

# SETUP

## Player boards

Each person takes a Player card and the matching color tokens. Place one token at the start of the scoring track and one on the Player card for later use to show support or opposition during a contest. Place a cube on each track in the space colored gray. Draw that many Action Cards, and gain that many white Influence markers.

## Secret Objective cards

Shuffle the Secret Objective cards and deal one to each player face down. Put the deck face down near the board.

## Secret Client cards

Shuffle the Secret Client cards and deal each player 3 face down. Put the deck face down near the board.

## Summary cards

Give each player a Summary card showing the Jobs on one side and the Traits on the other.

## Politicians

Shuffle the Politician cards, and deal them face up on the 16 Deputy spaces. Put the deck face near the board.

## National Event cards

Shuffle the Event cards and put the deck face down near the board.

## Action cards

Shuffle the Action cards and put the deck face down near the board.

## INDY & NONE Tokens

Place the INDY and NONE tokens near the board.

## White, Green, and Red markers

Set the white influence, green positive, and red negative markers beside the board.

## Assistant cards

Shuffle the Assistant cards and put the deck face down near the board. Reveal 3 in a row beside the deck.

## Leader Token

Give the Leader token to the player whose birthday is earliest in the year.

## Normal Start

In addition to the amount shown on the Player boards, also deal each person 6 Action Cards and give 8 white influence markers.

## Rapid Start option

Deal 4 more Politicians face up to fill the Minister positions at the top of each Ministry. Do NOT fill the Prime Minister. This avoids four Promotions at the start of the game. Note that four Secret Clients start out worth 2 Victory Points.

## Knife In The Back Cards

Exclusive for Kickstarter patrons: shuffle the Knife in the Back cards and deal one to each player face down. Put the rest back in the box without revealing them.

## General Principles

- Always round in favor of the player taking the action.
- On your turn you take one action – play an Action card, choose a Standard Action, or pass. When play comes around to you again, take another action. After you pass, you may jump back in. Play ends when everyone passes.
- The Prime Minister is a Minister, and cards which refer to Minister include the PM unless specifically excluded.
- Reputation is permanent, support is temporary. Green and red markers for reputation remain on the Politician. Support and Oppose markers return to the pool after each contest.
- "RSO" on cards stands for "Reputation + Support + Oppose", counted by totaling up each politician's green (positive) and red (negative) markers.
- Ousted means remove the Politician from the board and put in a discard pile.