**Solar Conflict Rules**  
  
Section One: Introduction and Setup  
 Solar Conflict is an ideologically-focused nation building game, where you control a nation that has entered the space age, among other players, in a single solar system.   
 One player, however, is what's called the Game Master. The Game Master does not play, but rather keeps track of all the information and creates random events for players to spice things up.   
 You will start the game by choosing a color to represent your nation, what your governing ideology is, and what ethic currently runs the nation. Optionally, you may name your nation for extra flavor.  
 Next, all the players will roll dice to determine who gets the first pick for the starting world. The player with the highest roll will choose first. Afterwards, players will go clockwise choosing their starting world. Any of the worlds named “Homeworld” are allowed starting locations.   
 Then, each player will receive a board where they will place their Residential Sectors and all applicable markers (see Section Three), Industrial Sectors, and Collector Sectors on their homeworld. You will start with 1 Planetary Capital Tile, 4 Residential Sector Tiles (all abide by your governing ideology), 5 Industrial Sector Tiles, and 2 Collector Sector Tiles. Every Homeworld will have a +5 Deposit, another +5 Deposit, a +4 Deposit, and a +2 Deposit. You will have a Trade Ship, a Science Ship, and 2 Basic Class ships to start out with. You also start with 10 Credits, 10 Influence, and 10 Manpower.

Setup is now complete, and the game can now start. See Section Two for how turns work.  
 Now, the objective of Solar Conflict is to have the highest s by the end of your session. You gain score from winning wars, colonizing, improving your living standards, having your votes accepted in the Solar Council, and more.  
 But winning the game isn’t the fun of Solar Conflict-- it’s all the ideological messes and diplomatic alliances you make all in secret. So have fun, and don’t worry about winning!

Section Two: Ideology and Turn Phases  
On every turn, players will go at the same time. Every turn will have 8 phases, and players enter each phase at the same time. The phases are as follows:

* Credits
* Resource
* Production
* Commerce
* Science
* Administration
* Diplomacy
* Warfare

However, what you can and cannot do during these 8 phases depends on your governing ideology.

The Capitalism ideology restricts your economic involvement, and also makes you have elections which changes who is in charge.  
 The Fascism ideology encourages genocide, military, and allows you to have more control over your nation.  
 The Communism ideology advocates full control by you, the player, in order to secure the interests of the workers.  
 The Anarchism ideology advocates for workers control, and the removal of the state. In other words, you the player have less control but powerful benefits in return.  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
 Below is a general overview on what you will do during each phase, but see the specifics for the necessary course of action with each ideology:

* Credits Phase  
  You will add Credits to your storage.
* Resource Phase  
  Your Collectors will produce Resources, and you will allocate these Resources to Industrial and Residential Sectors.
* Production Phase  
  Any Industrial Sectors that received a Resource during the Resource phase will provide you with 1 Production each during the Production phase. You can use Production to build ships and construct buildings, see **Section Eight**.
* Commerce Phase  
  If you have a Trade Ship, you can use it to create a Trade Route with a planet within 1 sector of you. If you have a Trade Route with somebody, you can use one of your Trade Ships to enact a trade with them, in which both you and the other player agree to trade resources. Please note that once you have used a Trade Ship, it cannot be used until your next Commerce Phase. If you have a Colony Ship, you may move 1 sector with it, and colonize a world to exploit its resources.
* Science Phase  
  If you have a Science ship, you may move it 1 sector and survey an anomaly. Additionally, you may research technology.
* Administration Phase  
  You will add Influence to your storage, and check for revolts. Then, you may administer Luxury Goods, and enact policies.
* Diplomacy Phase  
  You will interact, talk, spy, counterspy, ally, or declare war with or on other players.
* Warfare Phase  
  You may move ships (up to 1 sector a turn), and attack if you are at war. Additionally, you will add you manpower and supply your ships during this phase.

List of Ideologies and Turn Phases:  
  
**Capitalism**:

* Credits Phase  
  Depending on your taxation level (Low or High), you get credits (1 or 2 respectively) per Residential Sector in the nation.
* Resource Phase  
  No special requirements.
* Production Phase  
  Because of the free market, you *must* allocate Production into Luxury Goods, Trade, Colonialism, and Development. You may spend credits to use that production on anything else, namely military.
* Commerce Phase  
  Have the GM move your Economic Tracker to influence the Economy. Additionally, you may spend credits (10 by default) credits to improve the economy. You may also cut taxes to improve the economy. By raising taxes meanwhile, you lower the economy. You can also cut spending, giving you immediate credits, but the economy goes down. You can still do trade and colonies like normal.
* Science Phase  
  You have 4 Private Science Slots.
* Administration Phase  
  You add your Influence (1 per Residential Sector) income immediately, and check for Revolts. Then, keep track of when an election is. You have an election every 3 turns. See Section Nine? For details on the Elections. Afterwards, you can change policies and enact edicts. If you are Progressive, you may spend Influence to Nationalize a Science Slot, Industrial Sector, or a Collector Sector.
* Diplomacy Phase  
  You may freely discuss with other players about anything you want, or spy on others. You need to take a vote to declare war, however.
* Warfare Phase  
  Start by adding your Manpower (1 per Residential Sector for Volunteer Service, 2 per Residential Sector for Conscription), and supplying your Military with Manpower (see Section Four). You may move ships up to one sector in a turn, or recruit Army Units. If at war, see Section Four for details on how combat works.

**Fascism**:

* Credits Phase  
  Depending on your taxation level (Low or High), you get credits (1 or 2 respectively) per Residential Sector in the nation.
* Resources Phase  
  No special requirements.
* Production Phase  
  At Low Corporate Control, you may need to Prioritize Capitalist Production.
* Commerce Phase  
  You May Interact with Corporations and change your control over them. Proceed as Normal.
* Science Phase  
  You have 1 National Science Slot, and 2 Private Science Slots.
* Administration Phase  
  You add your Influence (1 per Residential Sector) income immediately, and check for Revolts. Besides the usual policy changes, you can also interact with your Ministers. You can spend 12 Influence to force one to be more loyal to you.
* Diplomacy Phase  
  No special requirements.
* Warfare Phase  
  Start by adding your Manpower (1 per Residential Sector for Volunteer Service, 2 per Residential Sector for Conscription), and supplying your Military with Manpower (see Section Four). You may move ships up to one sector in a turn, or recruit Army Units. If at war, see Section Four for details on how combat works.

**Communism**:

* Credits Phase  
  Depending on your levels of Revisionism, you may or may not gain credits.
* Resources Phase  
  No special requirements.
* Production Phase  
  If you are Revisionist enough, you may have to Prioritize Capitalist Production (Luxury Goods, Trade, Development, Colonialism, Economy).
* Commerce Phase  
  You may interact with you Soviets, and try to Collectivize or Privatize them. Proceed as Normal.
* Science Phase  
  You have 2 National Science Slots.
* Administration Phase  
  You add your Influence (1 per Residential Sector by default.) income immediately, and check for Revolts. Then, ask the Game Master for any Soviet Representative Demands. Afterwards, you may resolve any events and fill in the Ideology Markers for the Representatives.
* Diplomacy Phase  
  No special requirements.
* Warfare Phase  
  Start by adding your Manpower (1 per Residential Sector for Volunteer Service, 2 per Residential Sector for Conscription), and supplying your Military with Manpower (see Section Four). You may move ships up to one sector in a turn, or recruit Army Units. If at war, see Section Four for details on how combat works.

**Anarchism**:

* Credits Phase  
  You do not use credits for internal affairs, so you do not have a credit income.
* Resources Phase  
  You may allocate Resources how you wish, however going against a Union’s interests will make them more Fervent.
* Production Phase  
  You may allocate Production how you wish, however going against a Union’s interests will make them more Fervent.
* Commerce Phase  
  The Game Master may provide you with an event which changes any Union’s membership, otherwise you may encourage or side with a particular Union to possibly raise it’s membership. You may still Trade and Colonize as you wish, however going against a Union’s interests will make them more Fervent.
* Science Phase  
  You have 3 Turns worth of Research you can complete every Science Phase. You can divide these 3 Turns worth however you wish.
* Administration Phase  
  You do not use influence, but still check for Revolts. Then, you may make policies and interact with the Unions, try to make compromises, or side with a particular Union.
* Diplomacy Phase  
  The Union’s foreign policy is decided during the Administration Phase. You may discuss with players as you wish, however going against a Union’s interests will make them more Fervent.
* Warfare Phase  
  Start by adding your Manpower (1 per Residential Sector for Volunteer Service, 2 per Residential Sector for Conscription), and supplying your Military with Manpower (see Section Four). You may move ships up to one sector in a turn, or recruit Army Units. If at war, see Section Four for details on how combat works.

Section Three: Economics Mechanics  
Resources and Goods used by Nations:

* Score (Blue Cubes)
* Credits (Yellow Cubes)
* Influence (Purple Cubes)
* Manpower (Orange Cubes)
* Resources (Brown Cubes)
* Production (Grey Cubes)
* Luxury Goods (Green Cubes)
* Military Goods (Red Cubes)

**Buildings:**  
 Planetary Capitol - Central Hub of Administration and Main City. Produces double as much as a Residential Sector. Needs 1 Resource a turn. Only one per planet.  
 Residential Sector - Sector of the planet where people live. Produces 1 or 2 Credits (depending on low or high taxes respectively), 1 or 2 Influence (1 for Capitalists, 2 for Fascists and Communists), and 1 or 2 Manpower (depending on volunteer or conscription military service respectively).  
 Industrial Sector - Sector of the planet where Factories produce things. If 1 Resource is allocated to it, then it will provide 1 Production.  
 Collector Sector - Sector of the planet where basic Resources are created. Each Collector “claims” a Resource Deposit that the planet has, producing Resources equal to the amount the Resource Deposit that it claims is worth.  
 Shipyard Sector - Sector of the planet where ships are produced and docked. Each Shipyard can Dock 1 Ship. Titans need 2 Adjacent Shipyards to Dock. Additionally, every Shipyard will reduce the Production Cost of producing a ship by 1. Minimum of 4, 6, and 9 Production costs for Basic Class, Warrior Class, and Titan Class ships respectively.  
 Garrison Sector - Sector of the planet where the army is stationed. Can spend Influence to turn it into a Work Camp. Also works as a Defensive Building during Planetary Invasions.   
 Every Tile has a Calm State (default) and an Unrest State (orange tint). If a Residential Sector does not get Resources allocated to them, the tile will be flipped, revealing the Unrest State. At the beginning of your Administration Phase, you will make a revolt check.  
 Every Industrial Sector also creates Pollution, 1 each. If your planet reaches 20 Pollution, then it goes down in a Habilitality Rank. You can do Ecological Production or Clean Up Pollution to stop this. Ideal is -1 Production Cost, Habitable is 0, Uninhabitable is +2 Production Cost, and Toxic is +4 Production Cost.  
  
Sections Four: Military  
Army:  
Infantry Units are standard military units.  
Artillery Units have a ranged attack.  
Militia Units need to roll a 6 in combat.

When a planetary invasion is commenced, both players will roll a d6 for each unit they control. If a 5 or higher is rolled, you kill an enemy unit.  
You can spend a Military Good to add a +2 bonus to a roll. Can only be applied once per dice.

Navy:  
The Ships are divided into three classes. Basic Tier, Warrior Tier, and Titan Tier. Basic Tier has basic bitch kind of ships, with basic bitch capabilities. Warrior Tier ships are much more specialized, and can be formidable ships. Titan Tier ships are massive, and can access everything. Titans also have two weapon slots, so are thus more versatile and powerful.  
Basic ships need 1 Manpower/turn each, Warriors need 2 each, and Titans need 3 each.  
  
Basic Class Ships have 1 Health, Warrior Class have 2 Health, and Titans have 4 Health.  
Each ship will have a weapon type, weapon range, weapon damage, shields, and an AI.

You’ll start combat by lining up each sides ships for being front line and back line.

Each round of combat will start with both sides rolling a d6 for each weapon their ships use. You need a 5 or higher to hit. You will apply bonuses, namely from your ship AI, and subtract your target’s shields.

Once all dies have been rolled, and the hits determined, the damage is applied for the range they are in.

Instead of attacking with a ship, you are allowed to move its position by one space.

You can spend one Military Good to add +2 to a roll. Can only be applied once per dice.

Weapon Types:

Missiles (2 range. 1 damage.)

Lances (3 range. 1 damage.)

Ion (only needs a 4 to hit, but can only temporarily disable ships. 1 range.)

Laser Beam (1 range. 2 damage. needs a 6 to hit.)  
Mass Driver (1 range. 1 damage.)  
  
  
  
  
Section Five: Science  
There are specific techs in each field, listed below. The number to the left is the amount of turns it take to research.

Military:

2 Warrior Class - Unlocks the Warrior Class ships.

3 Titan Class - Unlocks the Titan Class ships.

1 Ship AI - Upgrades all your ships with an AI, giving +1 chance to hit.  
2 Advanced Ship AI - Upgrades all your Ship AI, giving a +2 chance to hit.

2 Shields - Upgrades all your ships with Shields, giving a -1 chance to be hit.

1 Missiles - Unlocks the Missile weapon type.

2 Laser Beam - Unlocks the Laser Beam weapon type.

2 Lance - Unlocks the Lance weapon type.

2 Ion - Unlocks the Ion weapon type.

Economy:

2 Longer Trade Routes - Extends the trade route length to 2 sectors, instead of 1.

3 Collection Revolution - Every Collector Sector produces an additional +2 Resource per Collector.  
4 Industrial Revolution - Every Industrial Sector produces 2 Production per turn.  
2 Conservation - -1 Resource cost for Ecological Production.  
2 Ecological Production - Additional -1 Resource cost for Ecological Production.  
2 Futuristic Infrastructure - -1 Production Cost for all Infrastructure.

1 Improved Standard of Living - Repeatable tech. Provides score.  
2 Efficient Luxury Production - You now receive 2 Luxury Goods per Production.  
2 Efficient Military Production - You now receive 2 Military Goods per Production.

Diplomacy:

3 Solar Council - Unlocks the Solar Council to meet up and create votes. The first person to research this will create the first vote. See Section Six for details.

3 Council Centralization - Allows the Solar Council to hold Centralized power, which unlocks several options in the Solar Council. See Section Six for details.

1 Cultural Studies - Unlocks Culture Fair option in the Solar Council. This provides score to all attendees. See Section Six for details.

2 Propaganda Broadcasting - Unlocks the ability to spend Influence to potentially convert foreign Residential Sectors to your governing Ideology.

2 Espionage - Unlocks Spies.

2 Counterespionage - Unlocks Counterspies.  
  
Section Six: Diplomacy, Spies, and the Solar Council  
Solar Council:  
Once the Solar Council technology is researched, the Solar Council is established. The Solar Council is a Council where all the nations in the Solar System come together, make treaties, enact solar-wide proposals, and hopefully consolidate peace. The Head of Council is the one who makes proposals. Once the Council Centralization technology is researched, the Council increases in power, and the Head of Council might take over the Solar System through bureaucracy, so be careful!  
  
Solar Council Structure:  
The Council can work one of three ways. First, is by rotation. The Head of Council position will go clockwise, changing every turn.  
Second, is National Delegation. Each nation will secretly bet Influence, and the one who bets the most will be the Head of Council for that turn.  
Third, is Planet Democracy. Each Planet in the Solar System will vote for a nation they believe should be the Head of Council. The Game Master determines which planet votes for which nation, as determined by the Nationality and Ideology of said planet.  
  
Solar Council Proposals:  
Below is a list of possible Proposals:

* Forced Open borders
* Ban a specific Ideology
* Endorse a specific Ideology
* Have a Science Fair
* Ban Luxury Goods
* Ban Military Goods
* Embargo a Nation
* Resource Redistribution
* Cultural Fair (Needs Cultural Studies)
* Solar Taxes (Needs Council Centralization)
* Solar Peacekeepers (Needs Council Centralization)
* Solar Integration (Needs Council Centralization)

Espionage:  
If you have the Espionage technology, you may ask the Game Master to give you information on other Player’s conversations, and you may also covertly encourage unrest in other Player’s nations.  
  
  
Counterespionage:  
If you have the Counterespionage technology, you can fight other player’s trying to covertly damage you, and you may demand from the Game Master to keep your private conversations secret.  
  
Cultural Fair:  
The Cultural Fair will boost tolerance of every Race by 1, every single time it is done. Additionally, it will provide 1 Score (2 Score for the Proposer) to the attendees.   
  
  
War Declarations:

When you declare war against another player, you must also declare what you are hoping to gain from the war, and/or a reason for going to war. For instance, you may announce that you wish to take a planet from the opposing player, because “Nar Thronk is the rightful homeland of my people!”  
Afterwards, you may invite others to join the war, and your opponent may do the same.   
 During the Diplomacy Phase on the next turn, any member of the war may ask for peace, for either themselves, or for their entire side of their alliance. If the Solar Council is established, then everybody in the Solar Council will participate in the organizing and deciding of the peace treaty.  
 If you Declared War, and your Declaration is not (at least partially) fulfilled in the Peace Treaty, then the Following Happens:  
One Third of your Residential Sectors, or 4 Residential Sectors fall unto Unrest (whichever is higher)  
You Lose either 10 Influence, or Half of your Influence (whichever is higher)  
For Capitalists, Politics start Radicalizing Significantly  
For Anarchists, Unions become far more Fervent  
For Fascists and Communists, Your Residential Sectors in Unrest turn toward Anarchism or Capitalism, up to Game Master for which Sectors turn to what  
  
  
  
  
  
  
  
  
  
  
Section Seven: Index of Ethics and Policy Opinions  
If you are Capitalist, then your policies may make certain parties more or less favorable, See Section Two.   
  
Edicts:  
Purge Political Minorities:  
If Fascists are Purging, then Fascists support, everyone else is against  
If Communists are Purging, then Orthodox support, everyone else is against  
  
Enact a Draft:  
Governing Ideology Support (if the war is “just”), Dissidents always against  
  
  
Policies:  
Taxes:  
Progressives favor High Taxes, while Libertarians favor Low Taxes. Communists and Anarchists don’t care. Fascists use Tax policies to get elected.  
  
Borders:  
Fascists, and Libertarians, favor Closed Borders, while Progressives, Communists and Anarchists favor Open Borders.  
  
Military Service:  
Fascists and Communists favor Conscription, while Anarchists favor Volunteers. Progressives and Libertarians use Military Service policies to get elected.  
  
Race:  
Progressives, Communists, and Anarchists support Tolerance, while Libertarians and Fascists support Intolerance  
  
  
  
  
  
  
  
  
  
  
Section Eight: Prices of Buildings, Ships, Policies, and Military  
Below is a list of Possible prices  
Residential Sector: 6 Production (Minimum 2)  
Industrial Sector: 6 Production (Minimum 2)  
Collector Sector: 5 Production (Minimum 1)  
Shipyard Sector: 5 Production (Minimum 1)

Garrison Sector: 5 Production (Minimum 1)  
  
Ecological Production: 4 Resource (Minimum 1)  
Clean Up Pollution: 4 Resources and 4 Manpower  
Work Camp Creation: 4 Resource, 2 Manpower, 8 Influence  
  
Basic Class Ship: 4 Production (Minimum 2)  
Warrior Class Ship: 6 Production (Minimum 3)  
Titan Class Ship: 10 Production (Minimum 5)  
  
Trade Ship: 4 Production  
Science Ship: 3 Production  
Colony Ship: 5 Production  
  
Election Influence: 3 Credits or 2 Influence per Dice Number  
Policy Change: 5 Influence  
Edict Enactment: 7 Influence  
  
  
Militia Unit: 1 Manpower  
Infantry Unit: 3 Manpower  
Artillery Unit: 5 Manpower  
  
  
  
  
  
  
  
  
  
  
  
Section Nine: Political and Economic Trackers Explained  
 In Solar Conflict, each ideology has a Political and an Economic Tracker. This is a detailed explanation as to what these trackers *do*, how you can change, them, and more.  
Communism:

The political tracker for Communism shows off the inner workings of the nation’s Supreme Soviet. Here, the Soviet’s Representatives will display their supporting ideology and make demands. These can be ignored of course, but if the Revisionist Capitalists help the representatives it means you lose influence— or worse, the Revisionists influence their way into the Party. Your job is to maintain Communist control over the Party, and to make sure that Revisionists don’t corrupt the Party and make you lose Influence.  
 As for specifics, each of the Soviet Representatives may make Demands during the Administration Phase. The Game Master will have a list of Demands that will be kept secret from the players. If a demand is met by the player, then a Communist Ideology Marker will fill the slot of the Representative. If it is not met by the player, then a Capitalist (aka Revisionist) Ideology Marker will fill the slot of the Representative.   
In the Party Representatives section, you’ll play a mini-game of Tic-Tac-Toe. For every three-in-a-row of loyal Communist Markers, you will gain +1 Influence per turn (this can mean up to +8 Influence per Turn). However, the Revisionists are always trying to disrupt this, and will be trying to fill in these very limited slots.  
 If any Party Representative Slots are empty, then they will be filled by any markers from the Soviet Representatives. The Player gets to choose where the Communist Markers are filled, while the Game Master decides where the Capitalist Markers are Filled. Similar to this, if a Party Official Slot is empty, then it will be filled in from Party Representatives. A d20 is rolled. If it is 11 or above, you get to move a Communist Marker. If it is 10 or below, the Game Master moves a Capitalist Marker. You add a +2 Bonus to the roll for every extra Communist Marker you have than you have Capitalist Markers in the Party Representatives, and vice versa with a -1 Malus.  
 The Party Official Slots meanwhile are vitally important. If it’s filled with a Communist Marker, it will give +2 Influence every Turn. If all three are filled, it’ll give an additional +1 Influence per Residential Sector. On top of that, if a Capitalist Marker enters one of the Party Official Slots, then they will attempt to Privatize the Soviets. If two Capitalist Markers control the Party Official Slots, then Capitalist dissidents will appear all around your Residential Sectors. If a third Capitalist Marker enters your Party Official Slot, you will convert to Capitalism.

The economic tracker for Communism shows off how much control the workers own over each of the industries, and by extension how much power the Soviets hold. Remember, Revisionists are trying to Privatize. Don’t let them do that!  
 At any time, you can spend 9 Influence to move any tracker up by one.   
 The Political Tracker for Anarchists shows off each of the Union’s Foreign Policies, as well as their Ferver levels. Whenever two Unions disagree with each other, they each gain Fever. At Maximum Ferver, you enter a civil war, with each Union taking a quarter of the nation. If multiple Unions agree with each other, they will side together and claim a larger piece of the nation, together. The four Foreign Policies are Warfare, Diplomacy, Isolation, and Ideology.   
 Warfare advocates the declaring of war on other nations, and being generally aggressive. If a Union advocates Warfare, they will lose Ferver if you declare war, make threats, and build up your military. They will gain Ferver if you refuse to declare war on a popular target, if you force a peace treaty, enter into Non-Aggression Pacts, and down-scale your military.  
 Diplomacy advocates the peacemaking of other nations, and working together. If a Union advocates Diplomacy, they will lose Ferver if you make a Non-Aggression Pact, Treaty, Alliance, or any other Diplomatic Deal, if you found the Solar Council, if you get put in charge of the Solar Council, and if you hold a Cultural Fair. They will gain Ferver if you declare war, break alliances or Non-Aggression pacts, violate intersolar treaties, or voluntarily leave the Solar Council.  
 Isolation advocates the closing off from other nations, and refusing contact, and not taking migrants. If a Union advocates Isolation, they will lose Ferver if you close borders, refuse migrants, make a Non-Aggression Pact, and get Counterespionage. They will gain Ferver if you open borders, accept migrants, intervene in intersolar relations, and participate in intersolar affairs.  
 Ideology advocates the spreading of Anarchism to other nations. If a Union advocates Ideology, they will lose Ferver if you spread Anarchism, make alliances with other Anarchists,, Declare War for Ideological Reasons, use espionage to subvert non-Anarchist nations, and convert people to Anarchism. They will gain Ferver if you make alliances with non-Anarchist nations, let your populations be converted, and otherwise fail Anarchism.  
 The Economic Tracker for the Anarchist shows the actual membership within all of the Unions. These can be raised through random events that the Game Master gives you, or by sending volunteers to promote the Union. This costs 6 Manpower, and will increase a tracker by one.  
  
  
  
  
  
  
  
 The Political Tracker for the Capitalists shows the elections, and the party that will take control every three turns. On every third turn, you will roll a d12. On a 1, the Communist Party wins. On a 2-6, the Progressive Party wins. On a 7-11, the Libertarian Party wins. On a 12, the Fascist Party wins. However, these numbers can change. If your politics radicalize, then the Communists will take charge on a 1 *or* 2, and Fascists for a 11 *or* 12. If politics radicalize again, then Communists will take power on a 1, 2, or 3, and Fascists for a 10, 11, or 12, and so on and so forth.   
 Additionally, you can spend Influence or Credits to increase the odds of either the Progressive or Libertarian Party winning *before* the election. This will cost 3 Credits or 2 Influence, and can only be done once. After you roll, you can additionally spend 3 Credits or 2 Influence to rig the elections, which changes the value by one in any direction. However, you can rig the election as many times as you please. If you are caught rigging the elections however, ¼ of your tiles will enter unrest. Nonetheless, your chosen party will come into power, and their policies instituted. Additionally, you will gain 5 Influence at the end of every election.   
 The Economic Tracker for the Capitalists shows the Free Market, and how successful they are at any given time. Every Commerce Phase, the Game Master will randomly move the tracker up one or down one. Please note, that if your tracker increases any more than the maximum Boom level, you will plummet down to the EConomic Bust section that the arrow is pointing to. Additionally, you may spend Credits to move the tracker up, and alternatively you may lower the tracker down one and receive credits. However, the credit cost increases and decreases depending on what part of the tracker you are on.   
 If you are on the middle 5 Sections of the tracker, then Increasing Spending (aka, dumping credits into the economy) costs 10 Credits per level, and Decreasing Spending (aka, receiving credits) will net you 6 Credits per level decreased. If you are on the top 3 Sections of the tracker, then Increasing Spending costs 15 Credits per level, and Decreasing Spending will net you 8 Credits per level decreased. If you are on the bottom 3 Sections of the tracker, then Increasing Spending costs 5 Credits per level, and Decreasing Spending will net you 4 Credits per level decreased.   
 Please note however, that Decreasing Spending a total of 3 Times, without ever Increasing Spending, will make Progressives angry. Also note, you can take out loans from your citizens, but you will have to note that you have National Debt. If you get a National Debt of 10 or more Credits, then Libertarians will get angry.  
 Also keep in mind that raising taxes will lower the tracker by one, and lowering taxes will raise the tracker by one. Additionally, having Low Taxes give you the option to let the Game Master move the tracker a *second* time every Commerce Phase-- should you desire.  
  
 The Political Tracker for the Fascists shows a hierarchy of people within each Ministry. The Game Master will set up your starting people. Each “job” will be filled with an Ideology Marker, which will then be either Competent, Average, or Incompetent at their job, giving the effect displayed. Keep in mind, that you may have people that are competent but disloyal ideologies, and incompetent but loyal people. You may of course assassinate people that you don’t like. This will cost 4 Influence, 2 Manpower, and 2 Resources.  
 The Economic Tracker for the Fascists shows the amount of control the government has over the corporations. If you lower taxes, control will be decreased, and raising taxes will increased control. You can spend 5 Credits or 4 Influence to Increase Control by one. Corporations will always try and gain more autonomy, so the control will always decrease by one every turn.  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
Section Ten: Culture and Migration  
 At the start of the game, you will select a Culture for your people. These have little impact on gameplay, but have distinct interactions with each other when migration is brought into play. Below is a list of Cultures that you can choose from:

* Multiculturalism: This culture was founded on the principles of acceptance and toleration of other cultures, and thrives on meshing with other cultures. Thus, the people will naturally be far more tolerant. You start with Legal Equality policies for all races. Additionally, Multicultural populations will go into Unrest if you Close Borders, pass Intolerance Policies, and endorse racial violence. As a majority, there is general acceptance of every other culture. As a minority, Multicultural Cultures will seek acceptance and toleration for themselves and every other minority group.
* Drug Enthusiasm: This culture is obsessed with drugs and additives of every kind. Not only are these legal, but at times supplied by the nation itself. You can convert a “luxury good” into 3 Influence, once per residential sector during the Administration phase (High people are easier to manipulate, after all). As a majority, Drug Enthusiast Cultures are suspicious of Cannibalistic and Pirate Cultures. As a minority, they will seek out Drugs, and will spread Unrest if they are outlawed from having access to Drugs. Other than that, they are complacent.
* Religious: This culture has a long-rooted and deeply religious history, and continues to make religion a major part of their everyday lives. Thus, you may cite religion as a reason for declaring war. Additionally, assimilating others is slightly cheaper (-1 Influence Cost). As a majority, Religious Cultures are disdainful towards Drug Enthusiasts, Cannibals, and Pirates, while other cultures are okay. As a minority, Religious cultures may try and spread their religion, or simply practice it in peace. If their religion is banned, then they will actively go into Unrest.
* Cannibalism: This culture considers Cannibalism as a systematic norm of life. You may put a Residential Sector into Unrest during the Administration Phase, and gain 3 Resources. Additionally, instead of making Work Camps you can make Harvesting Camps, which will produce 2 Resources a turn and cost none to maintain (but will not make Production, and still needs a Population like a Work Camp). If you genocide a Population, you may gain 4 Resources. As a majority, Cannibalistic Cultures hate Pirates and Religious Cultures. As a minority, if the Cannibals are housed in the same Residential Sector as another Culture, then that Residential Sector will not need Resources (because they’re eating each other), but will go into perpetual unrest until the owner of that nation does something about it.
* Revolutionary: This culture has a history of multiple bloody civil wars, revolutions, and ideological struggles. Thus, the people have finally settled on an Ideology that truly is superior, and thus will fight to the bitter end to defend it. For every Population of the Revolutionary Culture, they will give you 3 Manpower each once you enter a war for Ideological reasons. However, if they live under an Ideology they disagree with, they will immediately go into Unrest, and try and spread their Ideology and Unrest). As a majority, they only judge others for their Ideology, not their culture. As a minority, their effect is still implemented, making them dangerous Rebels.
* Pacifism: This culture has insisted that violence is never the answer. If you are at peace, they will produce an extra 1 Influence for every other Residential Sector. If you are at war however, or commit an act of violence such as genocide, then they will instead make you lose 1 Influence for every other Residential Sector. As a majority, they despise Cannibals, Revolutionaries, and Pirates because they are seen as violent, and everybody else is neutral until they are violent. As a minority, they will try and encourage more peaceful policies through civil disobedience and reform.
* Paranoid: This culture has had a long journey of suspicion and mistrust in others. They will view minorities with hatred, support isolationist policies, and demand closed borders. They will be angry if you intervene in Solar Affairs, but will be complacent if left alone. As a majority, they view everyone with mistrust. As a minority, they live complacently for fear of being deported.
* Piracy: This culture views theft and kidnapping as a valid mechanism for society. Anything seen as “illegal” or “unjust” in other nations is not questioned for you, therefore. This includes genocide, unjustful war declarations, high taxes, shady dealings, political assassinations, and election rigging. However, this applies to your political opponents as well. On top of that, every Administration Phase people may go into Unrest over some petty thefts and gang rivalry. As a majority, they are oddly tolerant, and only see other cultures as the wealth they can accumulate. As a minority, they will make lots of other people angry, but will prove useful as mercenaries for Credits.

You’ll notice that each of them interact with each other and have certain appeals to them being the majority culture or a minority culture.   
 Now, you’ll have a tracker for the tolerance of each Race in the game, showing how much tolerance you have for each Race. At high enough levels, you can coexist peacefully. At low levels, there is active racial tensions. While at low levels it’s easy for the two cultures to blend and mix with each other, and even fully accept them, it’s very hard to get to that point and costs lots of resources. At lower levels, while it does produce Unrest, it can very easily be used to justify genocide, war, displacement, and other atrocities. Additionally, you can easily take advantage of this and use these minorities as a scapegoat for Influence gain.  
 You may spend 5 Influence to establish a policy of treatment for a Race. This will set the minimum (or maximum) tolerance that can be reached, but this policy may spark unrest and political opposition. Below is a list of policies that can be applied to a Race:

* Mandatory Acceptance: Minimum of 8
* Legal Equality: Minimum of 6
* Segregation: Maximum of 4
* Criminalization: Maximum of 2

However, it must be noted that once a policy is enacted and the tracker is below or above the minimum/maximum, the tracker will move towards its respective minimum/maximum over time, not immediately. Afterwards, the tracker cannot go below/above the minimum/maximum that was placed.

At level 9 on the Tolerance tracker, you will receive the effects of the accepted culture. For instance, if you have a fully accepted Cannibalistic culture in your nation, then you are able to use the Cannibalism abilities. At level 6 and above, racial violence stops. At level 4 and below, racial violence starts. At level 3 and below, organizations bent on extermination start popping up. At 1, genocide against the hated culture will go unquestioned.  
 However, you may also spend 4 Influence and 3 Resources on assimilating one population into your own. This will make this culture become one of your own, and they will lose their previous effects.