

FLOW OF PLAY

Job Phase

Starting with the person who has the Leader token, then going clockwise around the board, each player chooses one of the available jobs and takes the matching marker.

1 - FORECASTER	Peek at top 2 Event Cards, put them back with either on top.
2 - TRAINER	Gain 1 rank on the Marketing, Network, or Dirtytricks track on your Player board.
3 - FUNDRAISER	Gain 1 rank on the Influence track on your Player board.
4 - TRADER	Gain 1 rank on the Action Cards track on your Player board.
5 - BUILDER	Gain 1 Assistant card from those revealed. Refill the row.
6 - LEADER	Gain 1 rank on the Leadership track on your Player board and take Leader token.
7 - RECRUITER	Draw 2 Actions cards and add to your hand.
8 - BROKER	Gain 3 Influence markers and add to your pool.
9 - JOCKEY	Gain 1 Victory Point.

For the remainder of the Year, players take turns in Job order from 1 to 9. The player with the Leader token will have first choice of Job in the next year. Add 1 white Influence marker to each Job that was not chosen this Year. Players who take these Jobs in subsequent Years gain this accumulated Influence.

Work Phase

In Job order, each player may 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.

Promotion Phases

If a Minister spot is vacant, Deputies within that Ministry compete for promotion. If only one Deputy remains in that Ministry, the promotion is automatic. If there are no Deputies remaining to fill a vacant Minister spot, the game ends immediately.

During a Promotion, in Job order, each player may 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 Deputy with the highest RSO wins. Tie-breakers are on the back cover of this Rulebook.

PHASE

