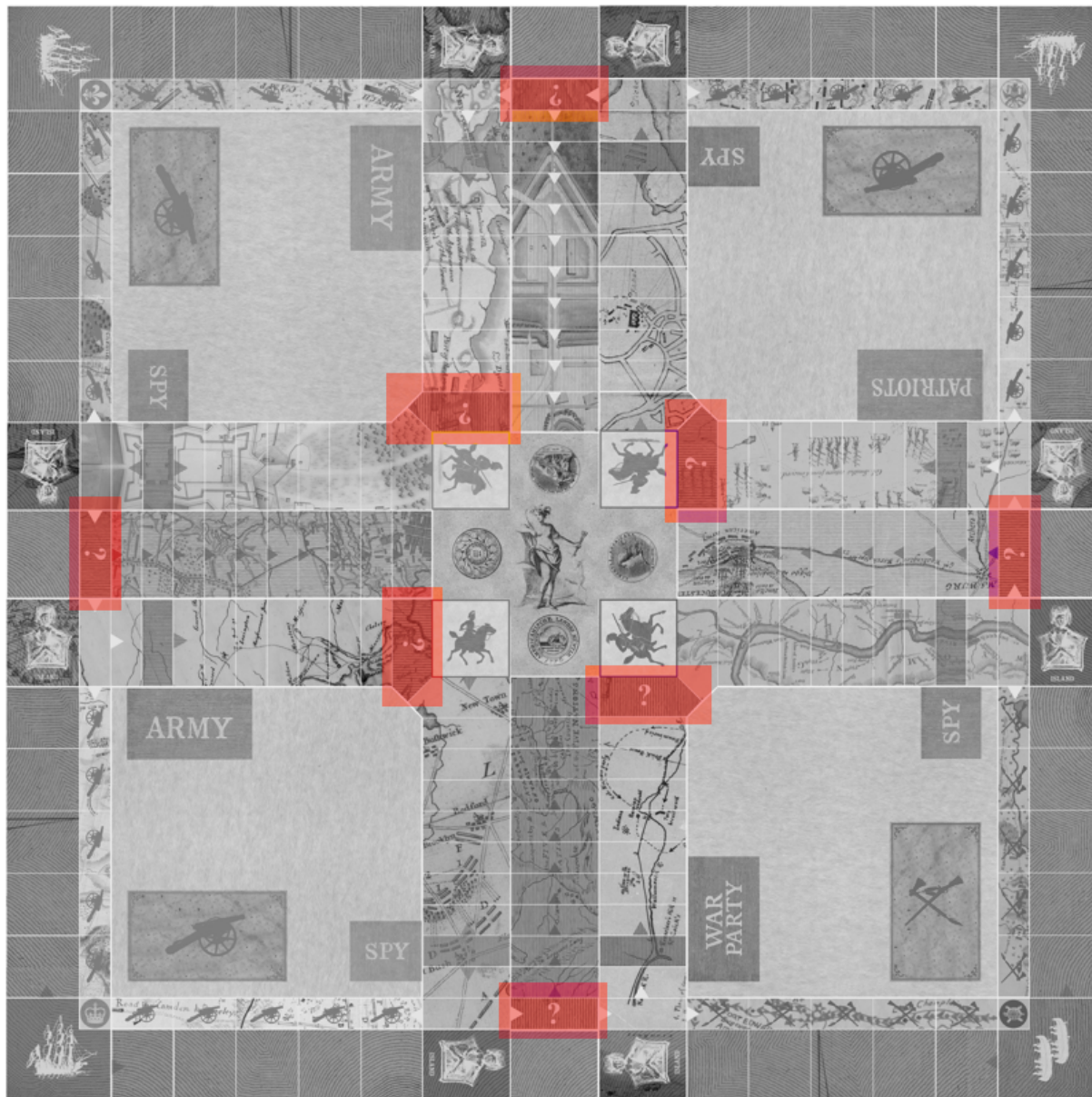
Statements with Consequences: These cards present an event or fact from the Revolutionary period — followed by a gameplay effect. Example: *“Your supply lines are cut off. Lose one turn.”* or *“Troops retreat. Move one army back to start.”*

Choices and Consequences

Exclusive to *Citizens Uprising*, these cards allow **player negotiations and deals**. Players can choose to strike agreements, form temporary alliances, or sacrifice advantages for peace. Example: *“You may choose to free another player from Start in exchange for protection from capture for one turn.”*

Question Tile Locations

Marked in Red Below



Question tiles are located on 8 tiles throughout the map.

Question Tiles are located on eight spaces throughout the game board, each serving as a safe zone where players can draw from the Question Deck and test their knowledge or strategy.

PLEASE NOTE: Question Tiles are SAFE SPACES. Any player piece standing on a Question Tile cannot be captured or sent back to start. These tiles are neutral zones — even if another player lands on the same tile, both remain safe. Two pieces of different colors may share the same safe tile without conflict.

Question Card Packs

One of **Citizens Uprising's** most distinctive features is its **modular Question Card system**. Players choose from a variety of themed packs based on difficulty or historical focus.

Each pack includes a blend of **Choice & Consequence Cards, Statement Cards, Multiple-Choice questions, and True/False prompts.**

Available Packs:

1. General Knowledge Set (Ages 16+)

The standard deck is included with every game. Covers broad early American history (1770–1800). Perfect for high school and college players, history fans, families, and general audiences.

2. Advanced War Set

Designed for serious history lovers and Revolutionary War scholars. Features deeper, more complex questions about war strategy, battles, treaties, military leaders, and wartime diplomacy.

3. Founding & Constitution Set

Focused on the creation of the U.S. Constitution and the delegates who shaped it.

Includes challenging questions about: The Constitutional Convention, Key debates and compromises, Founding philosophies, Personal histories of Madison, Hamilton, Franklin, Washington, and others. Ideal for players who love exploring the political, philosophical, and human side of America's founding.

3. The Federalist Set

Inspired by *The Federalist Papers* and modern educational deep dives into the series.

These questions are designed to test your understanding of the Constitution, federal power, factions, republicanism, and the political philosophy of Hamilton, Madison, and Jay. Perfect for players who love exploring **history, government, and constitutional meaning**.

4. Montpelier, Mt Vernon and Monticello Set

A themed pack based on three iconic historic homes. After touring these sites, players will be able to test their knowledge of: Architectural features. Personal histories. Daily life. Lesser-known facts and stories unique to each location. Ideal for travelers, museum visitors, and anyone who loves historic places.

Never Run Out of Cards!

Keep the game fresh, evolving, and endlessly replayable with unlimited digital questions. Just scan the QR code included in your game box to unlock a digital deck you can play from any phone.

Most trivia games lose their challenge once you've seen all the cards—but Citizens Uprising never stops growing. When you finish your physical deck, simply scan, reload, and continue with new cards, new challenges, and unlimited replayability.

Examples of a Question Cards

Some question cards are multiple choice or true false questions.

Top of Card:



Back of Card:

Name the American spy captured and executed by the British in 1776 after famously declaring, "I only regret that I have but one life to lose for my country"?

- (A) Paul Revere (B) Nathan Hale
(C) John André (D) Benjamin Tallmadge

Answer B - Nathan Hale (Captured by the British and hanged on September 22, 1776)

Correct: **Unlock your Spy. Move any piece 5 spaces.**

Incorrect: **Move landing piece back to Start.**

Top of Card:



Back of Card:

True or False

James Madison is known as the "**Father of the Constitution**" for his central role in drafting the document and promoting its ratification?

Answer: True - James Madison (Madison drafted the Virginia Plan and co-authored *The Federalist Papers* defending the new Constitution)

Correct: **unlock Spy. Move any army or spy 5 spaces.**

Incorrect: **move the landing piece back to Start.**

Examples of a Question Cards (continued)

Some question cards are quick Revolutionary War facts. Think of them as bonuses—or occasional consequences! They're designed to add surprises, both good and bad, throughout the game.

Top of Card:



Back of Card:

George Washington orders the inoculation of his troops at Valley Forge, preparing them to endure the harsh winter and overcome advancing hardships.

Congratulations! Move any one of your armies to Liberty Center! Release your spy!



Benedict Arnold betrays the Continental Army, secretly aiding the British and undermining the patriot cause.

You've been discovered! Move your **closest piece to Liberty Center** (or one already in it) back to **Start**.

Examples of a Question Cards (continued)

Top of Card:



Back of Card:

Battle of Saratoga (1777) **Decide Their Fate**

The turning point of the Revolution. American forces under General Gates defeat Burgoyne's army, shifting momentum to the Patriots. Choose any player to send their **closest army to Liberty Center (or one already in it)** back to **Start**.

Before you decide, you may hear their pleas or their offers.



Siege of Yorktown (1781) **Commander's Dilemma**

With French and American forces closing in, the British position collapses. Cornwallis prepares to surrender. Choose any player to send their **closest army to Liberty Center (or one already in it)** back to **Start**.

Before you decide, you may hear their pleas or their offers.



Constitutional Convention (1787) **Revolution's Choice**

The Founders meet in Philadelphia to create a new system of government. Some urge compromise; others demand power. Choose any player to send their **closest army to Liberty Center (or one already in it)** back to **Start**.

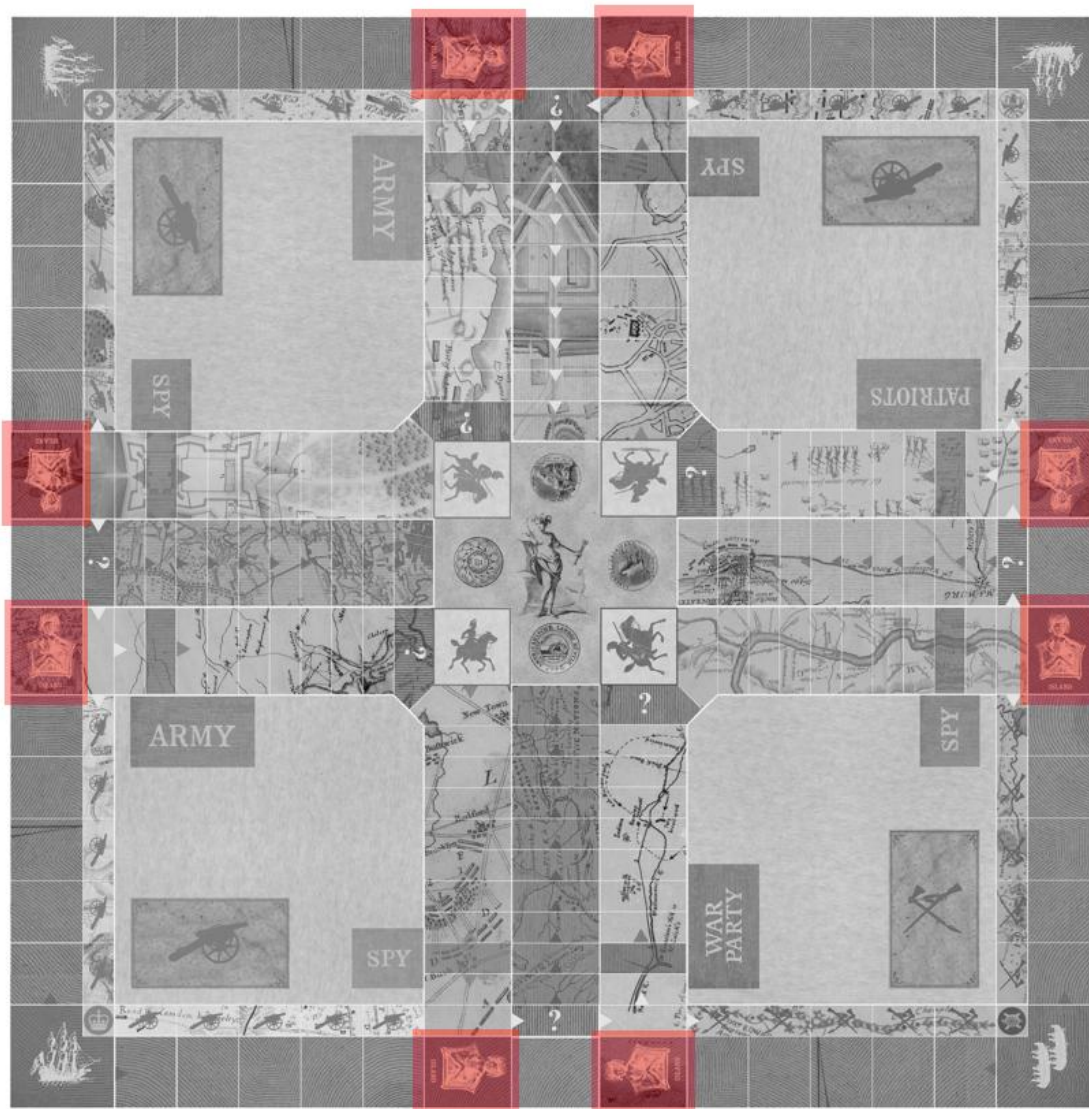
Before you decide, you may hear their pleas or their offers.

Island Tiles



An Island Space (above)

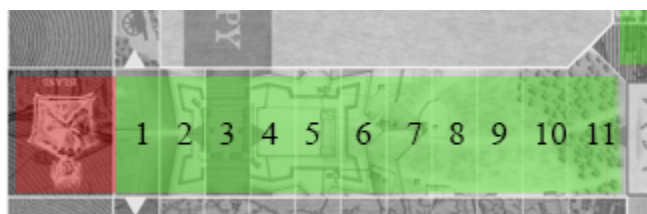
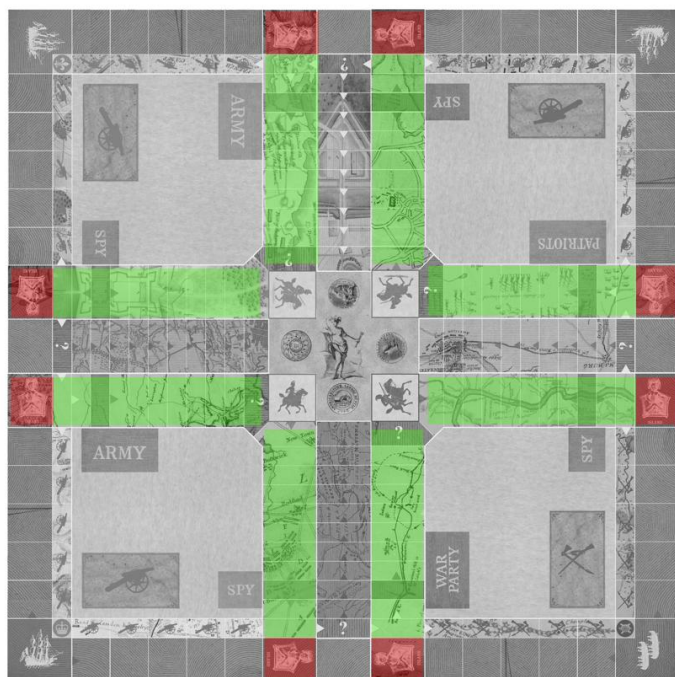
When a ship or canoe lands on an island space the player rolls both red dice. If they roll a number where an enemy (they decide to aim at) is on the path of that warship or canoe, then they destroy that army and it must be placed back at start.



Island Tile (continued)



When a **ship or canoe** lands on an **island tile**, that player rolls **two red dice** (1–6 each) for a result between **2 and 12**. If the total matches a tile number (**1–11**) occupied by another player, that army is destroyed and must return to start. A roll of **12** is an **automatic miss**.



How ships fire on land tiles.

Green areas in this example show on the board the attack path for each island. Tiles **#3** and **#11** are **Safe Tiles** and cannot be harmed even when rolled. Ships cannot damage players standing on these safe tiles.

Army Movement

Every player controls an **Army** (also called a **War Party** or **Patriots**). Players must move their four armies around the board until all four reach the **center**, known as **Liberty Center**. Once all four armies have arrived, that player's **Cavalry** is **unlocked** and begins its movement along the **Pathway to Victory**.



Image Above: Shows the **British Red Army path** and how the red army moves around the board — this represents their pathway to victory. Small white triangles indicate the **direction of movement**. The example illustrates how the **Red British Army** travels along its route. The red player begins with **four armies** in the **Army Section of the Board**.

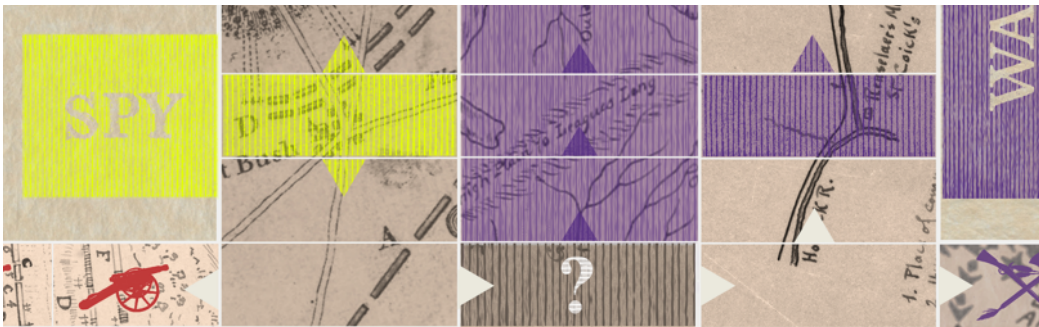
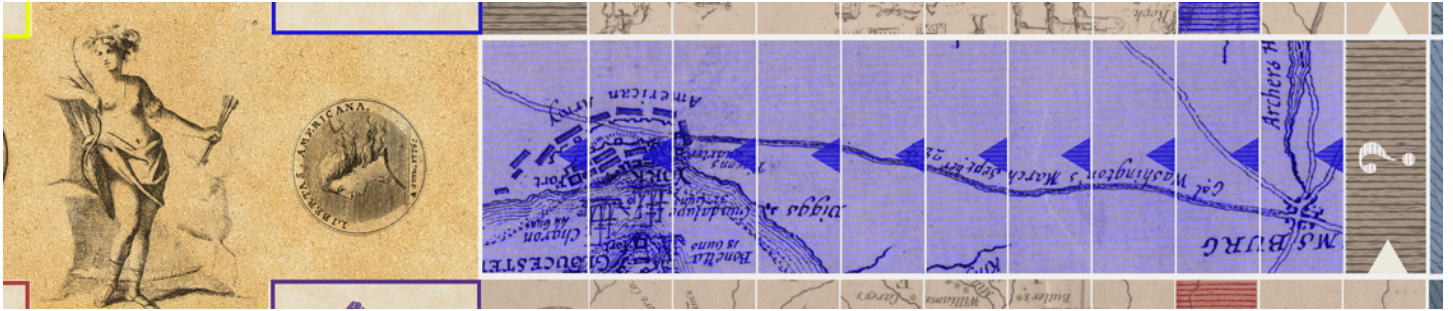


Image above: Shows the **directional arrows** in white, yellow, and purple, which guide players along their movement paths.

Victory Lane



Above Image: Each player has their own **Victory Lane**, which only they may enter. This path leads directly to the **Liberty Center**, the final destination for winning the game. Above is Patriots Blue Victory Lane.

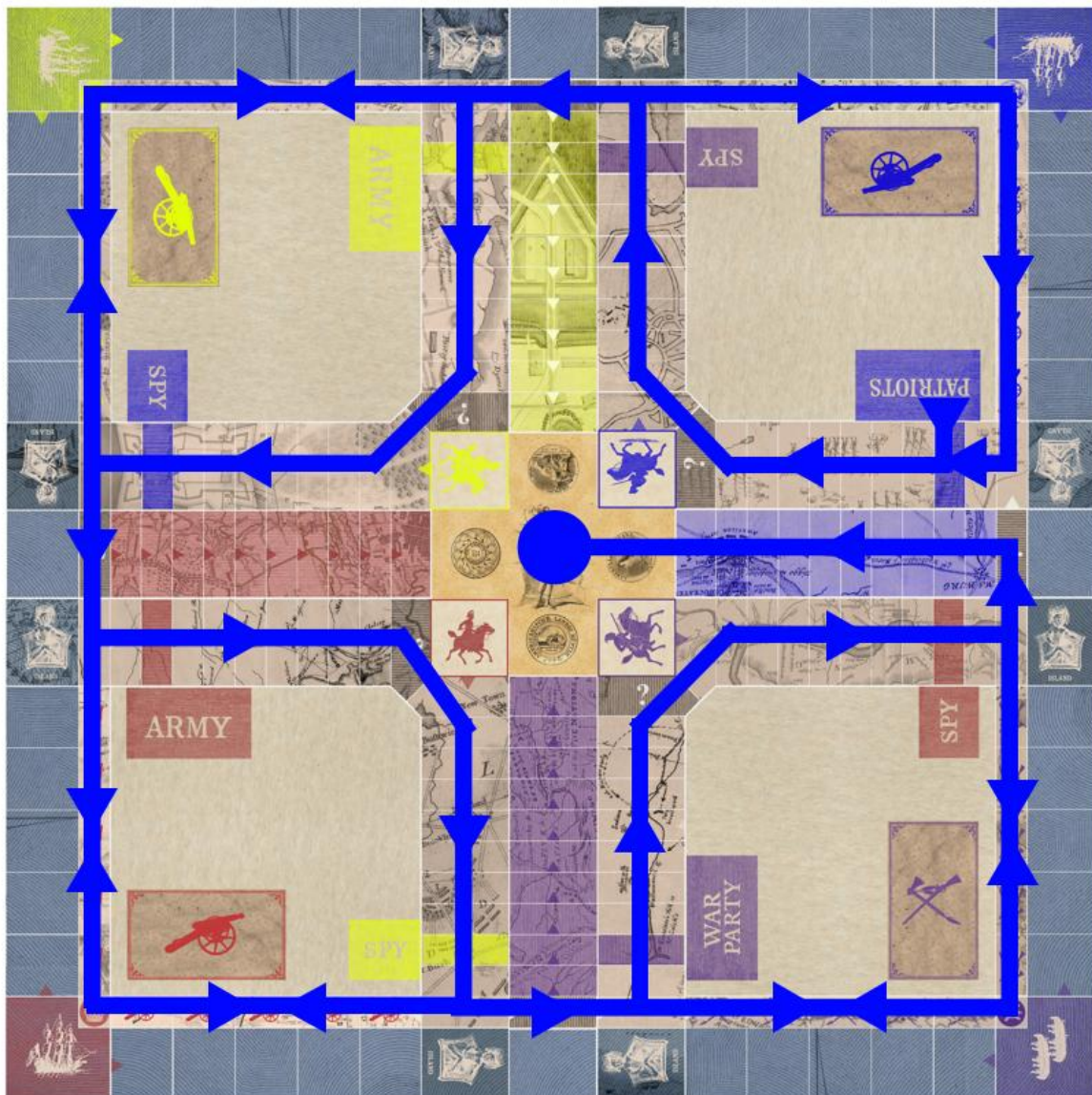
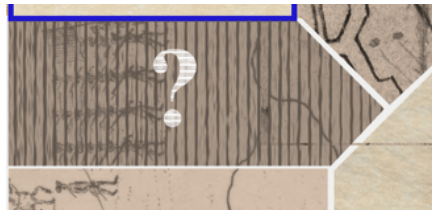
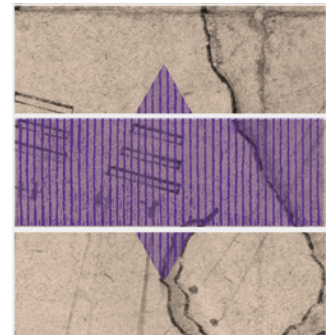
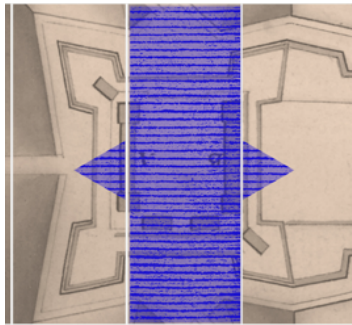


Image Above: Shows the pathway of victory for Patriot Blue. This is the route the Blue player would take that leads to their Victory Lane and ends up at Liberty Center.

Safe Tiles

Safe Tiles: All **color tiles** and **question tiles** are considered **SAFE**. When an army moves onto a color or question tile, it cannot be destroyed by other armies or attacked by water vessels. Two opposing players may share the same color tile since it is protected. Only **two pieces** are allowed per safe tile.

Safe tiles protect from **land armies, spies, cavalry, and water vessels (ships or canoes)**.



Forming a Block

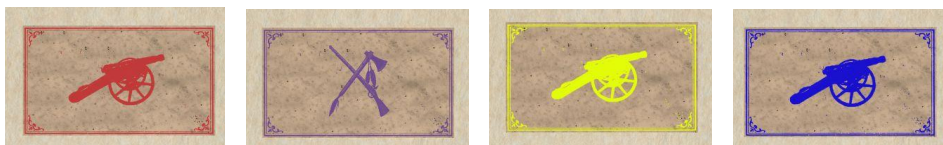
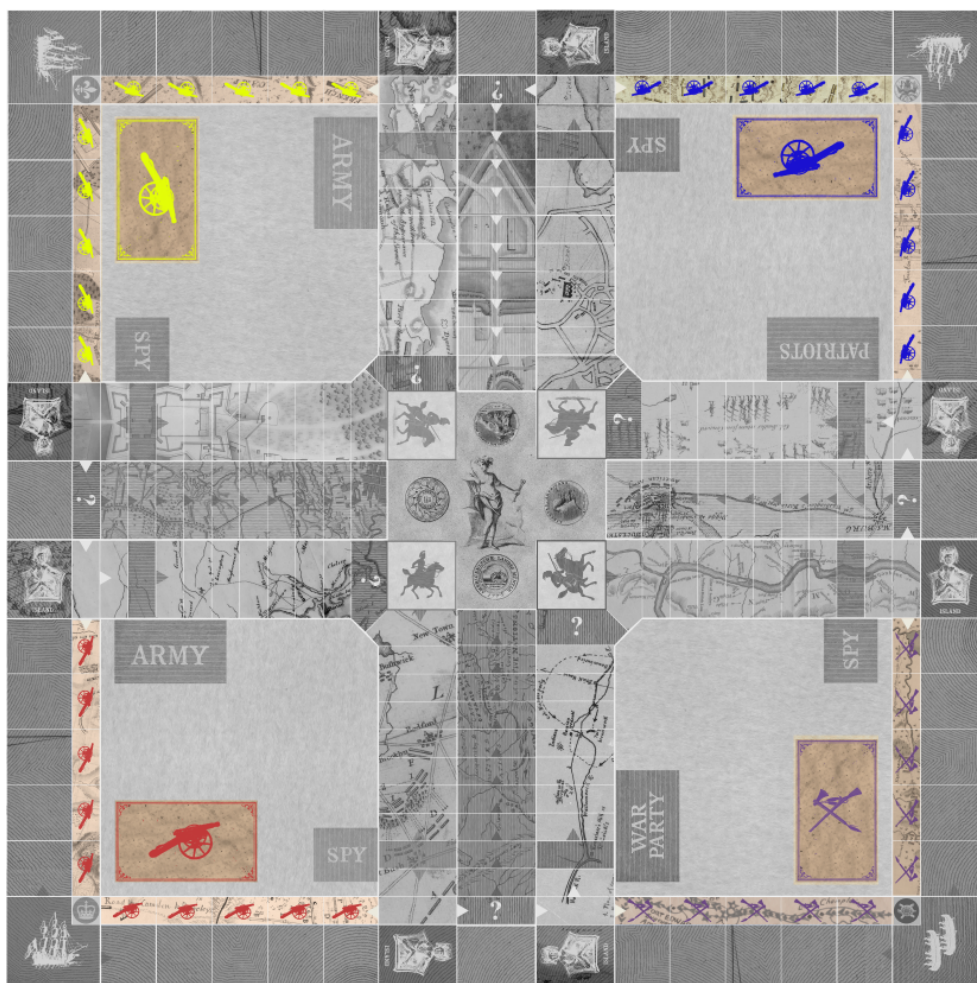
If a player has **two armies on the same tile**, they form a **block**. Both pieces are safe, and no other players may pass or land on that tile until the block is broken.

A block is **broken** when the owning player **rolls doubles** on their white dice. Breaking a block must be the **first action** taken that turn.

Once a block is broken, the player **cannot form a new block** on their turn. They must complete at least **one full round of movement** before forming another block.

If a block is on a **safe tile**, it remains protected from capture or attack until broken.

Colored War Cards and War Tiles



Above: Place War Cards in Card Position on the Boardgame.

Each player has a set of war cards. When any opposing color player's piece lands on their war card tile, that player must pull that color's war card and follow the directions.



Above: Example Red Cannon War Tiles (when any player but red lands on them they must draw a red Cannon War Card).

Important: War tiles are **not safe**. Players on these tiles **can be captured** and sent back to start. Only **one player** may occupy a war tile at a time, making it **impossible to form blocks** on war tiles.

Example of a Red Cannon War Card

Top of Card:



Back of Card:

“Capture of New York” - September 1776

British forces under General Howe seize New York City after a series of decisive maneuvers on Long Island and Manhattan.

The landing player moves the closest piece to Liberty Center back to Start.

Red player releases a player from Army Start.

Example of a Purple Weapon War Card

Top of Card:



Back of Card:

“Cherry Valley Raid” - November 1778

Mohawk and Seneca warriors under Joseph Brant and Butler’s Rangers attack a settlement at Cherry Valley, New York. The assault devastates the fort.

The landing player moves the closest piece to Liberty Center back to Start.

Purple player releases a player from War Party Start.

Example of a Yellow Cannon War Card

Top of Card:



Back of Card:

“Battle of Grenada”- September 1779

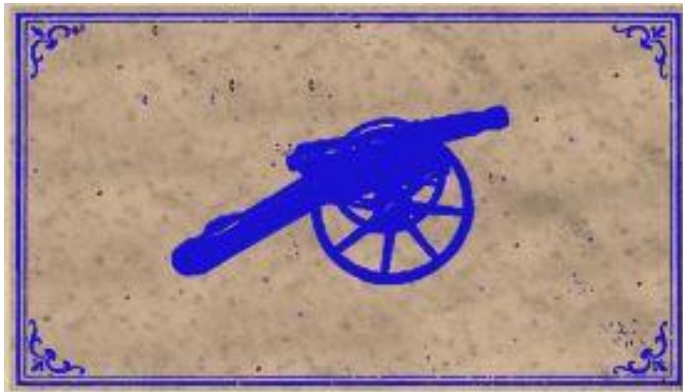
Admiral d’Estaing’s fleet overwhelms the British garrison at Grenada, capturing the island and striking a major blow to British control in the West Indies.

The landing player moves the closest piece to Liberty Center back to Start.

Yellow player releases a player from War Party Start.

Example of a Blue Cannon War Card

Top of Card:



Back of Card:

“Battle of Trenton”- December 1776

Washington crosses the icy Delaware River and surprises the Hessian garrison at Trenton. The victory revives Patriot morale after months of defeat.

The landing player moves the closest piece to Liberty Center back to Start.

Blue player releases a player from War Party Start.