# Atlas Games Sales Information Sheet

# Cogs and Commissars

### A smarter take-that card game of alorious 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 ascendency of their faction.

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

# **Gameplay Basics**

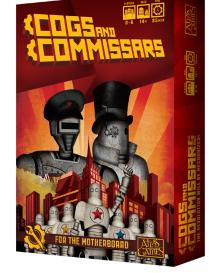
- Each player has a unique deck, although some cards like "Propaganda," "Counter-Propaganda," and "Revolution" are common to all players.
- Players must earn points by producing or recruiting Proletarians, • Bourgeoisie, and Commissars.
- To win, a player must have 15 points worth of Citizens and play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

### Vital Stats

- AG1430, ISBN 978-1-58978-185-6
- 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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