

President's Agenda (Sequence of Play)

The Issues (conducted by: President, in any order)

-Draw 4 issue cards. Reveal and resolve one at a time; Appoint offices; Pass/repeal up to one tariff; Pass/repeal taxes; -Delegate power to the vice president.

The Treasury (conducted by: Secretary of Treasury)

1. Add revenue amount to reserves.
2. Pay Interest if reserves less than 0. Multiply by 3, divide by 10 and round down to nearest whole number.
3. Roll on Crisis Check if Reserves are less than -100.

The Election (conducted by: all)

1. The Nominees - party leaders, i.e. most popular eligibles per party
2. Choose running mates - chosen from own party by candidates (less support, less popularity, less age chooses first)
3. The Vote - take turns claiming states to find the winner

Order is presidential with more support, vice-presidential with more support, presidential with less support, vice-presidential with less support.

If vice presidential candidate cannot place, must place adjacent to top of ticket.

Better supported vice presidential can force less supported vice presidential to place first.

Retirements - termed out and/or defeated presidents

The People (conducted by: all)

1. Receive Influence
 - a. Each player receives 1 influence point.
 - b. Each party leader receives 1 influence point on his card.
 - c. Special influence as mentioned on statesman cards.
2. Draw Action Cards: Each player draws 2 cards from the action deck, keeping one (discarding the other). President starts.
3. Control Newspapers: Party leaders each adjust the newspaper track for their parties. President's party is first.
4. The Round - conducted clockwise by all, President first.

Each player may do all 3 once:

- i. Make a Speech.
- ii. Whip up Support.
- iii. Fund Newspapers.

Auction for Extra Initiative. Once around starting with player left of the president. Winner receives 1 action card and ability to do either (i) or (ii) or (iii).

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