Notice: These rules were written very quickly and may be incomplete or unclear. If you have questions just give us a shout on Twitter.

Number of players: 3. No more, no less.
Playtime: About 30 minutes

What you need:

- A print-out of the board.
- All the cards, printed and cut.
- 3 Oligarch tokens. (Coins, meeples or similar. They don't need to be different)

Setup:

- Put the triangular play board on the table. The players each represent a corner on this triangle, so it's best if the corners point to the right players.
- Put an Oligarch on each of the three corners.
- Shuffle the deck of cards, and deal 3 cards to each player.
- Draw 3 more cards from the deck and put them face up next to the deck. These cards make up the forum.
- The player who is the most interested in politics go first

On your turn, take the following actions:

1. You MAY sway the council if you want.
   To sway the council you must archive a card. (Place it on the discard pile) You must then move the Oligarchs a number of steps equal to the level of the card discarded. (You can split the move between multiple Oligarchs)

2. Play a policy OR scheme.
   To play a policy, the Oligarchs must fulfill the requirements on the policy. (For example, if the requirement is “Army: 1” there must be exactly 1 Oligarch in Army.

   Policies which has a “Hidden trigger” (HT) may be played face down. If you do, you do not need to meet the requirements. If the events listed as the “HT” on the card happens before the end of your next turn, the card is revealed and put into play. If the event does not happen before the end of your next turn, the card is discarded.

   Played policies remain on the table for the rest of the game in front of the player that played them. Some of the policies gives the player a permanent effect.

   When you scheme you simply take 1 card from the forum. (One of the three face up cards or the top card in the archive) The deck is not considered part of the forum.

3. Pass the turn to the next player

End of the game:

- The game ends whenever 15 policies have been played.
- Count up all the points. (Note that most cards give points both to the player who played it, and to the faction which it is part of. This means multiple players can get points from the same card)
- The faction with the most points wins.

Terms:

- Forum: 3 face-up cards next to the draw pile, and the top card of the archive.
- The archive: The discard pile.
- Sway: Archiving a card to move Oligarchs a number of steps equal to the level of the card.
- Scheme: Take a card from the Forum.
- Draw: Take the top card from the deck.