

**Condition:**  
If the Headline moves an Issue  
Token more than four spaces...

**Condition:**  
If the Agenda wins by  
less than two...

**Condition:**  
If the Headline moves an Issue  
Token less than three spaces...

**Condition:**  
If an Issue is over funded by  
exactly two...

**Reward:**  
Move any Issue Token one  
space.

**Reward:**  
The Speaker takes their VIP  
from the discard, not the mat,  
if available.

**Reward:**  
Move any Issue Token one  
space.

**Reward:**  
Draw two cards.

**Condition:**  
If an Issue is over funded by  
exactly three...

**Condition:**  
If the Agenda wins by  
more than four...

**Condition:**  
If the Rumor wins by  
less than three...

**Condition:**  
If the Rumor wins by  
more than five...

**Reward:**  
Draw three cards.

**Reward:**  
You take a VIP instead of  
the Speaker.

**Reward:**  
Take a VIP from the discard,  
if available.

**Reward:**  
Take a VIP from the mat.  
(Cannot be the last VIP.)

THE LAST  
**summit**

Special Interests

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# Special Interests

## **Addendum Card**

Before the game, each player takes one Special Interest card.

Before the Speaker takes their second action, players can play their Special Interest card by placing it face down under the mat.

After the Headline, only players that have fulfilled their condition may reveal their Special Interest.

Players with revealed Special Interests win the award on their card. Any Special Interest card played, whether revealed or not, goes back to the tube.

THE LAST  
**Summit**