

POLITICIANS

Parties

There are three political parties with an equal number of Politicians in each. The Unity Party desires to bring all types of people together, the Reform Party aims to improve the government, and the National Party seeks to protect the culture from foreign influence.

Traits

Each trait gives a bonus when certain Action cards are played.

AGGRESSIVE	These people exaggerate any action. Support gains +1, Oppose gains +1. This is shown on the Summary Card as "any card +1".
MILITANT	These people admire in-your-face actions. Militant actions gain +1. Support gets stronger, and opposition has less effect. For example "+1 oppose" becomes zero. This is shown on the Summary Card as "#militant S+1/O-1".
CHARISMATIC	These people magnify social activity, pushing trends up or down. Support gains +1, Oppose gains +1. This is shown on the game board as "#social +1".
DIPLOMAT	These people are excellent negotiators on either side of an argument. Support gains +1, Oppose gains +1. This is shown on the Summary Card as "#diplomat +1".
HONORABLE	These people follow a code of honor. Gain 1 reputation from support or positive diplomatic action, and lose 1 reputation from opposition or negative diplomatic action. This is shown on the Summary Card as "#diplomat +1/-1 rep".
LIKEABLE	These people enjoy building popularity. Gain 1 reputation from a positive social action, and lose 1 reputation from a negative social action. This is shown on the Summary Card as "#social +1/-1 rep".
PACIFIST	These people desire peaceful resolutions. Militant actions gain -1. Support gets weaker, and opposition has more effect. For example, "+1 support" becomes 0. This is shown on the Summary Card as "#militant S-1/O+1".

The Traits are ranked in descending order for the purposes of breaking ties, and also shown this way on the Summary Card. Tie-breakers are the back cover of this Rulebook.

ASSISTANTS

Assistant cards

- Players may hire an Assistant with the Builder Job or a Standard Action. If you already have an Assistant, discard it when you hire a new one. After raising your rank in Leadership to 2, you may have two Assistants, and discard either when you hire a new one.
- Assistants may be used once per Year. Tap the card by turning sideways or turning it over when used. Untap during the Refresh Phase to reset for the next Year.
- After selecting an Assistant, reveal another Assistant card so that 3 are always visible to choose from.