

DESCRIPTION OF A ROUND . . . continued



Dealing Cards

The Card Dealer deals the cards as described on the previous page. Each player should receive 4 cards for 6 players, 5 cards for 5 players, 6 cards for 4 players, 8 cards for 3 players and 12 cards for 2 players. You should still get one card left over (except for games with 5 players). Place it nearby the board. You'll use it as a start for the discard deck.



Moves

On your turn you may play one or several cards at once. You discard them after you applied their effect. You place them face up on the discard deck. Don't forget to keep a few cards on hand for the next phase, otherwise you won't be able to influence the elections.



Elections.

When all the players passed their turn, you can start to process all the possible elections one by one. Remember **an election occur in a district if at least 3 Political Parties are represented there with at least one Militant.** For each election you follow the same steps.

- The last player who played a card choose which election will be processed among the possible ones. He/she plays the first card followed by the other players clockwise. If a player doesn't want to play anymore he/she declare "I pass" and can't play a card again for that given election. You keep on playing cards clockwise until everyone passed. At that point you can start counting to find out who's the winner of the election.

- To resolve an election you will use the cards with their values (+1, +2, -1 or -3). You place the cards face down over the colored zones of the Political Parties around the map of the city. For instance, when you play a card "+1" over the zone of the Monarchist Elves, you automatically give them 1 point. The cards with a "+" sign add their value and the cards with a "-" sign subtract their value against the total for the given Party.

- You can use you Basic Joker during that phase. This card allows you to add 1 more point to a Party in addition to the cards that are randomly drawn at the beginning of the round.

- Of course, only the Political Parties that are represented in the district by their Militants can be involved in the election for that district. You can't play a card for a Party which has no Militant within the district.

- When all the players said "I pass" for the election you add-up the points given to each Party.

For example, let's suppose 4 cards have been played over the Elves' Zone : 2 cards "+1", 1 card "-1" and 1 card "+2".

The sum of these cards will be $+1+1-1+2 = +3$ points.

The total for a Party is then modified by the number of Militants it has within the district: two Militants will double the total, three Militants will triple the total, etc. In the previous example, the Elves got a total of 3 points. Their grand total will be 3 if they actually have only 1 Militant within the district, 6 for 2, 9 for 3, etc.

- The Party with the higher grand total finally wins the election. You can place in the district a marker Representative of the team who won the election.

- If 2 or more Parties have a similar grand total, the winner will be the Party having the most Militants within the district. If it's another tie, the election is null and you will need to start another election during the next round.

- All the cards played for that election are placed in the discard deck, except the Basic Jokers which are given back to their owner. The Basic joker allows you to play for an election even if you spent all your regular cards before.

- The last player who played the last card will choose which election will be held next and will play the first card for it.

- The Militants who helped to trigger an election in a district can be moved during the following round to start new elections in other districts.

The Representatives Markers can't move. They are just here to show that a given district had its election held and Representative elected.