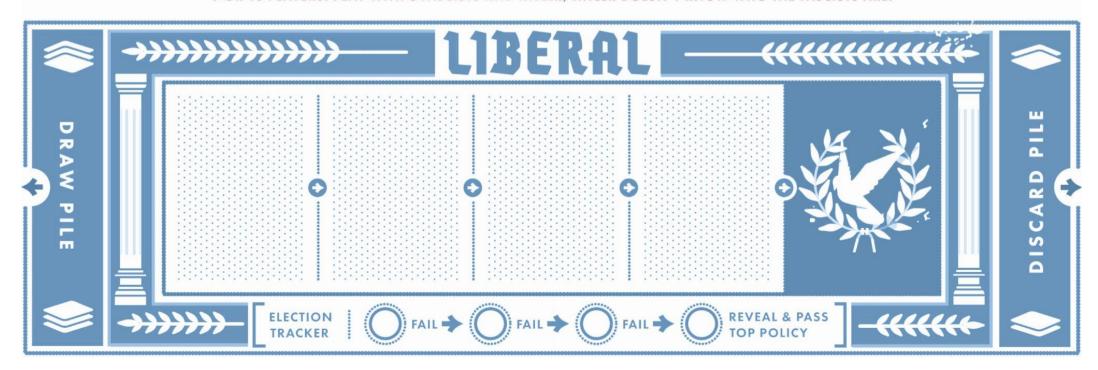


5 OR 6 PLAYERS: PLAY WITH 1 FASCISTS AND HITLER, HITLER KNOWS WHO THE FASCIST IS.
7 OR 8 PLAYERS: PLAY WITH 2 FASCISTS AND HITLER, HITLER DOESN'T KNOW WHO THE FASCISTS ARE.
9 OR 10 PLAYERS: PLAY WITH 3 FASCISTS AND HITLER, HITLER DOESN'T KNOW WHO THE FASCISTS ARE.



ELECTION

Nominate a Chancellor; members of the last elected government are not eligible. Draw 3, Discard 1,

to vote ·Get at least 50% of the table to vote 'ja!'

·Hitler can only seize power if three Fascist Policies are already out at the moment he's elected Chancellor.

LEGISLATIVE SESSION

Pass 2.

session. ·Don't speak while in

After a law is enacted, you may discuss (or lie about!) what policies you drew, discarded, and passed.

EXECUTIVE ACTION

- carry over between rounds. ·Presidential Powers do not
- The sitting President has final say and MUST exercise any power granted to him.
- You are free to discuss (or lie about!) the results of an Investigation.

ELECTION

FOLD

HERE

·Hitler can only seize power if three Fascist Policies are already out at the moment he's elected Chancellor.

LEGISLATIVE SESSION

- enact 1 face-up. ·Receive 2 policies, Discard 1 face-down,
- .Don't speak while in session; only once you've enacted a policy face-up can you discuss (or lie about!) what policies you passed.

CUT ON SOLID GREY LINES!!!

