

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.)

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Special Interests

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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.

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