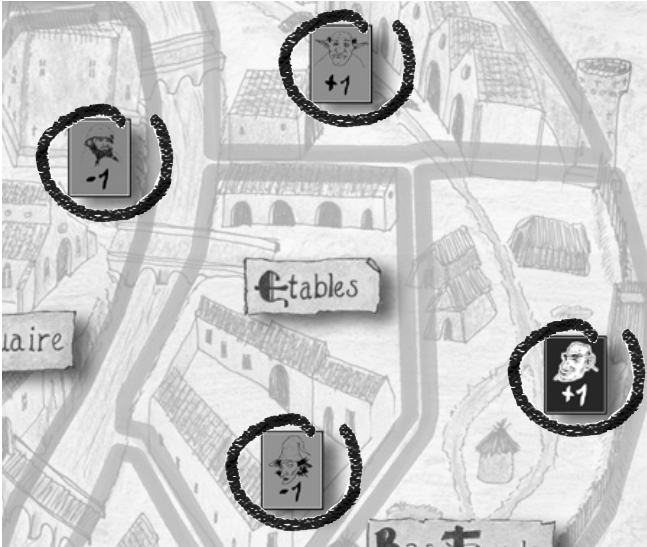


OPTIONAL RULES

You can ignore this page if it's the first time you play the game. You may want to use these 2 optional rules for your 2nd or 3rd game. They are not complicated but they introduce some interesting features that could lengthen a game from 10 to 15 minutes.

The public opinion

Each district has a small colored box and a "+1" or "-1" value. The colors refer to the 6 Political Parties.



These values tell you whether the population in the district is already in favor or against the given Party. For instance, in the Banks district there's a yellow box (color of the elves) with a "+1" value. This means that the population in the Banks district is already pro the Monarchist Elves Party. This will make things easier in that district for the Elve Militants.

In the game this will show as an automatic increase or decrease of 1 point for the given Party, as if a +1 or -1 card had already been played in there (ATTENTION: this value doesn't change the number of Militants in the district, it just modify the total of points from the cards played in favor of that Party).

Still in the example of the Banks district, let's say the players put 4 cards for the Elves (+1; +1; -1; +2) for a total of 3 points. You must now also add the +1 given by the population of the district, which brings the Elves' score at 4. Finally you determine the Elves' grand total with the number of Militants: 4 points for 1 Militant, 8 points for 2 Militants, 12 for 3 Militants, etc.

The Super Joker

This special card brings you more assets related to your special role as a mobster.

You receive this card at the beginning of the game, like the Basic Joker.

You can play this card once during each round. When you do so you place it in front of you. You will get it back at the end of the Elections phase, just before starting the next round.

Unlike the Basic Joker which can be used only during the elections, the Super Joker also has effects during the Move Phase. It has a total of 4 different effects. When you play your Super Joker, you must clearly state which of the 4 effects you plan to use. Only one effect may be used at a time:

- **Super Move.** During the Move Phase, you may move all the Militants present in a district, or only some of them. You can move them up to 2 districts away. You may move them all in the same direction or scatter them, you may also leave some of them on the way in the first district of the move.
- **Super Hiring.** During the Move Phase you can hire 2 new Militant markers of the same color or 2 different colors. You can place them anywhere on the board.
- **Super Fake Polls.** You can play this card during the elections as a regular card. You bring 3 points to the given Party. ATTENTION, you can play your Super Joker only once a round. At the end of the election you will not get it back (unlike your regular joker which comes back to you after each election). You will only get your Super Joker Back at the end of the round.
- **Super Murder.** During the Move Phase you can play this card to eliminate one of the Representative already elected on the board. An other election will need to be held in the given district. ATTENTION: when you play your Super Joker with that last effect, you won't get it back. You lose it for the remainder of the game.