

Setup

1. Remove the Integrity cards from the PolitiCraft deck and place them in a separate stack. Remove the Public Figure Status Cards from the PolitiCraft deck and give one to each player. Set any remaining Public Figure Status cards aside.
2. Shuffle the PolitiCraft deck thoroughly and place it in the center, turning over the first card to start the discard pile.
3. Each player draws 7 cards from the PolitiCraft deck. NOTE: If an End of Election Cycle card is drawn at this point, shuffle back into the deck and draw another card.
4. Each player draws two Integrity cards and sets them to the side.

Card Types

Standard Cards - Played to a Player's Area of Impact, with no conditions or prerequisites. Social Impact points are awarded based on the point value listed on the card.

Conditional Cards - Conditional cards have prerequisites listed at the top of the card that must be met before playing them in a player's Area of Impact.

Power Play Cards - Power Play cards directly engage with other players and contain required actions.

Integrity Cards - Earned by Allied Actions or with Power Play cards. A player must have at least 1 Integrity card at the end of the game to win.

Game Play

The area in front of each player is their Area of Impact. During each turn the Player must do one or more of the following:

- Play a card to their Area of Impact and explain how the action impacts their social issue.
- Initiate an Allied Action, which is the act of helping another player by playing a Standard or Conditional card to their Area of Impact. Explain how the action taken impacts the social issue of the player they helped. Each card played in this way earns 1 Integrity card. Conditional cards played in



Part# PC-QREF-B22 (03/2019)

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Allied Actions must have their requirements met by cards in the Area of Impact of the receiving player.

- If unable to play or trade, discard a single card to discard pile face-up and draw a new one.
- Draw cards from the PolitiCraft deck or the discard pile until they once again have 7 cards.

Trading

Trading is allowed at any point and does not count as a turn. Trades must be 1-for-1 and can only be traded from cards help by the players, not cards already played on an Area of Impact.

Game Events

Public Figure Status - On the first turn after a player exceeds 200 Social Impact points, they turn over their Public Figure Status card and play TWO cards each turn, with one card (NOT a Power Play card) played on someone else's Area of Impact. If both cards are played to other players' Areas of Impact, and neither is a Power Play card, 1 Integrity card is awarded. Conditional Cards played for another player must have all conditions met in the receiving players Area of Impact.

End of Election Cycle - When drawn, it must be revealed immediately to all players. All players must follow the directions on the revealed card. Player then draws another card and their turn is over.

End of Game - After 4 Election Cycle cards are revealed and their effects resolved, the game is over.

Scoring

Players add up the points on all of the cards on their Area of Impact, as well as their Integrity cards. The player with the most Integrity cards also receives a 100-point bonus. If there is a tie for most Integrity cards, each player in the tie gets the 100-point bonus. The player with the most points and at least one Integrity card has achieved the most Social Impact related to their cause and wins the game!

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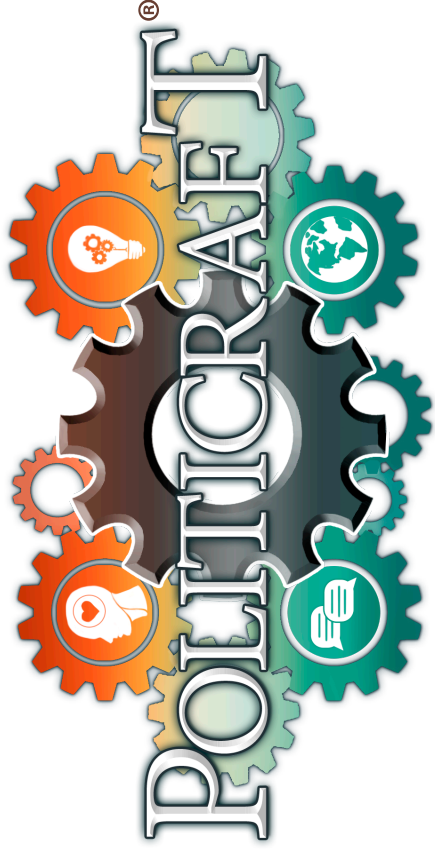
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Quick Reference
Card



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