

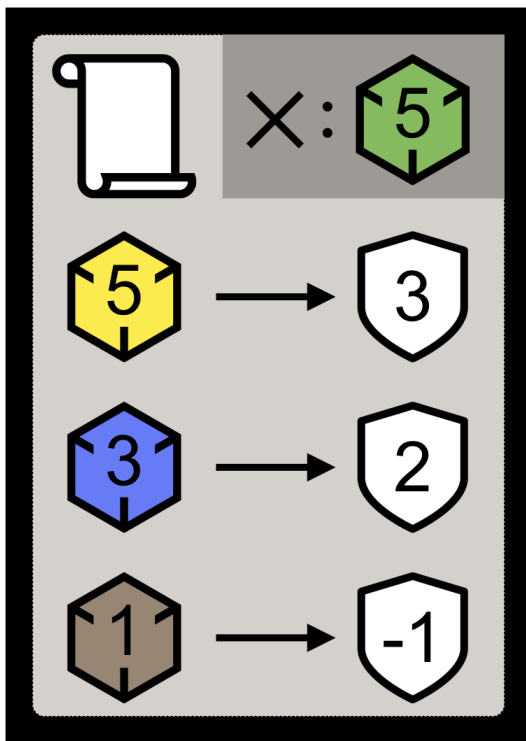
For 3-5 players
30-60 minutes

Goal:

Be the first player to get 10 points.

Rules:

You earn points by passing **bills**.



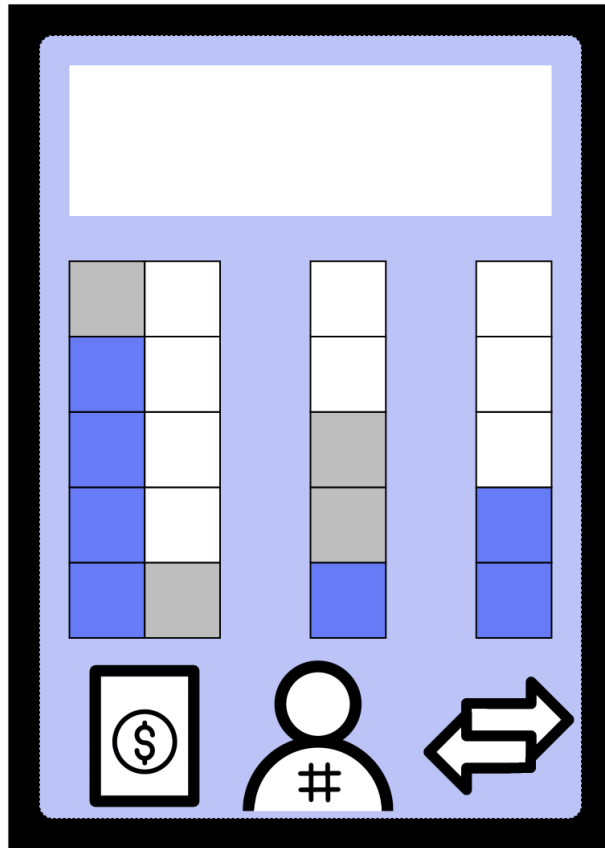
Bills require 3 different **color** cubes to pass, and they give points to that colored player.

Bills are free to play, and any player may play them on their turn. There may only be six in play at a time.

At any point during your turn, if a bill has all the required cubes, you may “pass” the bill. The players whose colors are shown take the rewards or consequences; it does not matter who actually played the cubes themselves.

A bill also has a “veto cost” in the top-right corner. Instead of passing a bill, a player may “veto” the bill if those cubes are accounted for on the bill.

At the start of the game, you produce one color of cube - whatever color your **player** is.



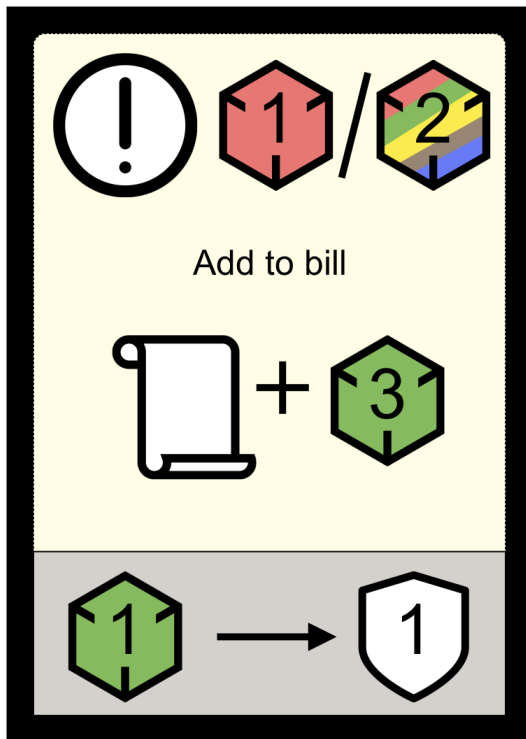
To produce cubes, discard cards from your hand. For every card you discard, you may take one cube of your color.

Later on, you can produce *other* colors following the same rule of discarding cards for cubes.

At any point during your turn, place cubes you own on any bills in play.

Any card in your hand may be played instead of discarded.

There are three types of cards: bills, **events**, and allies.

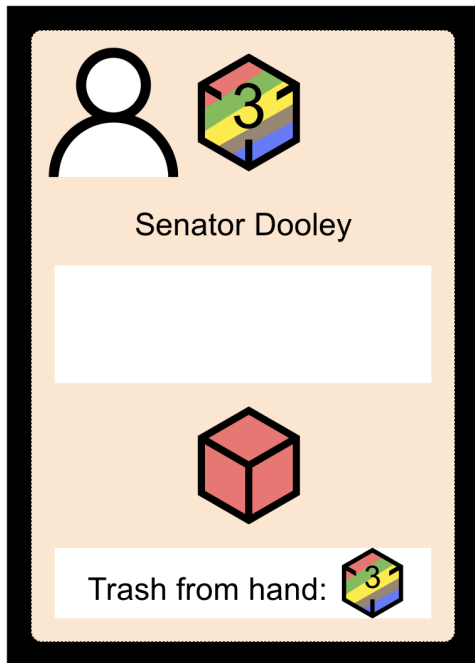


Events (and allies) have a cost in the top-right. Pay this cost by returning cubes back to the supply. A rainbow cube means “any color”.

They also have a “rider” which can be attached to a bill in play.

When you play an event, you may do one of two things:

- Pay its cost and perform the action (top portion), then discard the event.
- For free, attach the card as a “rider” to a bill in play. Slide the card underneath the bill, so only the bottom portion is showing. This increases the cubes required to pass the bill and adds additional rewards (or consequences).

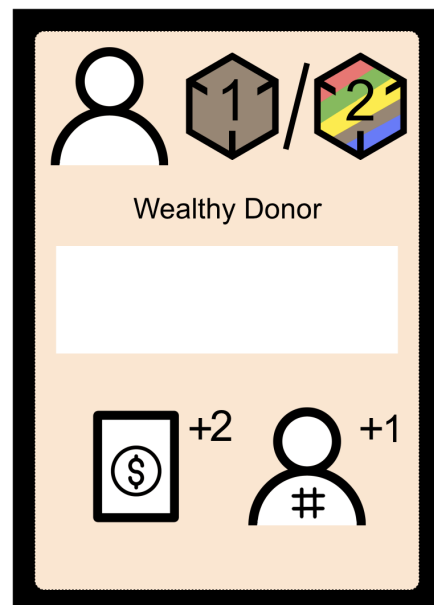


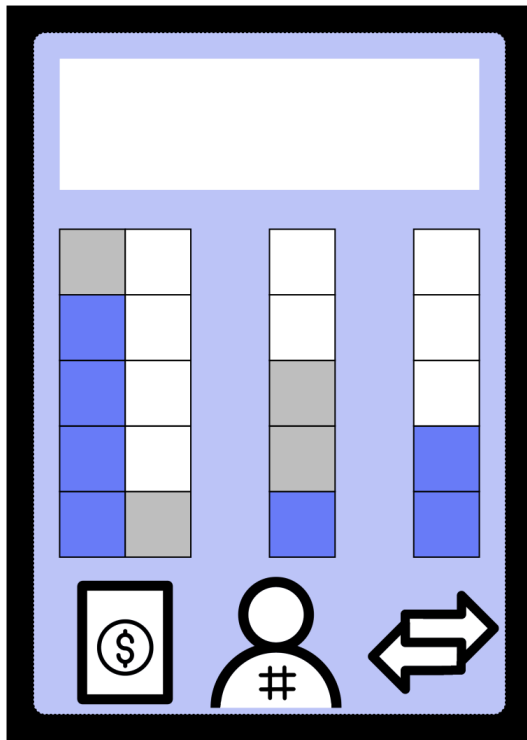
The last type of card is an **ally**.

Allies stay on your side of the table. Any ally with a colored cube allows its owner to produce that color as if it were their own, i.e. discard cards for cubes of that color.

Some allies may be trashed from hand for a bonus.

Other allies affect your player **stats**.





Each player has three **stats**:

- Income
- Number of allies
- Trade

Income: the number of cards you draw back up to at the end of your turn. If your income is 9 and you save 3 cards at the end of the turn, you draw 6 cards.

Allies: the maximum number of allies you may have in play. If you wish to play an additional ally, you must discard one already in play.

Trade: the rate of color exchange. At any point, you may trade X cubes of one color for another. For example, if your trade stat is 3 then you can trade 3 brown cubes for 1 red.

At the start of the game, place cubes on the grey squares. These are your **starting stats**. You may never fall below the colored squares on your player card.

Stat cubes cannot be used for bills or paying for cards! They are *just* for recording your stats.

Some allies alter stats! When they enter play, add or remove cubes from the stats on your player card. When the ally leaves play, revert the change.

Gameplay:

To start the game:

- Place cubes in the grey squares on your player cards
- Draw cards equal to your income
- Determine a starting player

On your turn, in any order:

- Discard cards for cubes of any color you can produce.
- If you wish, trade cubes for those of another color at your trade rate.
- Play allies, events, and bills.
- Pass or veto any bills in play.

You may save any cubes and cards for the next turn.

When you are done, draw cards back up to your income and the next player goes.

Strategy:

There are several tactics and ways to win:

- Increase your stats
- Invest in the right allies
- Work with other players to pass bills together
- Attach riders that benefit you
- Sabotage other players using allies and events

Hope you enjoy!