


Free Trade

Year End: -1 Wealth

Whenever you collect tax revenue on an employment of more than 7, take one extra .



Employment cannot rise above 7.




Year End: +1 Popularity


Protectionism

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.

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.



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.




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.




Lawless






Public Safety is reduced to 3 and may not rise above 3.

You may place  in the Treasury.

You may Spend  to Add  and add +1 to your choice of Employment, Public Safety, Wealth, Health or Popularity.

At Year End, if total  is not twice or more total , rotate back to Neutral and move all  from Treasury to bag.

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.

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.

At Year End: -1 Popularity

Police State






INFRASTRUCTURE

 → +1 Wealth


    -1 Health

INVESTMENT

 →  → Add 

    Add 


HIGHER EDUCATION


 → +1 Employment
-1 Wealth

    Add 

Scenario: Olympics


Emp 7 | PubSaf 4 | Wea 5 | Hea 4 | Pop 7


At any time: Spend  and place it on this card. This is not removed at Year End and stays throughout the game.

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.

Scenario: Economic Crash


Emp 5 | PubSaf 5 | Wea 5 | Hea 5 | Pop 5



Setup: Add 0 (Easy), 1 (Normal) or 2 (Hard)  to the bag.


At Year End: The game ends and you win if there are no  in Used.

Scenario: Organised Crime

Emp 6 | PubSaf 4 | Wea 4 | Hea 6 | Pop 7


Setup: Add 0 (Easy), 1 (Normal) or 2 (Hard)  to the bag.


Upon  in addition to event, Add .

At Year End: The game ends and you win if there are no  in Used.

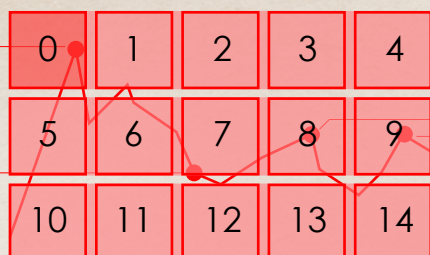
Scenario: War Footing

Emp 5 | PubSaf 7 | Wea 6 | Hea 6 | Pop 4

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.

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).

Turn Track



Turn Track

COUNTRY PROFILE: CAPITALIST DEMOCRACY



Starts with: Free Trade

COUNTRY PROFILE: LIBERAL DEMOCRACY



Starts with: Welfare State

COUNTRY PROFILE: SOCIALIST REPUBLIC



Starts with: Protectionism

COUNTRY PROFILE: TINPOT DICTATORSHIP



Starts with: Police State

Starting Country Cards