

# Campaign Board

Political Campaign  
**ROUND 1**

Political Campaign  
**ROUND 2**

Preliminary Vote For:  
**3 SUPPORTERS**

Political Decision For:  
**PARTY SYMBOL**

Political Campaign  
**ROUND 3**

Preliminary Vote For:  
**900 MONEY**

Political Campaign  
**ROUND 4**

Preliminary Vote For:  
**3 POLITICAL MOVES**

Political Decision For:  
**PARTY SYSTEM**

Political Campaign  
**ROUND 5**

Preliminary Vote For:  
**100 PUBLICITY**

Political Campaign  
**ROUND 6**

Preliminary Vote For:  
**6 SUPPORTERS**

Political Decision For:  
**PARTY AGENDA**

Political Campaign  
**ROUND 7**

Preliminary Vote For:  
**1500 MONEY**

Political Campaign  
**ROUND 8**

Preliminary Vote For:  
**5 POLITICAL MOVES**

Political Decision For:  
**PARTY STANCE**

Political Campaign  
**ROUND 9**

Preliminary Vote For:  
**150 PUBLICITY**

Political Campaign  
**ROUND 10**

**PRIMARY ELECTION**

**END GAME**

Party Member -

## Celebrity

Hire: 200 Money & 20 Publicity

Before you generate income on your turn, you may convert a number of Lobbyists or Recruiters equal to the half the current Campaign Round, rounded down, into Lobbyists or Recruiters.

This effect ends after you receive your generated income.

Party Member -

## Secretary

Hire: 40 Publicity

When you purchase a Political Move, instead of drawing the top card, draw Political Moves equal to half the current Campaign Round, rounded down.

Choose 1 to add to your political party.

Place the unselected cards back on the top or bottom of the deck in any order.

Party Member -

## Secret Agent

Hire: 300 Money & 10 Publicity

During your turn, you may perform any one of the following:

Re-roll any die rolled.

Look at target political party's Political Moves.

Steal 1 Supporter from a target political party.

Party Member -

## Senator

Hire: 250 Money & 25 Publicity

Whenever the winner of a vote is determined, you receive 1 Supporter.

Party Member -

## Body Guard

Hire: 450 Money & 15 Publicity

Your political party may only be the sole target of 1 Political Move played by each opponent each Campaign Round.

Party Member -

## Whistleblower

Hire: 60 Publicity

Whenever you play a Political Move that targets a specific political party other than your own, you gain your choice of 100 dollars or 10 Publicity, and the target political party loses your choice of 100 dollars or 10 Publicity.

Party Member -

## Accountant

Hire: 700 Money

At the end of your turn, you receive money equal to 10% of your current money, rounded down.

Party Member -

## Writer

Hire: 200 Money & 50 Publicity

When you train a Recruiter from a Supporter, immediately receive 10 Publicity.

This effect may only be done each turn the amount of times equal to half the current Campaign Round, rounded down.

Party Member -

## Chairman of Industry

Hire: 800 Money

When you generate income, you receive an additional 100 dollars for every 4 Lobbyists your political party owns.

Party Member -

## Propagandist

Hire: 80 Publicity

When you generate income, if you have the most Recruiters out of all players, you may immediately lose 1 Supporter and gain 1 Lobbyist or 1 Recruiter.

Political Decision:

Party Symbol -

## Scroll

When you generate income, you receive 300 dollars.

Political Decision:

Party Symbol -

## Torch

When you generate income, you receive 35 Publicity.

Political Decision:

Party Symbol -

## Fist

When you generate income, target political party loses 50 Publicity.

Political Decision:

Party Symbol -

## Shield

When you generate income, roll a six-sided die; you receive temporary Political Power equal to the outcome until the start of the next Campaign Round.

Political Decision:

Party Symbol -

## Star

When you generate income, target political party loses 500 dollars.

Political Decision:

Party Symbol -

## Sun

When you generate income, you receive 150 dollars and 15 Publicity.

Political Decision:  
Party Symbol -

## Rose

When you generate income, target political party must discard 1 Political Move.

Political Decision:  
Party Symbol -

## Tree

When you generate income, you receive 1 Supporter.

Political Decision:  
Party Symbol -

## Lion

When you generate income, target political party loses 1 Lobbyist.

Political Decision:  
Party Symbol -

## Hawk

When you generate income, target political party loses 1 Recruiter.

Political Decision:  
Party Symbol -

## Owl

When you generate income, you receive the Political Move on the top of the Political Move discard pile.

Political Decision:  
Party Symbol -

## Dragon

When you generate income, target political party loses 2 Supporters.

Political Decision:  
Party System -

## Anarchy

You may purchase and sell resources at any time.

You may play unlimited Political Moves.

Political Decision:  
Party System -

## Democracy

When you wish to train Lobbyists or Recruiters, a number of Supporters may be used within two different groups.

The number of Supporters that may be used in this way is equal to the current Campaign Round.

Political Decision:  
Party System -

## Republic

After all political parties have made a Party Decision, including Party System, you may perform your choice of either an "Income" sequence of play, or a "Play" sequence of play before the game advances to the next Campaign Round.

Your Supporters are restored during this special sequence of play so that they are available to train if desired.

Political Decision:  
Party System -

## Libertarian

At any time you may swap any of your hired Party Members for any Party Member from your Party Member Portfolio.

This may only be done a number of times each Campaign Round equal to half the current Campaign Round, rounded down.

Political Decision:  
Party System -

## Federal

Before you generate income on your turn, you may choose to only generate either Money or Publicity.

If you do so, you receive double income generation this turn of the currency you chose.

Political Decision:  
Party System -

## Theocracy

Once per Campaign Round, you may select a Political Move that was just played.

You gain complete control of this Political Move as though you were the player who just played the Political Move.

This ability must be used before the effects of a Political Move resolve.

Political Decision:  
Party System -

## Communism

All of the sale values for your political party's game elements are doubled.

You may only sell each type of game element once per Campaign Round.

The game elements are the following: Supporters, Lobbyists, Recruiters, Money, Publicity, and Political Moves.

Political Decision:  
Party System -

## Imperialism

The purchase costs of Lobbyists and Recruiters for your political party are halved.

Political Decision:  
Party System -

## Oligarchy

After each Preliminary Election, you receive Money equal to 50 times the currently ending Campaign Round, and Publicity equal to 5 times the currently ending Campaign Round.

Political Decision:  
Party System -

## Monarchy

You may vote twice.

You may vote for yourself.

Political Decision:  
Party System -

## Meritocracy

For every 3 Supporters you own, your Political Power is increased by 1.

Political Decision:  
Party System -

## Totalitarianism

At any time, you may look at any political party's Political Moves.

Once during your turn, you may swap any 2 target Political Move cards between any 2 target political parties.

Political Decision:  
Party Agenda -

## Humanitarian Aid

Up to three times during your turn, you may lose 1 Recruiter to gain 3 Supporters.

Political Decision:  
Party Agenda -

## Universal Rights

Up to three times during your turn, you may discard 1 Political Move to gain 70 Publicity.

Political Decision:  
Party Agenda -

## Earth Conservation

Up to three times during your turn, you may lose 1 Supporter to draw 1 Political Move.

Political Decision:  
Party Agenda -

## Military Power

Up to three times during your turn, you may spend 400 dollars to gain 1 Recruiter.

Political Decision:  
Party Agenda -

## Industrialization

Up to three times during your turn, you may spend 40 Publicity to gain 1 Lobbyist.

Political Decision:  
Party Agenda -

## Economic Expansion

Up to three times during your turn, you may lose 1 Lobbyist to gain 1000 dollars.

Political Decision:  
Party Stance -

## Liberal

Each of your Recruiters provides your political party with 2 Political Power instead of the normal 1 Political Power.

Political Decision:  
Party Stance -

## Conservative

Each of your Lobbyists provides your political party with 2 Political Power instead of the normal 1 Political Power.

Political Decision:  
Party Stance -

## Independent

Each time you play a Political Move, your political party receives 4 Supporters.

## Political Move

If the outcome of a die roll was just revealed, the outcome of the roll is instead your choice of any number from 1 through 6.

This Political Move may be played before the effects of a different Political Move resolve.

## Political Move

If the outcome of a die roll was just revealed, the outcome of the roll is doubled.

This Political Move may be played before the effects of a different Political Move resolve.

## Political Move

If the outcome of a die roll was just revealed, the outcome of the roll is instead your choice of 0 or 7.

This Political Move may be played before the effects of a different Political Move resolve.

## Political Move

If your political party is the single target of a Political Move, change the target of the Political Move to any other political party.

This Political Move may be played before the effects of a different Political Move resolve.

## Political Move

If the winner of a vote was just determined, cancel the direct effects of the outcome of the vote. This vote no longer has any effects take place; the result is void.

Continue play as normal.

This Political Move may be played after the results of a vote have been determined.

## Political Move

You gain 2 Supporters for each political party.

You must then distribute these Supporters between any political parties. No single political party may receive more than 4 Supporters.

## Political Move

Place target hired Party Member back in its owner's Party Member Portfolio.

## Political Move

Swap any target hired Party Member for any target Party Member from target political party's Party Member Portfolio.

## Political Move

The other political parties must hold a open ballot vote; either you double your current money, or you double your current Publicity.

## Political Move

You gain 25 dollars for each Supporter you have.

## Political Move

You gain 5 Publicity for each Supporter you have.

## Political Move

You gain 1 Supporter for each Supporter that was trained this turn.

## Political Move

You roll 1 six-sided die and gain Lobbyists equal to the outcome.

## Political Move

You roll 1 six-sided die and gain Recruiters equal to the outcome.

## Political Move

You may draw 2 Political Moves.

## Political Move

Search through the Political Move discard pile and take any 1 Political Move you find there.

## Political Move

Discard all of your Political Moves in order to draw Political Moves of an equal number, plus 1.

## Political Move

All political parties gain Money equal to the number of Lobbyists they each own, multiplied by 50.

## Political Move

All political parties gain your choice of Recruiters or Lobbyists equal to half the current Campaign Round, rounded down.

## Political Move

You roll a six-sided die; then chose target political parties equal to the die roll.

Each of the target political parties receives Supporters equal to the die roll.

## Political Move

You draw Political Moves equal to the number of political parties.

You must then give 1 Political Move to each other political party.

## Political Move

Each other political party must give you Money equal to 25 times the current Campaign Round.

## Political Move

Each other political party must give you Publicity equal to 5 times the current Campaign Round.

## Political Move

All political parties gain Publicity equal to the number of Recruiters they each own, multiplied by 5.

## Political Move

Until the end of the turn, all of your sell values are multiplied by 2.

## Political Move

You only require groups of 4 Supporters for training Lobbyists this turn.

## Political Move

Until the end of the turn, all of your Publicity costs are reduced by 5.

## Political Move

Target political party may not train Lobbyists or Recruiters during the current Campaign Round.

## Political Move

Target political party only receives half the normal amount of Money from Income during the current Campaign Round.

## Political Move

Target political party only receives half the normal amount of Publicity from Income during the current Campaign Round.

## Political Move

Until the end of the turn, all of your Money costs are reduced by 25 dollars.

## Political Move

Until the end of the turn, each of your Supporters may act as 2 Supporters for the creation of training groups.

## Political Move

You gain Money equal to 100 times the number of Lobbyists you have.

## Political Move

You gain Publicity equal to 10 times the number of Recruiters you have.

## Political Move

Target political party rolls 1 six-sided die and loses Lobbyists equal to the outcome.

## Political Move

Target political party rolls 1 six-sided die and loses Recruiters equal to the outcome.

## Political Move

Target political party loses Money equal to the amount of Money gained from Income this turn.

## Political Move

Target political party loses Publicity equal to the amount of Publicity gained from Income this turn.

## Political Move

Target political party loses Supporters equal to the number of Lobbyists that were trained this turn.

## Political Move

Look at target political party's Political Moves. Remove 1 Political Move from that political party and add it to your own.

## Political Move

Target political party loses Supporters equal to half the current Campaign Round, rounded down. You gain Supporters equal to the same number.

## Political Move

Target political party may not play Political Moves until the current Campaign Round has ended.

## Political Move

Target political party is excluded from the current vote. This political party may not be voted for by other political parties, and may not cast a vote.

This Political Move must be played during public negotiations.

## Political Move

No political parties may play Political Moves until the start of the next Campaign Round.

## Political Move

You are the only political party that may cast a vote in the current vote.

This Political Move must be played during public negotiations.

## Political Move

You and target political party each gain Supporters equal to the current Campaign Round.

## Political Move

You receive 1 Political Move for each other political party that votes identical to you when the results of the current vote are revealed.

This Political Move must be played during public negotiations.

## Political Move

Each political party that votes for you in the current vote receives 1 Political Move when the results of the current vote are revealed.

This Political Move must be played during public negotiations.

### Political Campaign Aid Pamphlet

*Your Political Power is equal to the total number of Supporters, Lobbyists, and Recruiters within your political party.*

#### Publicity

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**Purchase 5 for:**  
75 Money

**Sell 5 for:**  
25 Money

#### Supporters – (Supporters can become Lobbyists or Recruiters)

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**Purchase 1 for either:**  
300 Money  
20 Publicity

**Sell 1 for either:**  
100 Money  
10 Publicity

#### Lobbyists – (Lobbyists provides an income of 100 Money)

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**Train 1 Lobbyist from a group of 5 Supporters.**

- or -

**Purchase 1 for either:**  
1200 Money  
70 Publicity

**Sell 1 for either:**  
300 Money  
30 Publicity

#### Recruiters – (Recruiters provides an income of 10 Publicity)

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**Train 1 Recruiter from a group of 4 Supporters.**

- or -

**Purchase 1 for either:**  
700 Money  
120 Publicity

**Sell 1 for either:**  
300 Money  
30 Publicity

#### Political Moves – (Powerful special one-use cards)

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**Purchase 1 for either:**  
400 Money  
50 Publicity

**Sell 1 for either:**  
150 Money  
20 Publicity

#### Actions Allowed:

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1. Income – (Generate resources)
2. Play – (Your turn)
  - Train Lobbyists and Recruiters
  - Hire Political Party Members
  - Purchase from the Stockpile
  - Sell to the Stockpile
  - Trade with Other Political Parties
  - Make Political Moves
- Not Your Turn – (Trade or moves)
  - Trade with Other Political Parties
  - Make Political Moves
- Ending a Round – (Trade or moves)
  - Trade with Other Political Parties
  - Make Political Moves

#### Ending a Campaign Round:

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1. Preliminary Vote – (Vote for a bonus)
  - Public Negotiations Period
  - Open Ballot Vote
  - Determine the Winner
2. Political Decision – (Define yourself)
  - Highest Political Power Begins
  - Shuffle, Draw 3, Keep 1
3. Begin New Round – (Start things over)
  - Advance Campaign Marker
  - Highest Political Power Begins