



Strategy Tip: A low Job number may let you claim a 1st Supporter or 1st Opposer spot for a chance at more Victory Points.

Winners & Losers

Total the RSO for each contestant – “Reputation + Support + Oppose”. This is as easy as adding up the green markers and subtracting the red markers. The Politician with the highest total wins, which might be a negative number. All other contestants lose and are generally ousted. Tie-breakers are on the back cover of this Rulebook.

Winning & Losing Sides

The "winning side" includes players who supported the winning Politician, players who opposed the losers, and the player with the winner’s Secret Client card.

The "losing side" includes players who supported the losing Politicians, players who opposed the winner, and the player with the losers’ Secret Client cards. In some contests there may be multiple losing Politicians.

Strategy Tip: Remember to use Standard Actions to raise or lower reputation or support, and sell Action cards for Influence.

1st DEPUTY **DALIA** NATIONAL PACIFIST

2nd DEPUTY **SILAS** NATIONAL AGGRESSIVE

4th DEPUTY **NAJAH** NATIONAL HONORABLE

3rd DEPUTY **ELLIS** NATIONAL MILITANT

ANY PHASE
1 **Steetcorner Soanboxes**
I brag to the media that a Deputy ran his area very efficiently.
+1 support
#marketing #militant

2 PROMOTION
Budget Surplus
I brag to the media that a Deputy ran his area very efficiently.
+2 reputation to a Deputy
#marketing

1st DEPUTY **DALIA** NATIONAL PACIFIST

2nd DEPUTY **SILAS** NATIONAL AGGRESSIVE

4th DEPUTY **NAJAH** NATIONAL HONORABLE

3rd DEPUTY **ELLIS** NATIONAL MILITANT

ANY PHASE
1 **Steetcorner Soanboxes**
I brag to the media that a Deputy ran his area very efficiently.
+1 support
#marketing AND #militant

Green Player pays 1 Influence for an Action card to gain 2 support. Green has rank 1 in Marketing skill, which adds 1 to the effect. Since Ellis is militant, add 1 more to the effect. Ellis is now winning with the highest RSO of 3.

Red Player passes. Purple Player pays 2 Influence for an Action card to gain 2 reputation. Since Silas is aggressive, add more to the effect. Purple’s token is already in play. Silas is now winning with RSO of 3 and higher seniority than Ellis.

Note that permanent reputation markers are added to the Politician, while temporary support or opposition markers go on the Action card.