

Policy Cards	<p>Free Trade Year End: -1 Wealth</p> <p>Whenever you collect tax revenue on an employment of more than 7, take one extra 🟡.</p> <hr/> <p>Protectionism Year End: +1 Popularity</p> <p>Employment cannot rise above 7.</p> <p>Neutral: At Year End, you may rotate to Free Trade or to Protectionism. Once rotated, that rotation is fixed for the rest of the game.</p>	<p>Small Government Remove all 🔄 from Used or the bag. You may not fund Social Welfare. You may fund National Security multiple times in a year. You may spend 🟡 from the Treasury to fund Private Enterprise a second time each year.</p> <hr/> <p>Welfare State You may fund Social Welfare multiple times in a single year. You may place up to 2 🔄 in the Treasury at any one time. These may be Spent to cancel the effects of the Industrial Violations, Welfare Cheats or Political Corruption events. At Year End, if you have 2 or fewer 🔄, then rotate back to Neutral and move all 🔄 from Treasury to bag.</p> <p>Neutral: At Year End, if you have 3 or more 🔄, may rotate to Welfare State. At any time, you may rotate to Small Government, but that will fix the rotation of this card for the rest of the game.</p>	<p>Lawless Public Safety is reduced to 3 and may not rise above 3.</p> <p>You may place 🔪 in the Treasury.</p> <p>You may Spend 🔪 to Add 🔪🔪 and add +1 to your choice of Employment, Public Safety, Wealth, Health or Popularity.</p> <p>At Year End, if total 🔪 is not twice or more total 🛡️, rotate back to Neutral and move all 🔪 from Treasury to bag.</p> <p>Police State At Year End: -1 Popularity</p> <p>You may place 🛡️ in the Treasury. You may Spend 🛡️ to remove 🔪 from Used. If total 🛡️ is below 4 at Year End, then rotate to Neutral and move all 🛡️ from Treasury to bag.</p> <p>Neutral: At Year End, if total 🛡️ is 4 or more, rotate to Police State. Otherwise, if total 🔪 is double or more total 🛡️, rotate to Lawless.</p>																
New Institutions	<p>INFRASTRUCTURE</p> <p>🟡 → +1 Wealth</p> <p>🛡️🔪 → -1 Health</p>	<p>INVESTMENT</p> <p>🟡 → 🟡 → Add 🟡</p> <p>🔪 → Add 🔪</p>	<p>HIGHER EDUCATION</p> <p>🟡 → +1 Employment -1 Wealth</p> <p>🔪 → Add 🔪</p>																
Scenario Cards	<p>Scenario: Olympics Emp 7 PubSaf 4 Wea 5 Hea 4 Pop 7</p> <p>At any time: Spend 🟡 and place it on this card. This is not removed at Year End and stays throughout the game.</p> <p>Track years on the Turn Track; at the end of eight years, the game ends. You win if you have a Public Safety of 6 or more and placed 2 (Easy), 3 (Normal) or 4 (Hard) 🟡 on this card.</p>	<p>Scenario: Economic Crash Emp 5 PubSaf 5 Wea 5 Hea 5 Pop 5</p> <p>Setup: Add 0 (Easy), 1 (Normal) or 2 (Hard) 🔪 to the bag.</p> <p>At Year End: The game ends and you win if there are no 🔪 in Used.</p>	<p>Scenario: Organised Crime Emp 6 PubSaf 4 Wea 4 Hea 6 Pop 7</p> <p>Setup: Add 0 (Easy), 1 (Normal) or 2 (Hard) 🔪 to the bag.</p> <p>Upon 🔪🔪: in addition to event, Add 🔪.</p> <p>At Year End: The game ends and you win if there are no 🔪 in Used.</p>																
	<p>Scenario: War Footing Emp 5 PubSaf 7 Wea 6 Hea 6 Pop 4</p> <p>Setup: Place the current-turn marker on Year 2. Once per turn may spend 🟡 to this card and -1 Employment to feed the war machine.</p> <p>Year End: Do not move the turn marker as normal. If Employment and 🟡 was Spent as above, move turn marker one space forward. If nothing was Spent, most marker one space backwards. The game ends and the war is lost if the marker reaches turn 0, and the game ends and the war is won if the marker reaches turn 5 (Easy), 6 (Normal) or 7 (Hard).</p>	<p>COUNTRY PROFILE: CAPITALIST DEMOCRACY</p> <p>🔪🔪🔪🔪🔄</p> <p>🛡️🛡️🔪🔪🟡</p> <p>Starts with: Free Trade</p>	<p>COUNTRY PROFILE: LIBERAL DEMOCRACY</p> <p>🔪🔪🔪🔪🔄</p> <p>🔄🔄🔪🔪🟡</p> <p>Starts with: Welfare State</p>																
	<p>Turn Track</p> <table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td></tr> <tr><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td></tr> <tr><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td></tr> </table>	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	<p>COUNTRY PROFILE: SOCIALIST REPUBLIC</p> <p>🔪🔪🔪🛡️🛡️</p> <p>🔄🔄🔪🔪🟡</p> <p>Starts with: Protectionism</p>	<p>COUNTRY PROFILE: TINPOT DICTATORSHIP</p> <p>🔪🔪🔪🔪🔪</p> <p>🛡️🛡️🛡️🛡️🟡</p> <p>Starts with: Police State</p>	
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	Turn Track	Starting Country Cards																	