

PREPARATION OF THE GAME

- Take 4 Militant markers of each kind. You should get a total of 24 pieces. You can set aside the rest of the markers, they will not be used in the basic rules.
- Place randomly the 24 markers among the 12 districts of the City, in order to get 2 markers in each district. Make sure you never get 2 markers of the same color in the same district. Should this configuration occur, you need to start the placing all over again.
- Select the Goal Cards matching your number of players and put them on the table face down. Each player randomly take one. Every one should keep his/her Goal secret.

At the beginning of the game pick one player to be the Cards Dealer. There is a total of 25 cards. For games involving 5 players the whole deck will be dealt. In all other case the last card is left over. It will be kept face down next to the board and you will put the discarded cards over it. Make sure you include it for the next deal.

Dealing Cards

End Of a Turn

Two situations may now occur.

- Some districts have not yet a Representative elected. Then you start a new round at phase one: Dealing Cards. The new Card Dealer is the player seating at the left side of the previous Card Dealer.
- All the districts have a Representative elected. The game is now over and you start counting the Victory Points to see who's the winner.

Description of a round

Moves

Then you will move the Militants, using the cards you just received. The Cards Dealer start to play followed by the other players clockwise.

During your hand you may play one or several cards at the same time. You apply the effects of the cards at once.

When a player doesn't want to play, he/she just declare "I pass". He/she won't be able to play again during that phase.

You keep on playing clockwise until everyone declared "I pass". You can start the election phase.

Hint: Make sure you don't spend all your cards during the Move Phase! You'll need some more cards during the next phase: the Election Phase.

Follow these 3 phases

Elections

Now you will resolve all the potential elections on the board.

An election may occur in a district only if at least 3 different Political Parties are represented there by at least one of their Militants. If only 1 or 2 Political Parties are represented in the district, whatever the amount of Militants they have present, no election is yet possible in that district.

Once again, you should save some cards for the Election Phase because you will use cards to resolve each election. The way each election is processed is explained on the next page.

All the possible elections are processed one by one until all done.