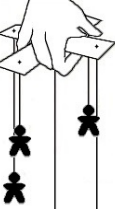


SCORING



Victory Points

Victory Points represent recognition of your ability as a puppeteer. When a Politician is ousted, the player who has a matching Secret Client reveals the card and scores Victory Points as follows:

1	Deputy
2	Minister in 1st or 2nd term
3	Minister in 3rd term and beyond
3	Prime Minister in 1st term
4	Prime Minister in 2nd term
5	Prime Minister in 3rd term

Game Over

The game ends immediately in a Promotion Phase when no Deputies remain to promote to a vacant Minister spot, or at the end of Year 7, whichever comes first. Award Victory Points for the Politicians still on the board. Sell your Action cards for Influence.

The player with the highest Victory Points wins. In case of tie, the player (among those tied) with the greatest influence wins. If that is a tie, the player (among those tied) whose Secret Client card matches the current Prime Minister wins. If nobody has that Secret Client, the tied players play Rock-Scissors-Paper to see who wins.

OPTIONAL

Advanced Rules

The rules in this section are optional. Players should decide at the start of a game if any of these will be used.

- **Negative Five.** A Politician is ousted if reputation is -5 or lower. No Victory Points are scored for such a slimeball.
- **Reputation Victory Points:** When ousted, add the Politician's reputation to the Victory Points from position. Negative reputation reduces Victory Points to a minimum of zero.
- **No Maximums:** Remove the limit of 5 Secret Clients and 5 Secret Objectives per player. This allows new strategies to win the game by spending influence on these opportunities, generally at the expense of something else, such as Skills, cards, or contests.

