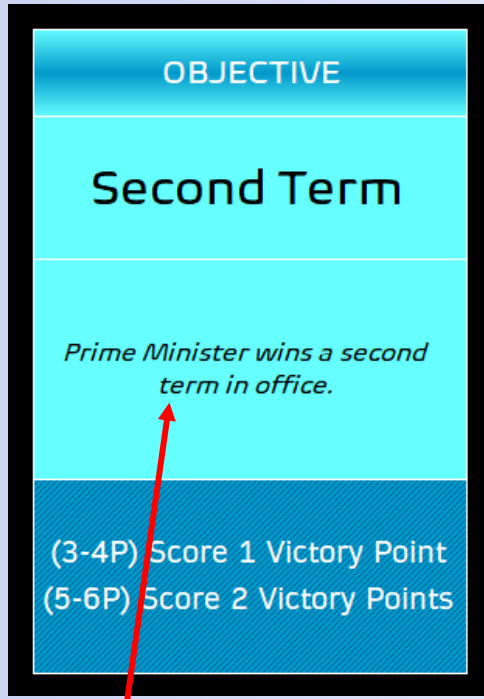


## Secret Objective card

Any time the condition is met you may reveal these and score the Victory Points. Max 5 Objectives per player. Notice the example below is worth more points in a 5 or 6 player game due to the extra pressure to eliminate the PM.

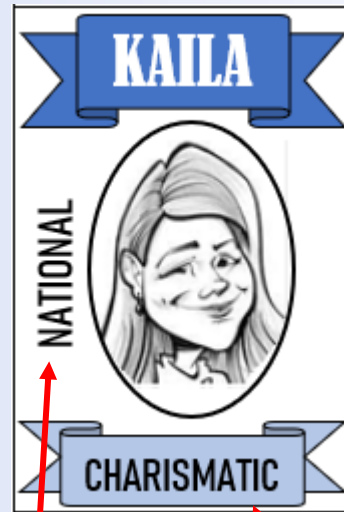


condition to fulfill

## Secret Client cards

These are the politicians you represent. Advance them to score more Victory Points. Max 5 Clients per player.

names & portraits  
of our Ruby-level  
Kickstarter patrons



Party affiliation

Trait

## Action cards

Play these to advance your clients or clear the path upwards. Max hand of 6. You may temporarily exceed that amount during a Year, but excess must be sold for influence during the Refresh phase. The top left corner shows the Influence cost, which varies from 1 to 3.

The top shows which Phases the card may be played.



flavor text

tags

effect

Strategy Tip: Buy more Secret Clients and Secret Objectives before your opponents take them all.

## Tags

30% of Action cards contain the tags #militant, #social, or #diplomatic in equal amounts. These cards may be played on any Politician, but have stronger effects when played on a Politician with related Traits.

45% of Action cards contain tags such as #dirtytrick, #network, or #marketing that match player Skills. These cards may be played regardless of the Skill rank, but have stronger effects when you rank up the Skill. Add your Skill rank to the bonus on the card.

Strategy Tip: Raise your Leadership track to increase your hand size, then increase your Action Card track to earn more.