

# PARTY in POWER

THE TONGUE-IN-CHEEK CARD GAME OF POLITICS, STRATEGY and POLITICAL STRATEGY

## Card Listing Sheet

Grassroots Deck (400 Cards)

Candidate cards (232 cards):

Candidate	Qty
Party Leaders (Popularity 4)	20
Popularity 3	40
Popularity 2	80
Popularity 1	60
Popularity 0	32

These cards are evenly divided between the Issues (Suits). One in seven cards, approximately evenly divided between Popularities and Favoured Issues, is a Minority Candidate. Two Party Leaders are affiliated with each of the ten Opposition Parties (they have the Party's symbol displayed prominently in the middle of the card)

Reaction cards (168 cards):

Card	Effect	Qty
Small Victories	Draw two Assets if your Party obtained any NCMPs from the Election	8 (Common)
Political Infighting	All other Opposition Parties lose two Votes	8 (Common)
Grand Alliance	Gain an additional Vote for each other Opposition Party contesting the Election	8 (Common)
Salary Discontent	Ministers contribute one fewer Vote each	8 (Common)
Flawed Candidate	Discard an Asset: Discard a non-Minister from the Talent Pool	8 (Common)
Statement Of Intent	Draw two Assets	8 (Common)
Fight Another Day	Return a Candidate to your Asset Bank at the end of Polling Day (after all Votes are tallied)	8 (Common)
Read Ground Sentiment	The PIP discards an Action card of your choice from the Lineup, then draws an Action Card	8 (Common)
Sacrificial Lamb	Whenever an Action or Reaction card played by another Party causes you to discard Asset cards, you may discard Sacrificial Lamb instead	8 (Common)
Play Down Qualifications	All your Candidates have a Popularity of 2	8 (Common)
Alternative Media	Discard X Assets: Gain X Votes	8 (Common)
Lambast Ruling Party	Gain a Vote if the PIP did not play any Action cards. Otherwise, discard an Asset	8 (Common)
Opposition Renaissance	If your Party wins the Election, get five additional Victory Points, and draw three Assets	4 (Uncommon)
Rouse The Masses	Gain an additional Vote for each Grassroots Helper	4 (Uncommon)
Escape From Paradise	Discard three Assets: Discard a Cabinet Minister from the Talent Pool	4 (Uncommon)
Last Minute Entry	Discard an Asset: Draw five Assets from the Grassroots Deck. Candidates drawn in this way are added to the Submission, Reaction cards are immediately discarded	4 (Uncommon)
Raise Campaign Funds	Draw an Asset for each NCMP in your Party	4 (Uncommon)
Spurious Accusations	Gain two Votes if the PIP played fewer than two Action cards. Otherwise, discard two Assets and your Party is disqualified	4 (Uncommon)
Go For Broke	Discard an NCMP. If you do so, all your Candidates get an additional Vote	4 (Uncommon)
Cover All Bases	If your team contains five Candidates all of different Popularities, gain an additional ten Votes	4 (Uncommon)
Rising Unemployment	If all Candidates in your team have Employment as Favoured Issue, they each gain an additional Vote	4 (Uncommon)
Tax Increases	If all Candidates in your team have Taxation as Favoured Issue, they each gain an additional Vote	4 (Uncommon)
Transportation Gridlock	If all Candidates in your team have Immigration as Favoured Issue, they each gain an additional Vote	4 (Uncommon)
Security Lapse	If all Candidates in your team have Security as Favoured Issue, they each gain an additional Vote	4 (Uncommon)

Where Is The Money	Gain an additional Vote. Ministers do not contribute any Votes to the Election. Discard all Assets if your Party does not win the Election	1 (Rare)
Exchange Of Ideas	Exchange any number of Assets with an equal number of randomly chosen Assets from another Opposition Party	1 (Rare)
Mandate Of Change	Each of your Candidates gain an additional two Votes	1 (Rare)
International Scrutiny	Action and Reaction cards played by other Parties have no effect on your Party without your approval	1 (Rare)
Prodigal Son	Double the number of Votes received by one of your Candidates	1 (Rare)
Cometh The Hour	The Opposition Party holding the Momentum Card gains an additional three Votes	1 (Rare)
Change Policy Directives	The PIP discards all Action cards in its Lineup which have not been played in this Election	1 (Rare)
Talent Poaching	Choose an Opposition Party. That Party reveals all its Assets but one to you. Take up to two Candidates revealed this way	1 (Rare)
Working The Ground	Opposition Parties may return any number of Candidates to their Asset Banks at the end of Polling Day (after all Votes are tallied)	1 (Rare)
Party Renewal	Draw seven Assets	1 (Rare)
Acceptable Opposition	Gain all NCMPs offered by the Constituency regardless of Votes, if the PIP wins the Election and your Party fielded a valid Team	1 (Rare)
Elitist Backlash	Candidates with zero Popularity each gain an additional three Votes	1 (Rare)
Class Consciousness	Candidates with Employment as Favoured Issue each gain an additional two Votes	1 (Rare)
Housing Bubble	Candidates with Immigration as Favoured Issue each gain an additional two Votes	1 (Rare)
Economic Crisis	Candidates with Taxation as Favoured Issue each gain an additional two Votes	1 (Rare)
Unexpected Jailbreak	Candidates with Security as Favoured Issue each gain an additional two Votes	1 (Rare)
Slap In The Face	Discard six Assets: Discard any Minister from the Talent Pool	1 (Rare)
Hot Button Topic	Choose any Issue. Candidates with that Issue as Favoured Issue each gain an additional Vote	1 (Rare)
In The Vanguard	Gain two additional Votes. All other Opposition Parties draw three Assets	1 (Rare)
Loyalist Constituency	Gain five additional Votes if the PIP did not field a Minister	1 (Rare)
Back To Basics	Parties with no Candidates with Favoured Issue as the Prevailing Issue gain three additional Votes	1 (Rare)
Veteran Comeback	Discard two Assets: Select up to two Candidates from the Grassroots Discard Pile. Put them in your Asset Bank	1 (Rare)
Underdog Sympathy	Gain three Votes for each Action card played by the PIP	1 (Rare)
Participation Reward	Discard an Asset: All Opposition Parties Submitting valid teams gain two NCMPs	1 (Rare)

Common Reaction cards have no border, Uncommon cards a dashed border, and Rare cards a thick solid border.

## Minister Deck (15 Cards)

Candidate	Qty
Minister Mentor (Popularity 99)	1
Prime Minister (Popularity 9)	1
Senior Minister (Popularity 7)	1
Cabinet Ministers (Popularity 5)	12

The Cabinet Minister cards are evenly divided between the Issues (Suits). Any Minister may be used to fulfill the GRC requirement as a Minority Candidate, although they are not actually Minority Candidates.

## Talent Deck (80 Cards)

Candidate	Qty
Popularity 4	26
Popularity 3	40
Popularity 2	14

These cards are evenly divided between the Issues (Suits). One in five cards, approximately evenly divided between Popularities and Favoured Issues, is a Minority Candidate.

## Action Deck (80 Cards)

Card	Effect	Qty
Gerrymandering	Discard an Action: Look at the top three cards on the Constituency Deck, then replace them on top of the deck in any order	4 (Common)
Change The Agenda	Discard an Action: Discard the top Prevailing Issue	4 (Common)
Defamation Suit	Choose an Opposition Party. That Party discards three Assets if they have played any Action cards this Election	4 (Common)
Election Deposit	All participating Opposition Parties discard an Asset	4 (Common)
Don Knuckledusters	Each Opposition Party reveals and discards a Candidate from their Assets. If they are unable to do so, they discard three Assets	4 (Common)
Upgrading Carrot	Discard an Action: Double the Incumbent Advantage of the current Constituency	4 (Common)
Compare Credentials	Opposition Candidates with a Popularity of 2 or below lose one Vote. Opposition Candidates with a Popularity of 3 or above gain one Vote	4 (Common)
Dangle Incentive	Gain an additional two Votes. The current Constituency offers an additional NCMP	4 (Common)
Honest Mistake	Choose any Reaction card after it is revealed. That card has no effect unless the Party that played it discards two Assets	4 (Common)
Let's Move On	Draw two Action cards	4 (Common)
Alpha Team	Ministers gain an additional Vote each	2 (Uncommon)
Emphasize Multiculturalism	Minority Candidates gain an additional two Votes each	2 (Uncommon)
Cast The Gauntlet	Gain two Votes. Choose a participating Opposition Party. That Party gains four Votes	2 (Uncommon)
Establish Integrated Resorts	Gain an additional two Votes if the Prevailing Issue is Employment	2 (Uncommon)
Slow Foreign Influx	Gain an additional two Votes if the Prevailing Issue is Immigration	2 (Uncommon)
Generous Handouts	Gain an additional two Votes if the Prevailing Issue is Taxation	2 (Uncommon)
Terrorism Fears	Gain an additional two Votes if the Prevailing Issue is Security	2 (Uncommon)
Late Application	Choose an Opposition Party. That Party is disqualified unless an Opposition Party discards an NCMP	2 (Uncommon)
Indefinite Detention	All non-participating Opposition Parties reveal all their Assets. Choose a Candidate from the revealed cards. That Candidate is discarded	2 (Uncommon)
Fix The Opposition	Choose an Opposition Party. When Votes for that Party are tallied, choose a Candidate. That Candidate contributes no Votes	2 (Uncommon)
Bankruptcy Disqualification	Opposition Parties with no Assets in their Asset Bank are disqualified from the Election	2 (Uncommon)
Stability Above All	Gain three Votes. Each participating Opposition Party gains a number of votes equal to the number of their NCMPs	2 (Uncommon)
Challenge Commitment	All Opposition Parties have to Submit a Team, if the current Constituency is an SMC	2 (Uncommon)
Question Motivation	Choose an Opposition Party. That Party reveals all its Assets	2 (Uncommon)
Call Bluff	Participating Opposition Parties may withdraw, deciding simultaneously. If they do so, they return their submitted cards to their Asset Bank. The remaining Opposition Parties lose two Votes for each withdrawal	2 (Uncommon)
Hold Tea Session	Discard an Action: Draw three Candidates	2 (Uncommon)
Back From The Grave	Discard two Actions: Return any nominated Candidate to your Talent Pool	1 (Rare)
Cross-Straits Concerns	Opposition Parties with no Candidates with Security as Favoured Issue in their Team lose five Votes	1 (Rare)
Draw Upon History	Discard a Minister. Gain an additional five Votes	1 (Rare)
Last Minute Apology	Discard an Action: Ministers gain an additional two Votes each	1 (Rare)
National Day Rally	Gain an additional four Votes if the Prime Minister is not in the Talent Pool	1 (Rare)
Operation Icebox	Reveal the top ten cards of the Private Grassroots Deck. Discard any number of Candidate cards, then replace the remaining cards in any order on top of the Private Grassroots Deck	1 (Rare)
Raise Stakes	Discard an Action: The Opposition Parties with the fewest Votes in the Election each lose an NCMP	1 (Rare)
Live To Repent	Each Opposition Party discards all their Assets, then draws two Assets	1 (Rare)

Common Action cards have no border, Uncommon cards a dashed border, and Rare cards a thick solid border.

## Constituency Deck (30 Cards)

Constituency	Prevailing Issue (Suit)	Incumbent Advantage	Seats
Aljunied GRC	Employment (Spades)	-2	5
Ang Mo Kio GRC	Taxation (Diamonds)	4	6
Bishan-Toa Payoh GRC	Employment (Spades)	2	5
Choa Chu Kang GRC	Security (Clubs)	3	5
East Coast GRC	Taxation (Diamonds)	1	5
Holland-Bukit Timah GRC	Immigration (Hearts)	2	4
Jurong GRC		3	5
Marine Parade GRC	Taxation (Diamonds)	1	5
Moulmein-Kallang GRC		1	4
Nee Soon GRC		2	5
Pasir Ris-Punggol GRC		2	6
Sembawang GRC	Security (Clubs)	3	5
Tampines GRC	Immigration (Hearts)	1	5
Tanjong Pagar GRC	Employment (Spades)	5	5
West Coast GRC	Employment (Spades)	4	5
Bukit Panjang SMC	Security (Clubs)	3	1
Hong Kah North SMC	Immigration (Hearts)	5	1
Hougang SMC	Immigration (Hearts)	-3	1
Joo Chiat SMC	Taxation (Diamonds)	0	1
Mountbatten SMC	Taxation (Diamonds)	2	1
Pioneer SMC		2	1
Potong Pasir SMC	Immigration (Hearts)	-1	1
Punggol East SMC		2	1
Radin Mas SMC	Employment (Spades)	4	1
Sengkang West SMC	Security (Clubs)	3	1
Whampoa SMC		4	1
Yuhua SMC	Security (Clubs)	4	1
Popular Perception card	Effect: The Party with the most NCMPs now gets five additional Victory Points. If two or more Parties are tied for most NCMPs, shuffle this card back into the Constituency Deck.		Qty: 3

## Party Cards (11 Cards)

Party	Reg. No	Symbol	Opposition Power
Party of Power	0	Yellow Lightning	Candidates with Popularity 3 or higher have +1 Vote in Elections
Party of Thunder	1	Dark Grey Hammer	May hold a maximum of eight Assets
Party of Light	2	White Flash	May draw an Asset on Polling Day if entered a valid team in Election
Party of Dawn	3	Black Star	+1 Vote in Election and wins any ties when contesting an SMC
Party of Earth	4	Brown Triangle	+2 Votes in Election when controlling no Assets after Nomination Day
Party of Fire	5	Red Fireball	Minority Candidates have +1 Vote in Elections
Party of Nature	6	Green Clover	May draw three Private Assets at once during first draft turn in Preparation Stage. If so, skip second draft turn <sup>1</sup>
Party of Metal	7	Light Grey Shovel	+1 Vote in Election when holding Momentum Card
Party of Water	8	Dark Blue Snowflake	Any Asset may be played as a Candidate with Popularity 1 and no Favoured Issue or Minority Status
Party of Balance	9	Purple Scales	Start with one NCMP for each Opposition Party (self included)
Party of Wind	10	Light Blue Hands	+3 Votes in Election when contesting a GRC

The Opposition Power takes effect only if the Party is in Opposition (i.e. not the PIP)

<sup>1</sup> Refer to General FAQ Sheet for the exact number, which depends on the number of Parties