

## The Cards

You will use them during the game to both move the Militants and resolve the elections.

There are 25 cards of 6 different kinds. All cards share the same layout in 2 parts:

- The illustration at the center tells you how the card will effect the move of the Militants. These rules are detailed in a chart at the end of that booklet.
- The numbers in the corners are used during the elections. Players use these values to assign points to the Political Parties involved in each poll. The Party with the highest total value wins the election.



## The Jokers

There are two kinds of Jokers in the game: The Basic Joker and the Super Joker.

The Basic Joker only bears the value "+1". This value is used during the elections. Each player has one Basic Joker. This card allows players to keep playing during elections even he/she spent all his/her other cards.

The Super Joker is not used in the basic rules. Its effects are explained further in the optional rules.

