

Coup

· Bluffing and deduction · 2–6 · 15 min · **Bluff**

BEFORE YOU START

For almost every action you may claim any character. You do not need the card—unless someone challenges you.

GOAL

Be the last player with at least one face-down influence card.

YOUR TURN

- Income: take 1 coin; cannot be blocked. Foreign Aid: take 2; any Duke may block.
- Coup: pay 7 and a chosen player loses influence; no challenge or block. At 10 or more coins you must Coup.
- Duke: take 3 from Treasury. Assassin: pay 3 to assassinate; the target may claim Contessa to block.
- Captain: steal up to 2 coins; the target may block with Captain or Ambassador.
- Ambassador: draw 2 Court cards, then return any 2; your hand size stays the same.



Each player hides influence; a revealed card shows lost influence. The diagram is original.

Setup and challenges

Use 3 copies each of Duke, Assassin, Captain, Ambassador and Contessa. Deal every player 2 face-down influence cards and 2 coins. The rest form the Court deck.

When someone claims a character action or block, any player may challenge before it resolves. If the claimant reveals that character, shuffle it into the Court deck and draw a replacement; the challenger loses influence. If not, the bluffer loses influence.

Losing influence and game end

When you lose influence, choose one face-down card and reveal it; its ability is gone. With both cards revealed, you are out. An unsuccessfully challenged assassination can cost two influence: one for the challenge and one for the assassination. Last active player wins.

Details that matter

Revealed influence grants no usable ability. Income and Coup cannot be challenged because they claim no character. The advanced two-player setup gives the first player only 1 coin; ordinary setup is suitable for learning.

Further sources: [Coup rules](#)

Sources: [Indie Boards & Cards — Coup](#) · [Coup rules transcription](#)
