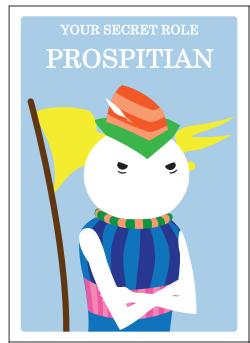


Print and Play

















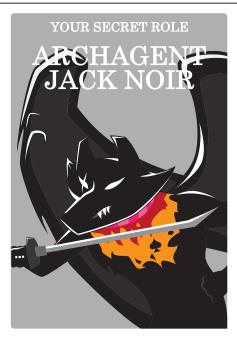


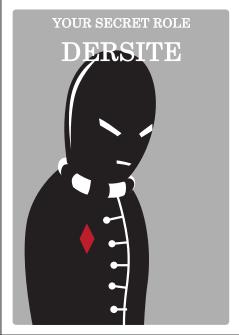
*Yes, Rose and Dave began the game on Derse, but have since begun playing for the Prospitian side.

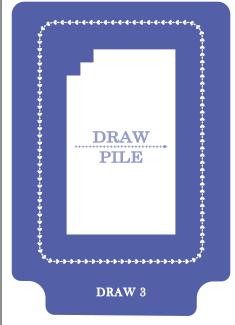


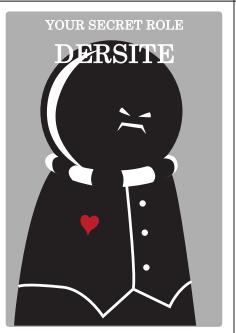
PROSPIT

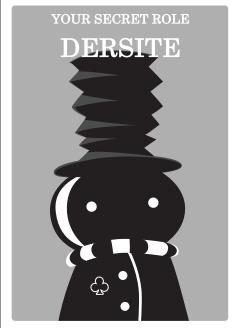




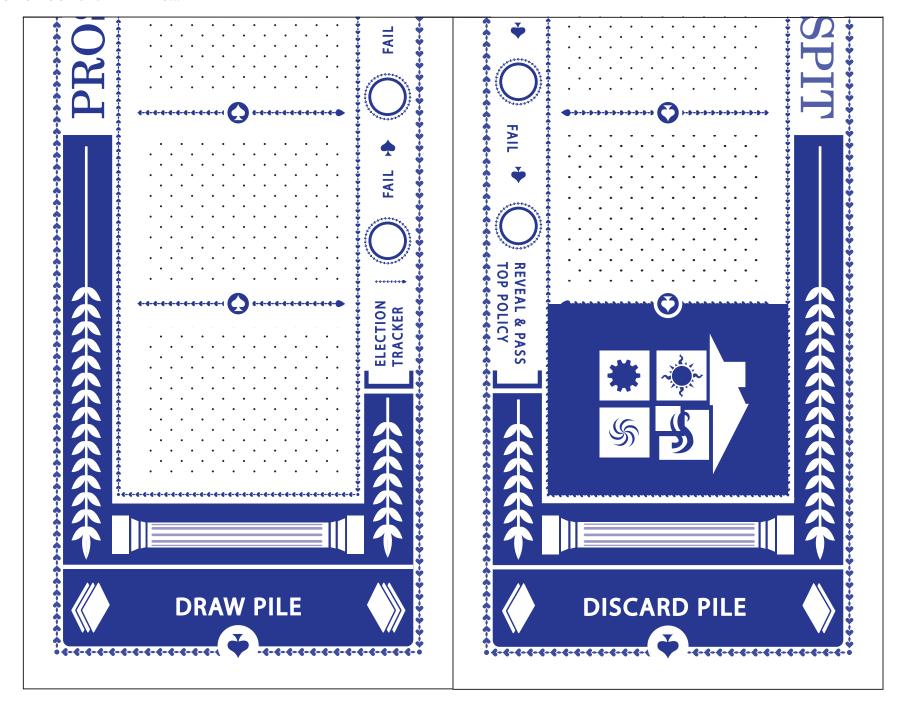


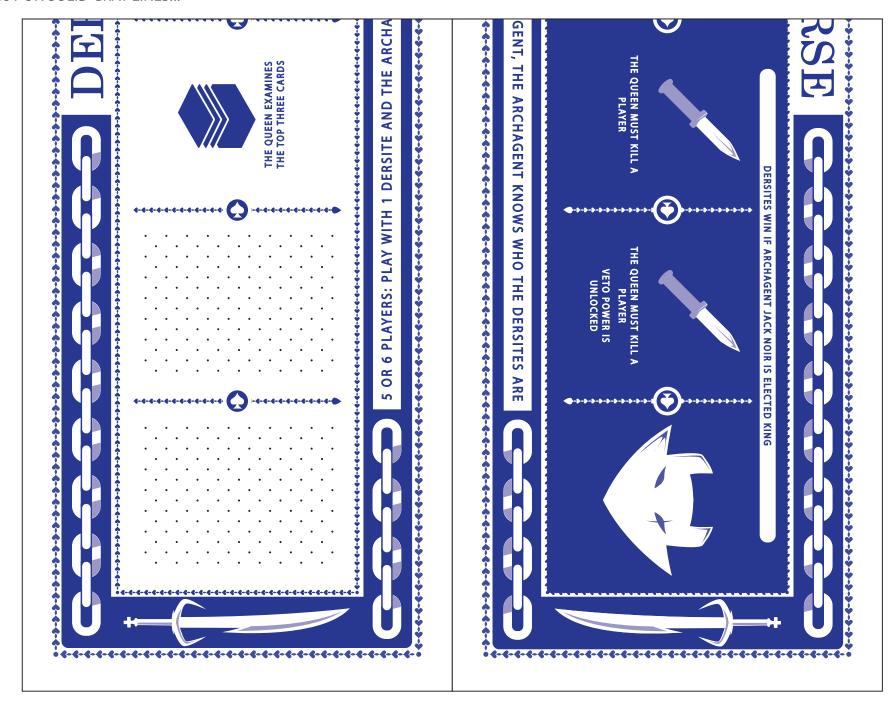


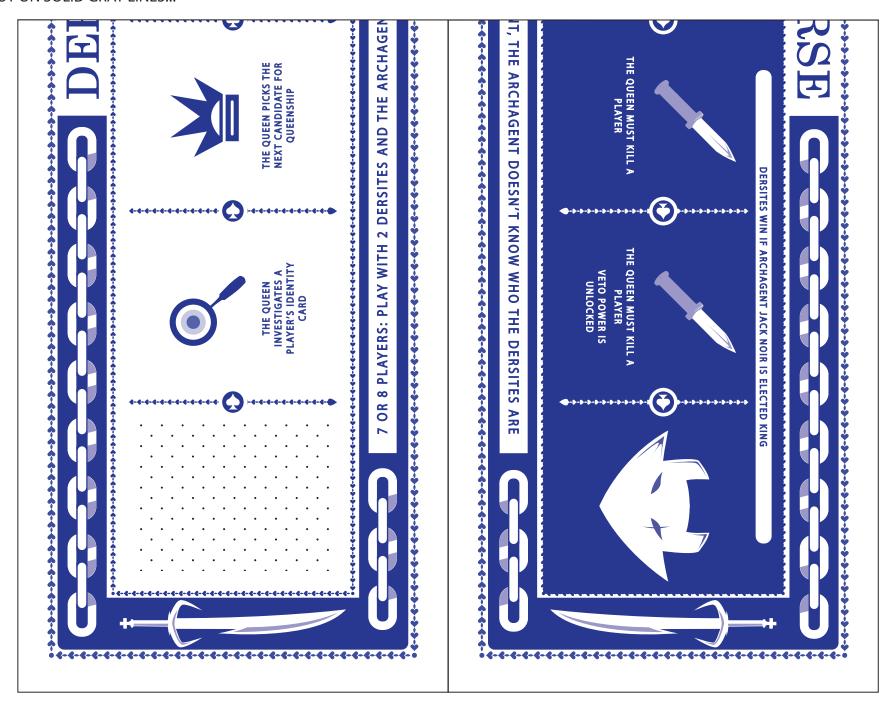


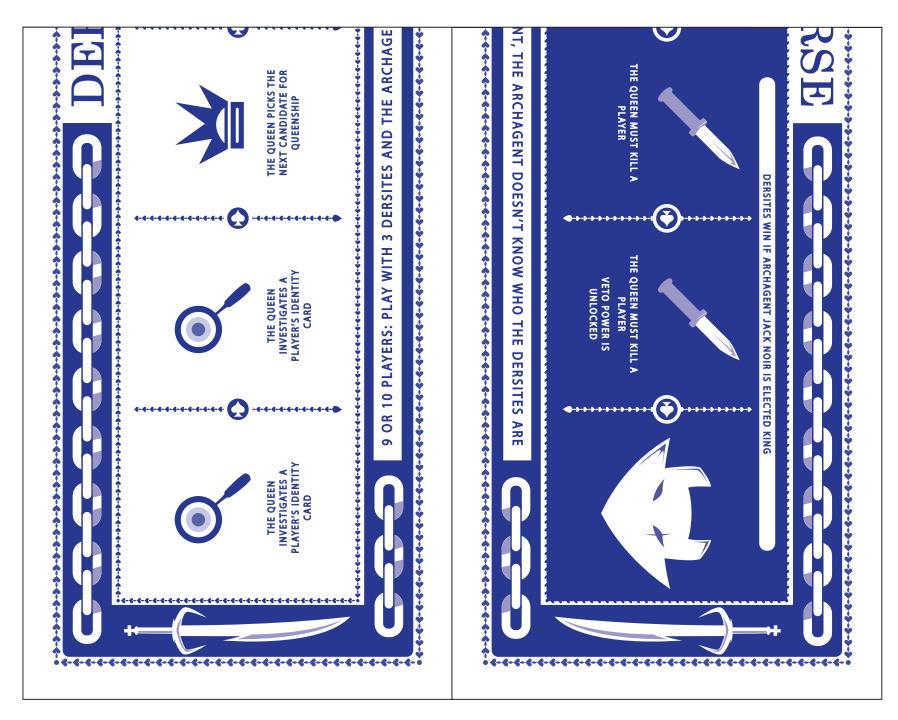


<u>MEMBERSHIP</u>	<u> MEMBERSHIP</u>	<u>MEMBERSHIP</u>	<u>MEMBERSHIP</u>
DERSE	DERSE	PROSPIT	PROSPIT
<u> MEMBERSHIP</u>	<u> MEMBERSHIP</u>	<u> MEMBERSHIP</u>	<u> MEMBERSHIP</u>
DERSE	DERSE	PROSPIT	PROSPIT









• • • • • • •

Election

* Archagent Jack Noir can only seize power if three Dersite policies are already out at the moment he's elected King.

Legislative Session

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

Election

- * Nominate King; members of the last elected government are not eligible
- * Get at least 50% of the table to vote 'yeah!'

 * The Archagent can only seize
- * The Archagent can only seize power if three Dersite policies are already out at the moment he's elected King

Legislative Session

- * Draw 3, Discard I, Pass 2

 * Don't speak while in session
- * After a law is enacted, you mays discuss (or lie about) what policies you drew, discarded, and passed.

Executive Action

- *Queen's Powers do not carry over between rounds.
- * The sitting Queen has the final say and MUST exercise any power granted to them.
- * You are free to discuss (or lie about) the results of an Investigation

