



YEAR

Election Phase

The position for Prime Minister is up for grabs in an election. First the candidates are identified, then the Players participate in the election. Start by checking the Prime Minister's duration in office. A Prime Minister in the 3rd term is ousted.

PM Vacant	PM 1 st or 2 nd Term
Two Ministers with the highest reputations from different Parties.	Prime Minister vs. the Minister with the highest reputation from a different Party. If all Ministers are from the PM's Party, the election is cancelled.
If Ministers from the same Party are tied, the Ministry with the higher total reputation wins. If still tied, they all run in the election.	
If Ministers from different Parties are tied, the Party with the higher total reputation wins. If still tied, the Ministry with higher total reputation wins. If still tied, they all run in the election.	

During an Election, 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 candidate with the highest RSO wins and gains 2 reputation, and the losers are ousted. Tie-breakers are on the back cover of this Rulebook. Should an election still end in a tie, remove all support and opposition and hold another election.

Event Phase

Each Year one National Event card is revealed. Read the situation aloud.

During the Event, 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 highest RSO wins. Tie-breakers are on the back cover of this Rulebook.

Refresh Phase

The following steps occur during the Refresh Phase.

- Starting with the player holding the Leader token and going clockwise around the table, each player gains Influence and Action cards according to the tracks on their Player Board.
- Players sell any cards above the hand limit for 1 Influence each. Default hand limit is 6, which may be increased for a Player according to rank on the Leadership track.
- Return the Job tokens.
- Untap your Assistant cards.
- Advance the Year marker and begin with the Job Phase.

