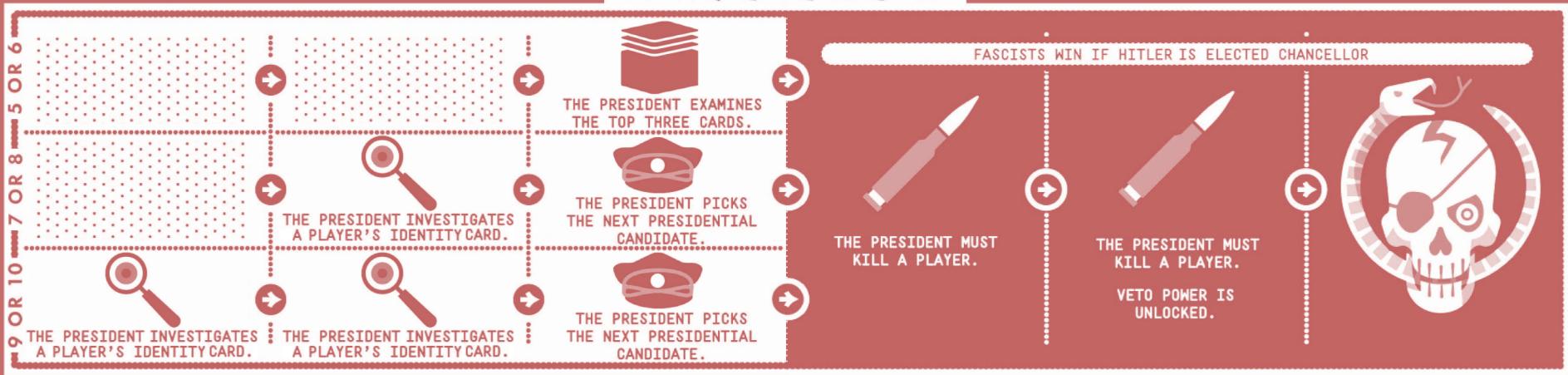


FASCIST

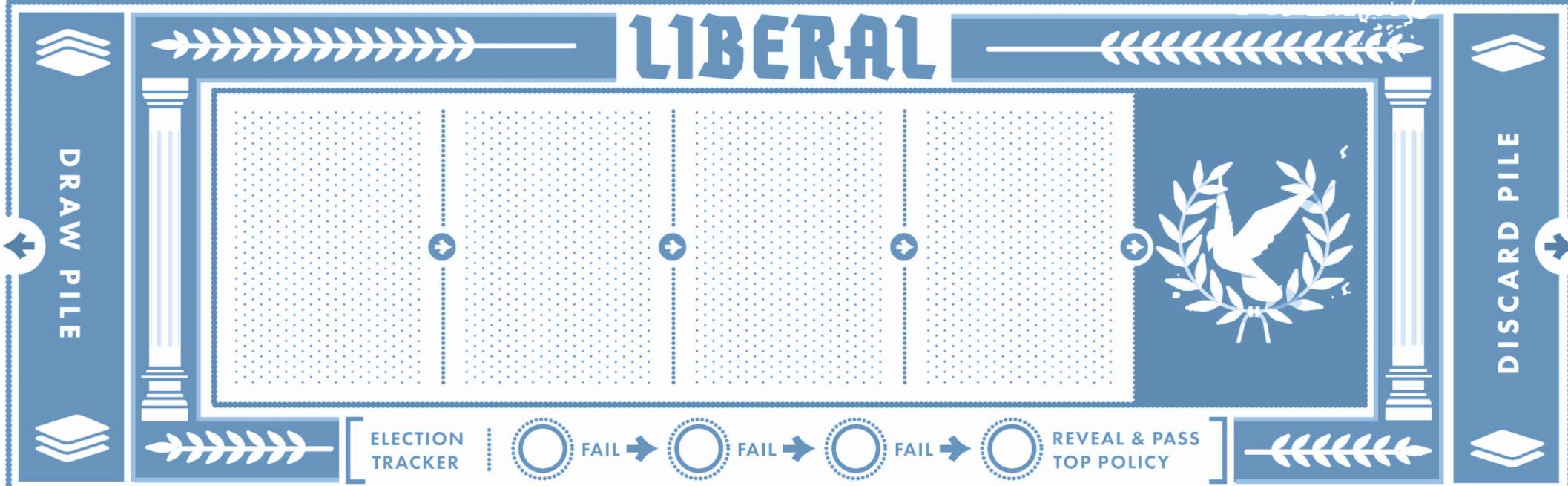


5 OR 6 PLAYERS: PLAY WITH 1 FASCISTS AND HITLER, HITLER KNOWS WHO THE FASCIST IS.

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.

LIBERAL





FOLD
HERE

ELECTION

- Nominate a Chancellor; members of the last elected government are not eligible.
- 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

- Draw 3, Discard 1, Pass 2.
- Don't speak while in session.
- After a law is enacted, you may discuss (or lie about!) what policies you drew, discarded, and passed.

EXECUTIVE ACTION

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

FOLD
HERE

ELECTION

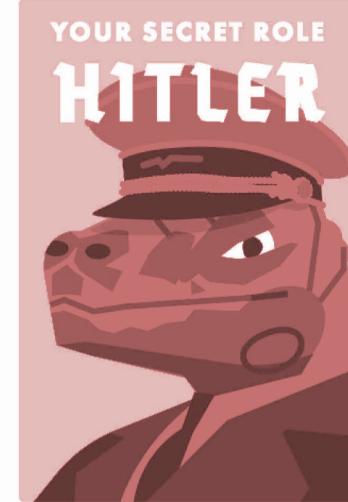
- Hitler can only seize power if three Fascist Policies are already out at the moment he's elected Chancellor.

LEGISLATIVE SESSION

- Receive 2 policies, Discard 1 face-up, 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.

CUT
ON
SOLID
GREY
LINES!!!





PARTY  MEMBERSHIP



LIBERAL

PARTY  MEMBERSHIP



FASCIST

PARTY  MEMBERSHIP



FASCIST

PARTY  MEMBERSHIP



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