



# **ECHOES OF REVACHOL**

**A DISCO ELYSIUM CARD GAME**

**In this game players are detectives that need to crack a case in Martinaise, a district of Revachol, and to do so must complete different tasks.**

Inspired by Disco Elysium, a video game written and designed by a team led by Robert Kurvitz, with artwork by Aleksander Rostov. Echoes of Revachol was crafted by Melina Avalo and Juan Pedro Radivoy.

Players complete **Tasks** thanks to the information given by different **Allies** from the Disco Elysium universe. To complete these tasks players organize groups of Ally Cards in front of them and this groups are called **Corps**.

To be able to complete a Task the symbols on the Ally Cards from a Corps must match the symbols on the Task Cards. Despite having allies helping you on the tasks there's always chance to fail some of them and this event can make you lose morale with the **Morale Cards**.

**The player that completes more tasks and therefore collects the greatest numbers of points, wins the game.**



## GAME CONTENTS

**90** Cards

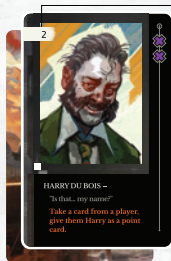
**2** Dice

**40** Ally Cards

**24** Morale Cards

**25** Task Cards

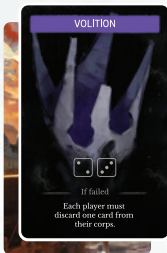
**1** Guide Card



BACK  
Horseback Monument

### ALLY CARDS

- Reward point
- Color & symbol
- Ally name
- Quote
- Unique skill



BACK  
Horseback Monument

### MORALE CARDS

- Skill name
- Requirement
- Morale loss event



BACK  
Dolorian Church of Humanity  
in Martinaise

### TASK CARDS

- Reward point
- Task name
- Description
- Quote
- Requirement

## GAME SET UP

First we are going to set up the **Task Cards**. The 25 Task Cards are shuffled and placed face down to form the **Task Deck**, then, 3 Task Cards from the Task Deck are placed face up to the right, next to the Task Deck.

The first Task Card is placed in the far right, the second Task Card is placed in the middle position, and the third Task Card is placed in the left next to the Task Deck.

The card on the left is in the “first position”, the card in the middle is in the “second position” and the card on the right is in the “third position”. Each position is made up for the Task Cards and the Morale Cards that will eventually be placed below (*see Morale Cards and Morale Loss, page 11*).



Then we move to the **Ally Cards**. The 40 Ally Cards are shuffled and each player is dealt 3 of the Ally Cards.

After all the players have their 3 starting allies in their hands, the 24 Morale Cards will be added to the remaining Ally Cards and all the cards must be shuffled. Those cards are laid out face down as the **Horseback Monument Card Deck** (so in this Deck you will find Ally Cards and Morale Cards).



### Task Deck

Space for Task Cards (face up)

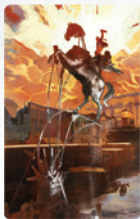
### Permanent Discard Pile

Discard card pile for failed or discarded Tasks and Morale Cards used in Morale Loss Events.



### Horseback Monument Deck Discard Pile

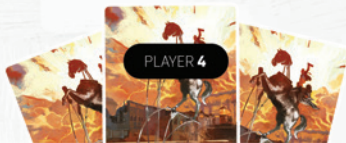
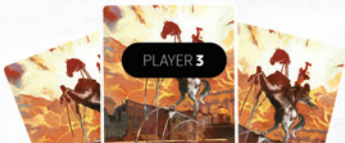
Discarded/used allies and Morale Cards not used in the Morale Loss Event.



### Horseback Monument Deck

Ally Cards and Morale Cards

Space for Morale Cards (face up)



## GAMEPLAY

To choose the starting player, each player must roll a dice and the higher number starts. If there's a tie, those players must keep throwing until someone gets the higher number. The game is played in a clockwise direction.



On their turn players must do one of these 2 options:

**1** Take one Ally Card from your hand and place it on the table in front of you to start a new Corps or add to one of your existing Corps.

Optional: You may also use one of your Corps to complete a Task.

or

**2** Pick up one card from the Horseback Monument Deck and if it's an Ally Card add that card to your hand. If it's a Morale Card that card must be placed in the Morale Cards Space and keep drawing cards until an Ally Card is found (*Explained in Morale Cards and Morale Loss section, page 11*).

## TURN DETAILS. CORPS

Take one Ally Card from your hand and place it on the table in front of you to start a new **Corps**, or add it to one of your existing Corps. You form Corps with Ally Cards placed in front of you throughout the game. You may have as many separate Corps as you like.

**There is no limit to the number of cards in a Corps, or the number of Corps you may have.**

To create or add to a Corps, lay the Ally Cards side by side, making sure that the different symbols are visible. *(View image to the right)*

**Once an Ally Card has been added to a Corps, it cannot be moved to another Corps** (except if it's because of a Unique Skill).




After adding an Ally Card, you have the option, if possible, to use any of your Corps to complete a Task.



If you chose to place an Ally in the table you may also send one of your Corps to complete a Task. You cannot complete a task if you choose to draw a card.

## TURN DETAILS. COMPLETING TASKS

When the symbols on the Ally Cards from a Corps match the symbols of one or more Task Cards, you may use this Corps to complete the task(s). You will then take the completed task(s) and put them face down in front of you. Victory points on all of your collected Task Cards will go towards your final score. All players count the victory points on their completed tasks at the end of the game.

 Only one Corps may be used per turn to complete a Task Card or multiple Task Cards, if the Corps displays enough of each colored symbol necessary to do so. **But it's NOT possible to use multiple Corps to complete one or multiple tasks in the same turn.**

### SYMBOLS DETAILS

There are 7 different symbols.



Blue Circle, Yellow Triangle, Green Pentagon, Red Rhombus, Orange Cross (+), Purple Cross (X) and there is a White Crown symbol that is considered a Wildcard Symbol.

This wildcard symbol counts as any one colored symbol on a Task Card during a completion. If the Ally Card includes a Unique Skill, in some cases it may be possible to have an extra White Crown Symbol (*See description of the Unique Skills, page 16*).



## TURN DETAILS. COMPLETING TASKS

Each Task Card has between 1 and 4 symbols on it, which must be matched with the symbols in the Ally Cards from the Corps used to complete the task. Each Ally Card has either 1 or 2 symbols on it (And can be doubled with Unique Skills in some cases).

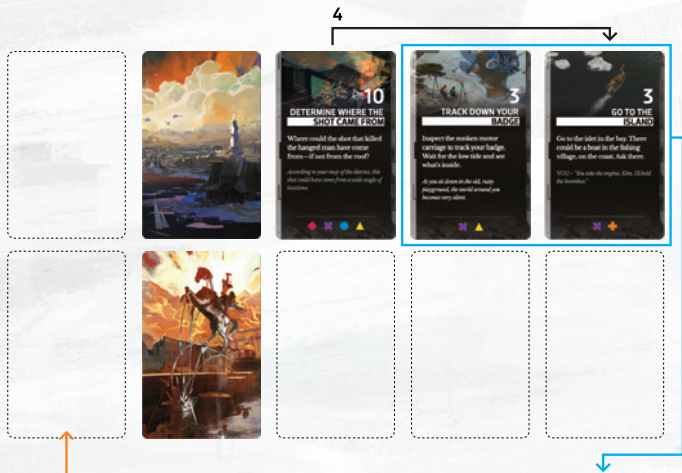
Unused symbols on the Ally Cards that are not needed during a task completion are wasted and may not be used later. Some Ally Cards also have an action on them. Those actions may be used, but are not a requirement except in some cases (*See description of the Unique Skills, page 16*).

After a task completion, the player must discard all the Ally Cards from the Corps used into the Horseback Monument Discard Pile.



The remaining Task Cards are then moved to the right and the vacated spaces are immediately filled with new Task Cards from the Task Deck, so that there are always 3 Task Cards lying face up.

Only at the end of the game when the Task Deck is depleted, are there fewer tasks on the table (*see Ending the game section, page 15*).



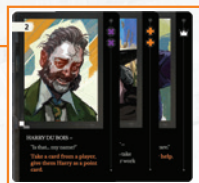
## TURN DETAILS. COMPLETING TASKS

1. The player uses Corps A to complete a Task. The symbols in the Corps match the symbols of the *Track down your badge* and the *Go to the island* Tasks. The second orange symbol is unused and wasted. The wildcard symbol is used instead of the yellow symbol.

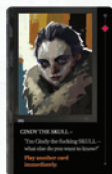
2. The player places the two completed Tasks Cards face down in front of him.

3. All cards of the Corps involved in the completion of the Tasks are put onto the Horseback Monument Discard Pile (unless a special ability says otherwise).

4. The remaining Task Card is pushed to the right and the two free spaces will be filled with new Tasks from the Tasks Deck.



Corps A



Corps B



Completed tasks

## PICKING UP CARDS DETAILS

On your turn, if you choose to draw one card from the Horseback Monument Deck you may only do this if you have less than 5 cards in your hand.

**At no time may any player have more than 5 cards in their hand, if you already have 5 cards in your hand in your turn you must place an Ally on the table to be able to draw a card in the next turn since it's not possible to not perform an action in your turn.**

If you choose to pick up one card from the Horseback Monument Deck and you get an Ally Card, add that card to your hand and your turn is immediately over.

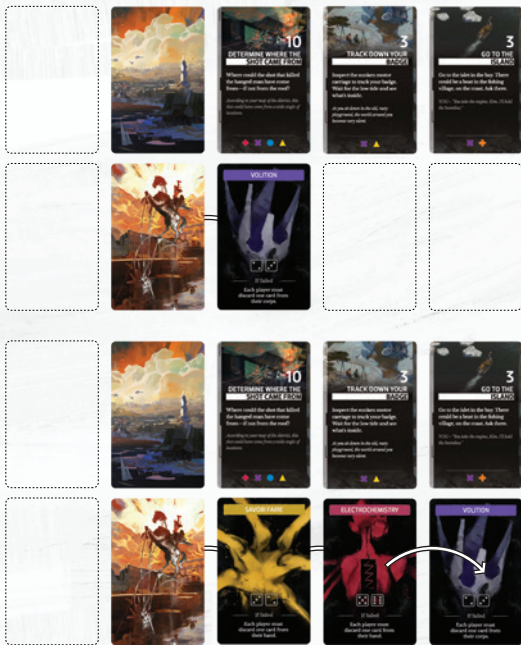


If the card drawn is a Morale Card take the actions outlined in the Morale Cards and Morale Loss Section below, and then draw another card from the Horseback Monument Deck. Continue doing this until you draw an Ally Card. If the Horseback Monument Deck Draw Pile runs out of cards, the Horseback Monument Discard Pile is shuffled to form a new Horseback Monument Deck Draw Pile.

## MORALE CARDS AND MORALE LOSS

If you draw a **Morale Card** from the Horseback Monument Deck, it **must be immediately placed on the table**, face up, just below the Task Card on the left (in the first position). When the next Morale Card is revealed, the previously placed Morale Card on the table gets moved over to the right below the middle Task Card (in the second position) and the Morale Card that was just drawn is now placed below the Task Card on the left (in the first position).

The first Morale Card revealed moves from the space below the Task Card on the left (first position) to the space below the Task Card in the middle (second position) and then finally to the space below the Task Card on the right (third position).



## MORALE CARDS AND MORALE LOSS

The Task Card on the far right above the Morale Card in the third position has now “failed” and started a Morale Loss Event for the players, and all the players must follow the instructions on the Morale Card below it.

First they need to perform a two dice roll, if they meet the requirements and their throw match the throw in the Morale Card the player has been saved and the event doesn't take place for that player, but if they fail they must follow the instructions of the Morale Loss Event.



When performing the roll of the dice, the numbers must be exactly the same and not the total add of both numbers.

Please note that a Morale Loss Event only takes place once all three Tasks have a Morale Card placed below them. At that point only the Morale Card now in the third position takes effect. Morale cards are only activated once they are in the third position, so that players have the opportunity to plan ahead.



## MORALE CARDS AND MORALE LOSS

### POSSIBLE MORALE LOSS EVENTS

**Each player must discard one card from their Corps:** A player must choose one Ally Card that has already been placed down in one of their own Corps on the table and discard it in the Horseback Monument Deck Discard Pile.

**Each player must discard one card from their Completed Tasks:** A player must choose one Task card that they have completed and discard it into the Permanent Discard Pile.

**Each player must discard one card from their hand:** A player must choose one Ally Card from their hand and discard it in the Horseback Monument Deck Discard Pile.



After all players have followed the instructions from the Morale Cards, if needed and if possible, the Morale Loss Event is over.



**If a player doesn't have a card that applies to the rule, that player does not have to discard a card.**

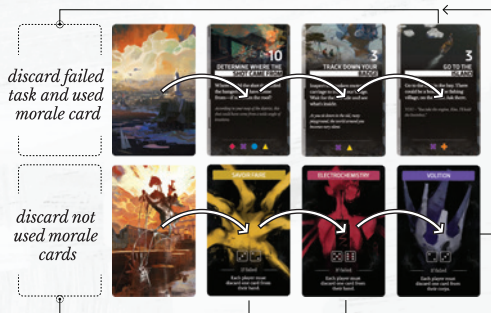
## ENDING THE MORALE LOSS EVENT

**The Morale Card that was used in the Morale Loss Event (the third position) is placed in the Permanent Discard Pile. The 2 Morale Cards from the first and second positions, are put into the Horseback Monument Card Discard Pile (to be later shuffled back into the game).**

**The Task Card that “failed” and started the Morale Loss Event (above the Morale Card in the third position) is also placed in the Permanent Discard Pile.**

**The 2 remaining Task Cards (from the first and second position) are then moved over to the right into the second and third position respectively, and a new Task Card is flipped over from the Task Draw Pile and placed in the recently vacated first position.**

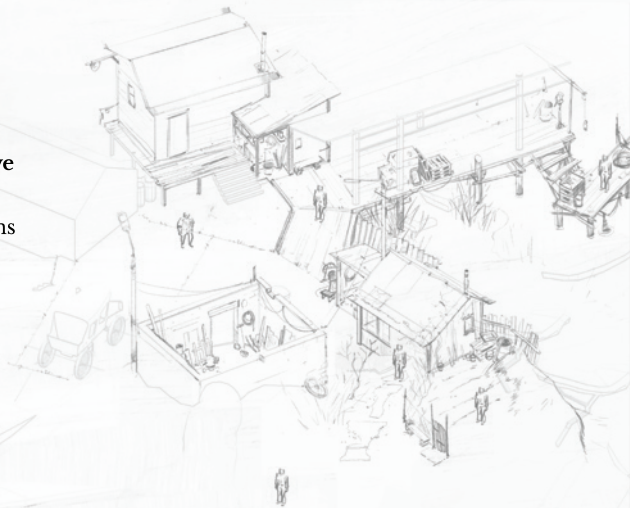
After the Morale Loss Event, the player still gets to draw another card from the Horseback Monument Deck. The player continues drawing (following the Morale Cards rules, if necessary) until an Ally Card is drawn and placed into their hand, at which point the player's turn ends.



## ENDING THE GAME

**The game ends when there are no more Task Cards displayed in the table.** This happens either because the last task was completed or the last Task failed because of a Morale Loss Event.

**The players add up the points of their completed tasks plus any victory points gained on the Ally Cards that they could have received throughout the game.** The player who has collected the most victory points wins the game. **In case of a tie, the player who has completed more individual tasks wins the game.** If the tie persists, a die roll will determine the winner, with the higher number prevailing.





## DESCRIPTIONS OF THE UNIQUE SKILLS

**Lena, the Cryptozoologist's wife, Cuno, Jean Vicquemare, Klaasje (Miss Orange Disco Dancer):** During a task completion the player may choose to use (only once) any (1) symbol of a card in the Corps of another player, in addition to the White Crown of that card. The card belonging to the other player remains with that player. After the completion of the Task the other player receives the card used by the current player, and places it face down in front of them. This card is worth one victory point for the player that received it at the end of the game. However, if the player chooses not to use this Unique Skill and only use the White Crown Symbol no victory point is earned and the card must go to the Horseback Monument Deck Discard Pile

**Trant Heidelstam, The Gardener, Measurehead, Joyce Messier:** Any (1) symbol already contained in the Corps can be doubled in the completion of a task.

**Dolores Dei:** Cannot be acquired by Harry or Demoralized (cannot be removed by a Morale Loss Event) however Lena, the Cryptozoologist's wife, Cuno, Jean Vicquemare, Klaasje (Miss Orange Disco Dancer) can use Dolores Dei symbol with their Unique Skill.

**Cindy the Skull:** After the card has been placed into a Corps, the player may also place another card from their hand into any Corps. This action is optional.

## DESCRIPTIONS OF THE UNIQUE SKILLS

**Kim Kitsuragi:** After the completion of a Task made by a Corps with Kim's Card, Kim stays in front of the player and is the first card in a new Corps. Kim is not discarded after completing tasks, but may be forced to be discarded by a Morale Loss Event.

**Harry Du Bois:** Take a card from a player, give them Harry as a point card. The Player may take a card from a Corps of another player and add it to one of their own Corps. Harry must be given to that player, and placed face down in front of them. Harry is worth two victory points at the end of the game. However, if the original player chooses not to use this Unique Skill, no victory point is earned.

**Garte, the cafeteria manager:** Garte may change Corps during the turn of the player who had Garte already placed in his Corps. This can be done before a task completion or after taking a card from the Horseback Monument Card Deck.

**Titus Hardie, Ruby, the instigator:** When completing a Special Task, an additional White Crown Symbol may be used, totaling 2 White Crown Symbols. Only 1 additional White Crown symbol is gained regardless of the number of Special Tasks or Tasks completed. The extra symbol can only be used in the Special Task.

## DESCRIPTIONS OF THE UNIQUE SKILLS

**Evrart Claire:** After the card has been played, the player **MUST** immediately take another card from the Horseback Monument Card Deck. This is the only Unique Skill that it's not optional and must be performed when the card is played if possible.

