

Offices

Blue offices (for play in phase 2) – For action cards

- Additional cards

The player immediately draws (depending on the office) 1, 2 or 3 action cards from his draw pile.

- Cards exchange

The player places (depending on the office) up to 2 or 3 cards in the temporary clipboard pile, replacing them with cards from his action card draw pile. The player has to decide before using the action how many cards he wants to trade in.

Yellow offices (for play in phase 3) – For money and buys

- Additional money

Take (depending on the office) 1, 2 or 3 coins, which can be added to the total sum of coins when buying cards from the street.

- Permission to buy

Buy (depending on the office) 1 or 2 cards. Only players, whose campaign worker is in one of these offices, may acquire cards from the street. If a player selects more than one of these offices, he may buy a corresponding number of cards.

- Special permission to buy

First, move all cards lying on the street spaces to the left, if there are empty spaces to the left. (Cards that are lying on the spaces farthest to the left are not removed.) Then, draw new action cards from the supply and place them on the empty street spaces farthest to the right. Buy one card. If a player uses this action, it is imperative that the players move the cards to the left if there are any empty spaces.

- Cards shredding

The player shreds (depending on the office) 1 or 2 cards from his hand and takes 1 or 2 coins in return. Remove the shredded cards from the game. For each shredded card, the player takes 1 coin, which can be used for buying cards. He has to decide before using the action how many cards he wants to shred. The player can also use this action if he does not want to use the coin to buy more cards.

Green offices (for play in phase 3) – For victory points

- Victory points

Take (depending on the office) 1, 2, 3, 4 or 5 victory points. These count towards the total number of victory points and the player moves his playing piece forward accordingly along the career path.

Grey offices – For specials

- Double use of cards

The player re-activates 1 card from his play area one time. (Cards in the temporary clipboard pile cannot be used a second time!) The player can use this action in phase 2 for blue, purple or grey cards or in phase 3 for green, yellow or grey cards. Cards re-activated in this manner are placed afterwards in the temporary clipboard pile. If the player takes additional coins with this action, he **cannot** double them with other actions! The player can **never** choose offices with this action.

Action Cards

Purple cards (for play in phase 2) – For campaign workers

- Inside Information

The player may immediately choose a second office by placing another of his campaign workers in a different unoccupied office. If a player can use the card a second time (thanks to another action), he can choose a third office by placing one more of his campaign workers.

- Sharpen the Elbows

The player can place 1 of his campaign workers in one of the offices that is already occupied by another player's campaign worker. Now, he can also use this office himself.

- Small PR Campaign, Huge PR Campaign

The player recruits (depending on the action symbols) 1 or 2 additional campaign workers from the extra campaign workers beside the game board and can use them in this round (he can recruit a maximum of 4 additional campaign workers). However, at the end of the round, he returns these additional campaign workers to the extra campaign workers beside the game board.

- Election Campaign Office

The player can shred 1 unused card from his hand (removing it from the game) and recruit 1 campaign worker in its place from the extra campaign workers beside the game board for use in the current round. However, at the end of the round, he returns this additional campaign worker to the extra campaign workers beside the game board.

Blue cards (for play in phase 2) - For action cards



- Sauna with Colleagues, State Dinner, Keynote speaker

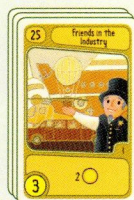
The player immediately draws (depending on the action symbols) 2, 3 or 4 cards from his draw pile.



- Donation Collecting

For each coin that the player pays, he can draw 1 new card from his draw pile. This is the only action during phase 2, for which the player may use coins from cards and/or offices. The player places all used money cards in his play area. If he does not spend all coins to draw cards, the remaining coins are lost and cannot be saved for later. If a player can use the card a second time (thanks to another action), the player has to spend more coins to be able to use the action again.

Yellow cards (for play in phase 3) - For money and buys



- Fatherly Friend, Friends in the Industry, Friends at the Banks

These cards yield (depending on the action symbols) 1, 2 or 3 coins. These count towards the total sum of coins and can be used to buy cards.



- Garden Party for Friends

This card doubles the original number of coins: Once the player has added up all the coins that he receives from cards and campaign workers in offices, this card doubles their total. If a player can use the card a second time (thanks to another action), the original sum total of coins is doubled a second time for a maximal grand total of three times the original sum of coins.

Yellow-green cards (for play in phase 3) - For money or victory points



- Wife's Charity Event

This card yields 1 coin or 2 victory points; the player must decide which option he prefers. If the player decides on the coin, it counts towards the total sum of coins, which can be used to buy cards. If the player decides to take the 2 victory points, these count towards the total sum of victory points. If a player can use the card a second time (thanks to another action), the player gets to choose between the two options again.

Green cards (for play in phase 3) - For victory points



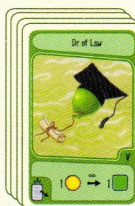
- Local Radio, Local Newspaper, Local TV, Nationwide Radio, Nationwide TV, Largest Nationwide Newspaper

These cards yield (depending on the action symbols) 1, 3, 6 or 10 victory points. These count towards the total number of victory points, moving the playing piece forward accordingly along the career path.



- Campaign Trail

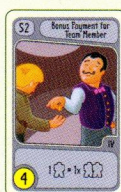
The original number of wooden victory point markers is doubled. Once the player has added up all the victory point markers, the sum is doubled. If a player can use the card a second time (thanks to another action), the original sum total of victory point markers is doubled a second time for a maximal grand total of three times the original sum of victory points.



- Dr. of Political Science, Dr. of Philosophy, Dr. of Law, Dr. of History

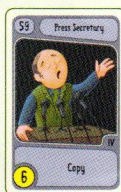
For every invested coin, the player takes 1 victory point. This action can only be performed once, and must be played immediately: Instead of buying this card, the player uses it right away. For each coin that he pays, he takes one victory point. When he is done, he lays the doctorate card in front of himself on the table for bragging rights—but it possesses no other value than that from here on in ... It is neither added to the temporary clipboard pile, nor the discard pile, nor can it be used a second time. It serves no other purpose for the rest of the game. If the card is lying on one of the street spaces that cost extra coins, the player first has to pay the required amount of extra coins before he can cash in the rest of his coins for victory points.

Grey cards - For specials



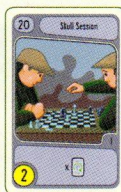
- Bonus Payment for Team Member (for play in phase 2 or 3)

The player can use one of his own campaign workers a second time in any office. If a player can use the card a second time (thanks to another action), he must select a different campaign worker for the action.



- Press Secretary (for play in phase 2 or 3)

The player duplicates any other one of his cards lying in his play area. (Play resumes as though the "duplicated" card existed twice.)



- Skull Session (for play in phase 3)

The player can keep any number of unused cards for the next round. He does not have to show these cards to the other players. At the start of the next round, he draws 5 new cards, as usual, and he adds the cards that he kept from the previous round to the cards he just drew. If a player can use the card a second time (thanks to another action), there is no further benefit to the action.

Red cards



None of the red cards has a function. They have the lowest numbers, so they are not particularly useful for determining the order of play either. A player receives them automatically when he buys an action card and one or more red cards are lying on any one of the street spaces to the left of the acquired action card. These cards do not cost anything and cannot be deliberately acquired—not that a politician would voluntarily want one of these anyway.