

Glasgow Gamesmith Presents

# POLITICO

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*Your nation is in turmoil after the recent revolution. New politicians are stepping up to lead the government, and are seeking your help to get ahead. Can you outwit your opponents and become the most powerful puppeteer of all?*

## RULEBOOK

### Goal of the Game

You play one of six unique characters, each with a different specialty. Your goal is to advance your secret clients from Deputy to Minister to Prime Minister. Oust other politicians to make room for your clients to rise.

### Scoring Points

When your clients are ousted, you score Victory Points based on title and duration in office. You may also earn points during Elections and Events, as well as secret objectives.

### Turn Sequence

In each game Year, start by picking your **Job** then go to **Work** helping your Secret Clients. Push your clients during the **Election**, and defend them from the national **Event**. Refill your hand at year end during **Refresh**.

### Victory

The game ends after 7 years, or when there are no Deputies remaining to promote to a vacant Minister spot. The player with the highest Victory Point total wins.

To provide feedback, ask questions, or report an issue with your game, please visit [www.glasgowgamesmith.com](http://www.glasgowgamesmith.com) and click on Contact Us.

