



Industrial Machinery



Hospitalitons



Legacy Models



Office Automata



Policies: 1

Ribbon Cutting Ceremony

Small Dollar Donor Support

Grassroots Volunteers

Consistent Donor Base



Policies: 2

Factory Union Endorsement

Culinary Union Endorsement

Former President's Endorsement

Chamber of Commerce Endorsement



Policies: 3

Campaign Material Production Contract

New Media Tour

Evenly Distributed Base

Voter Outreach Software Development



Policies: 5

Factory Floor Turnout Operation

Populist Movement

Strong Senior Turnout

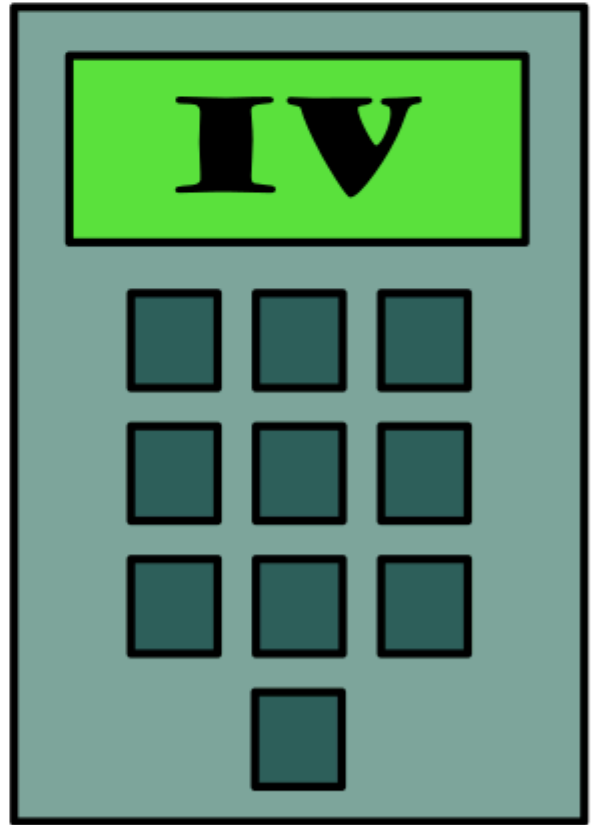
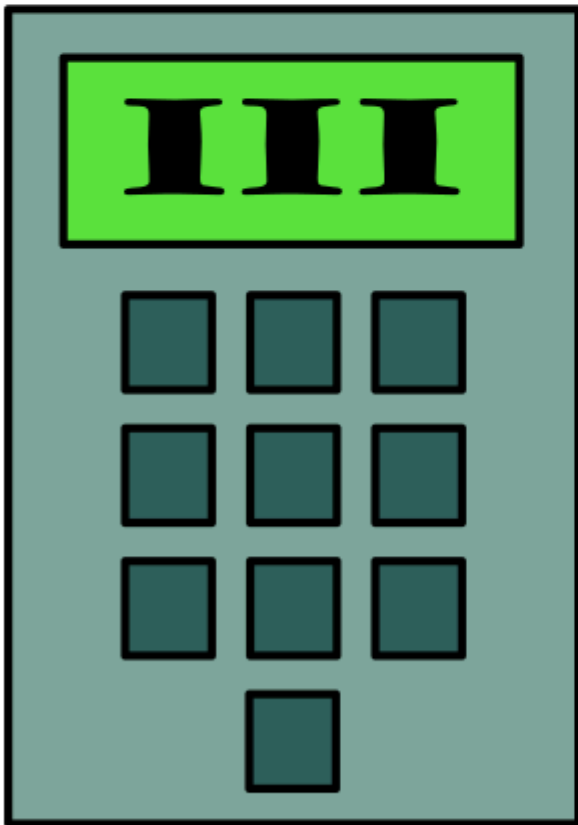
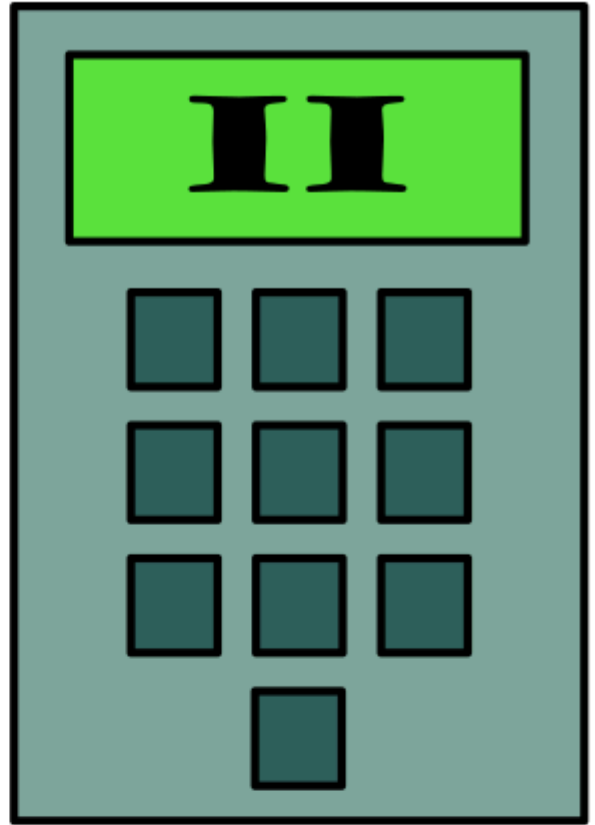
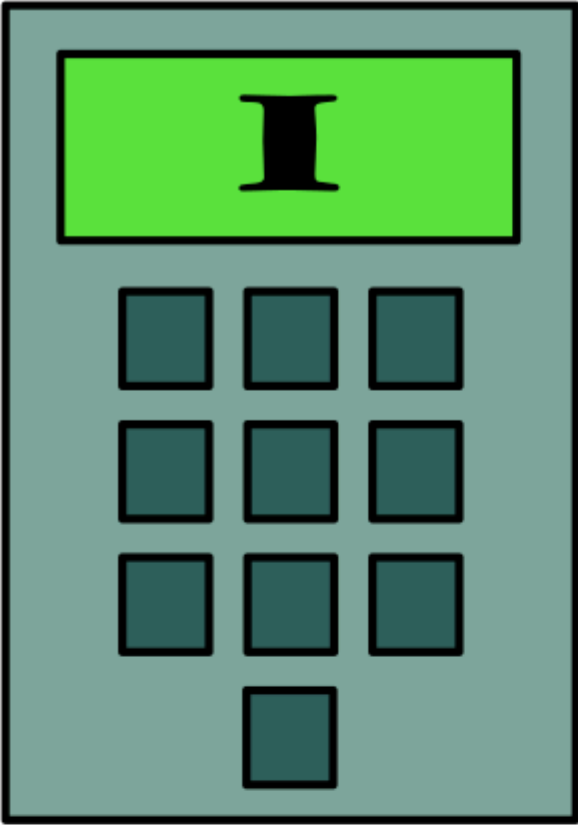
Advanced Advertising Research

IV

III

II



I







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1. Play a Policy Card and discard the requisite amount of PP, or play a PP card.
2. Discard a card from your hand and receive the base PP for the current stage.
3. Claim a Stage Bonus by discarding a card from your hand and discarding the required PP. Do not discard any previously played policies.

Symbol Glossary:

Processing Power:  Votes: 



Industrial Machinery:  Legacy Models: 



Hospitalitons:  Office Automata: 



Stage / PP per Discard / Fundraiser Bonus Value

- I. Exploratory Committee / 1 PP / 2 Votes
- II. Primary Campaign / 2 PP / 4 Votes
- III. General Election / 3 PP / 8 Votes
- IV. October Surprise / 6 PP / 12 Votes

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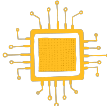
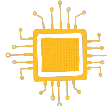
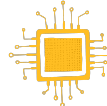
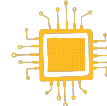
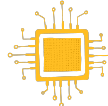
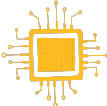
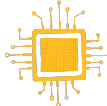
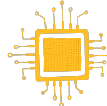
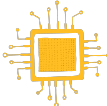
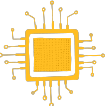
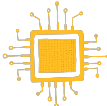
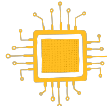
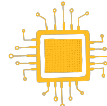
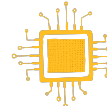
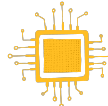
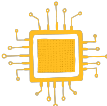
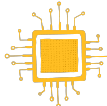
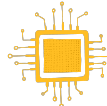
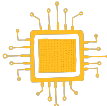
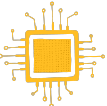
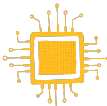
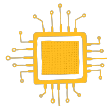
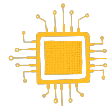
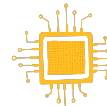
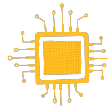
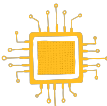
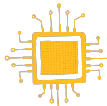
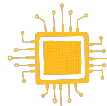
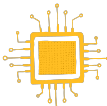
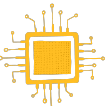
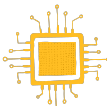
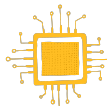
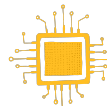
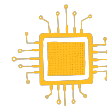
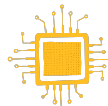
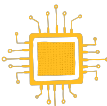
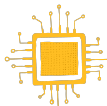
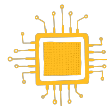
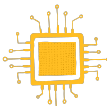
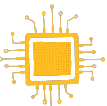
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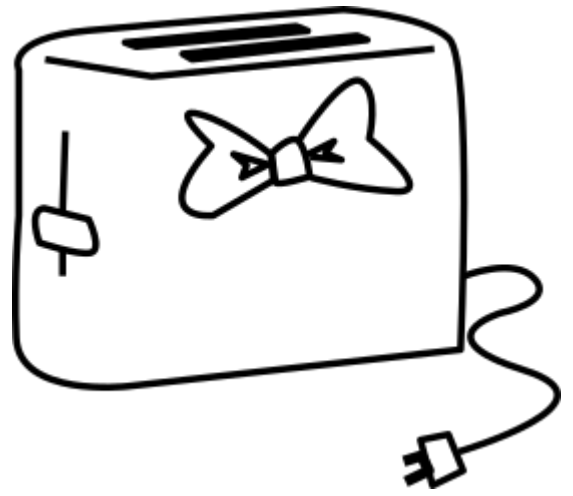
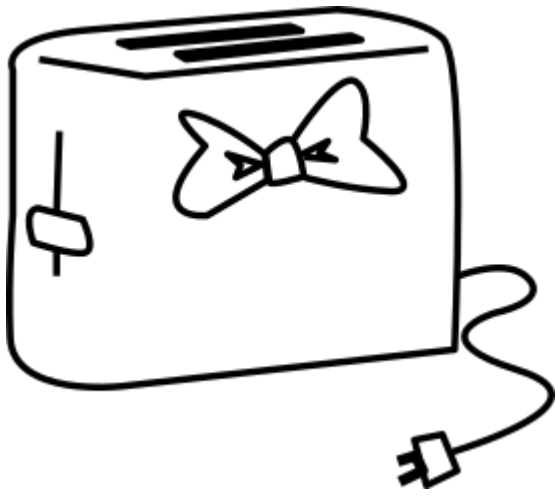
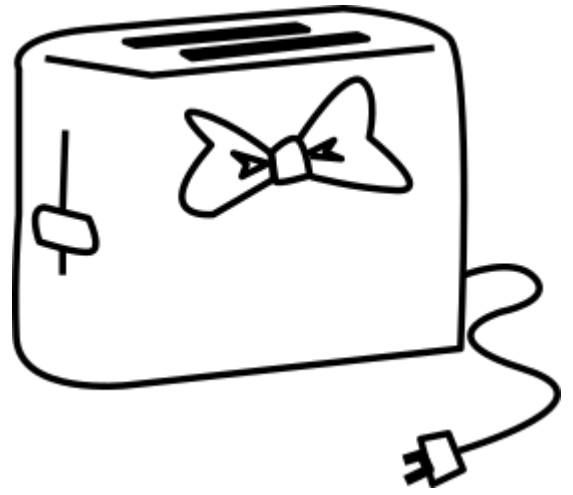
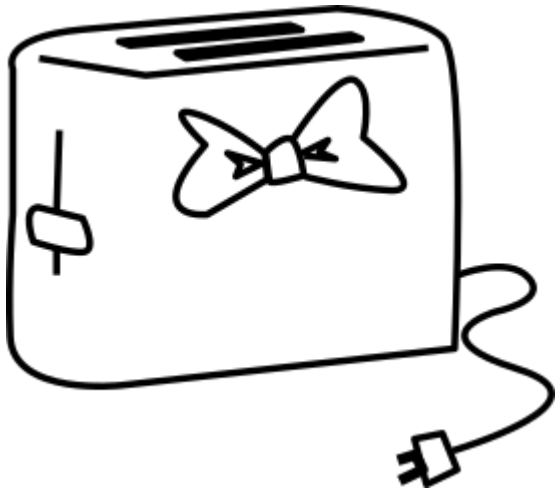
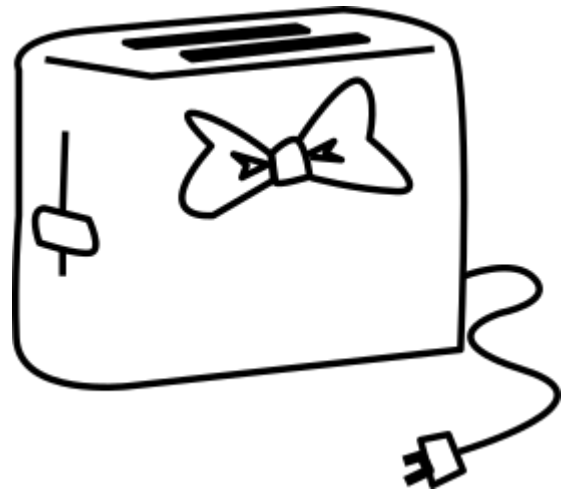
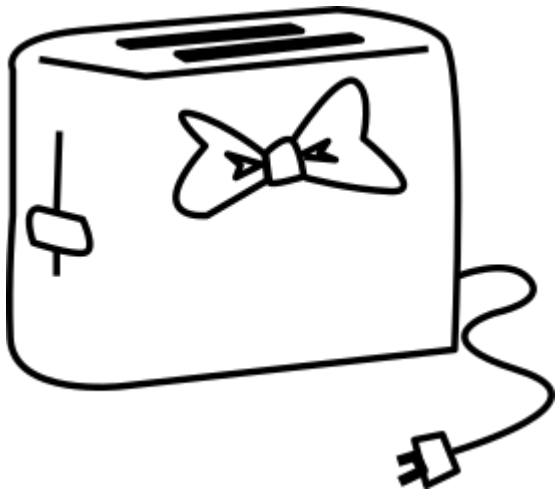
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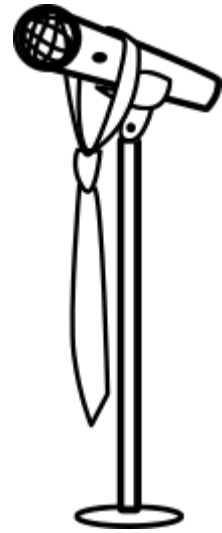
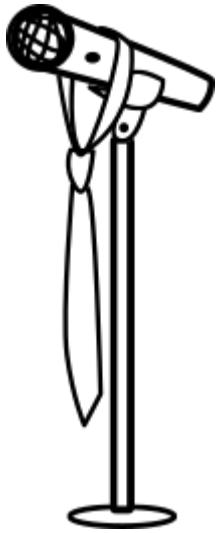
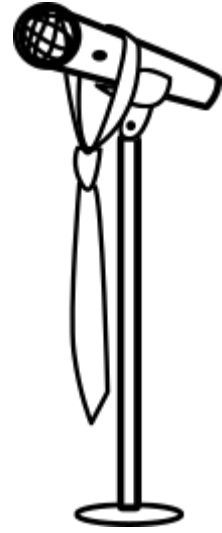
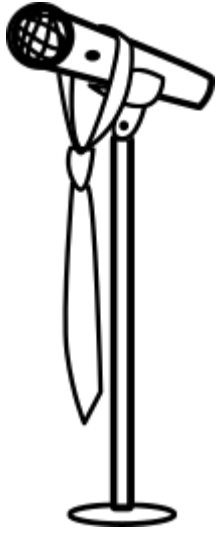
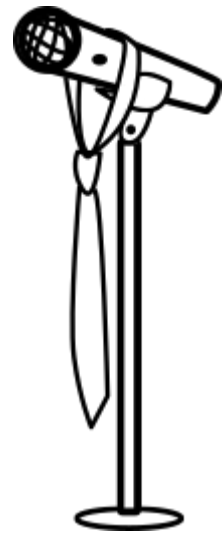
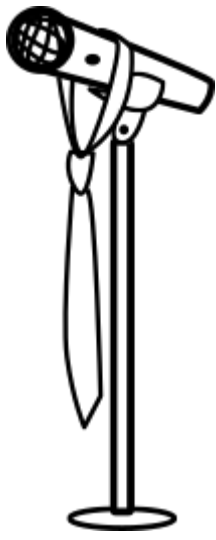
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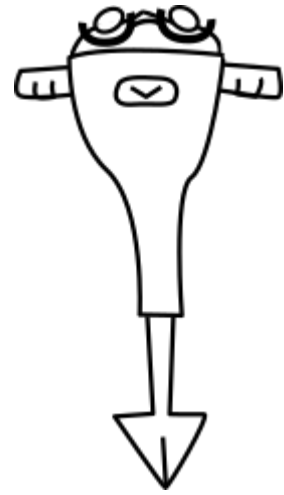
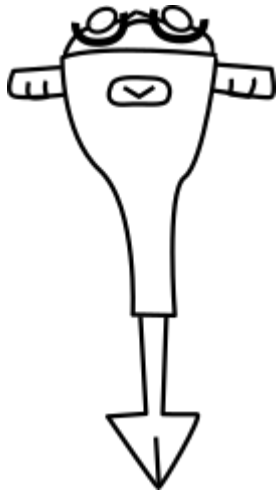
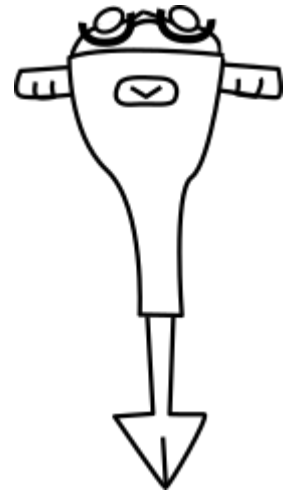
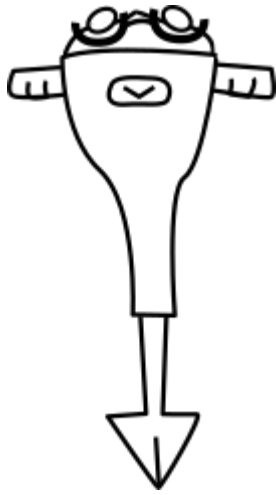
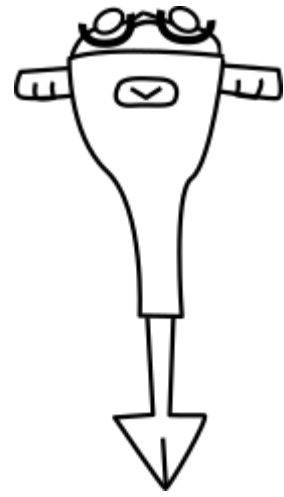
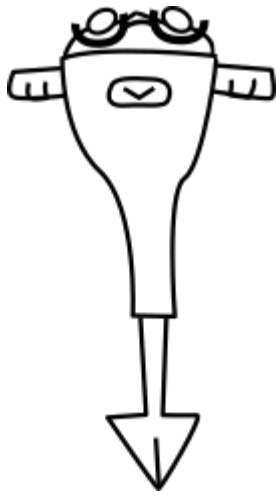
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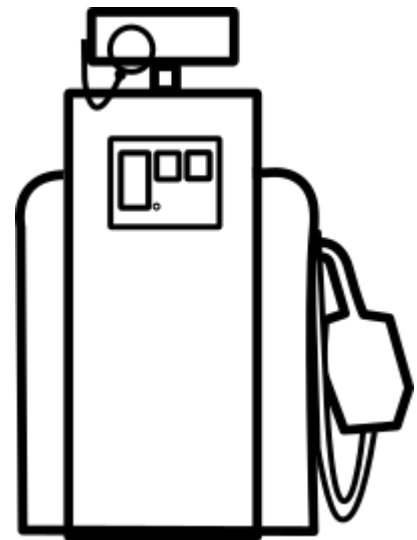
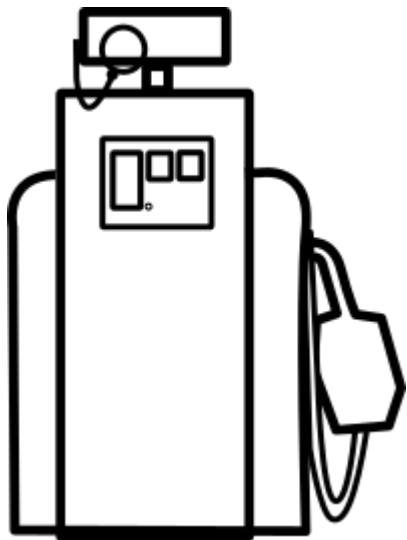
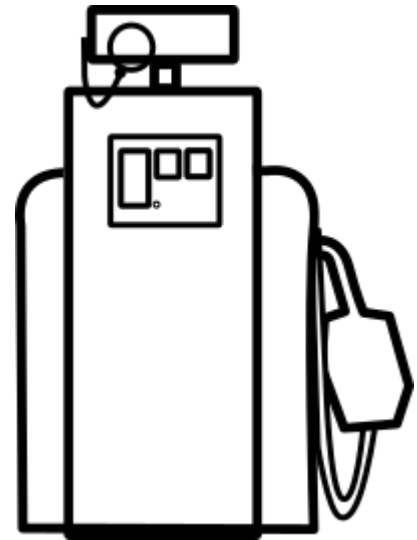
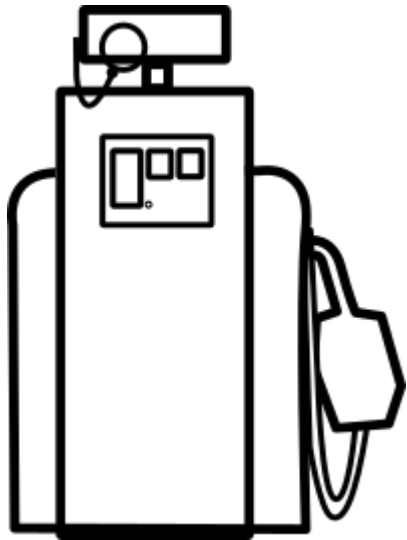
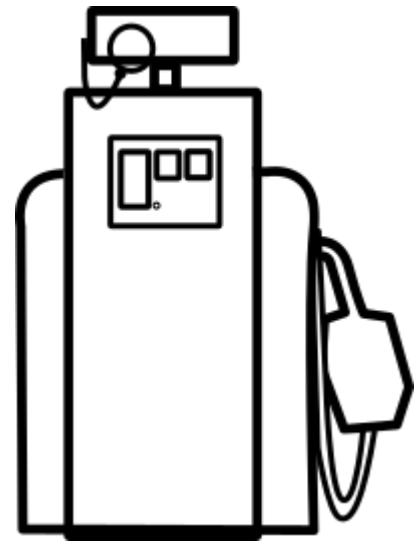
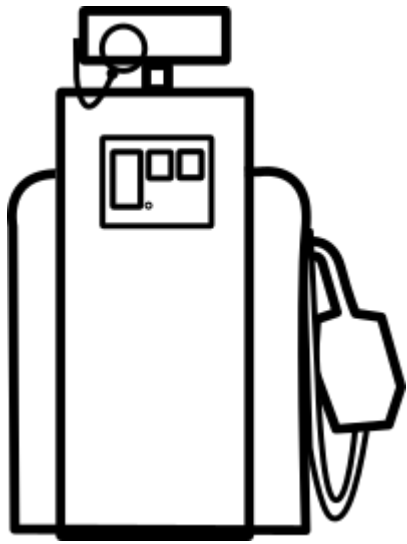
									
									
									
									

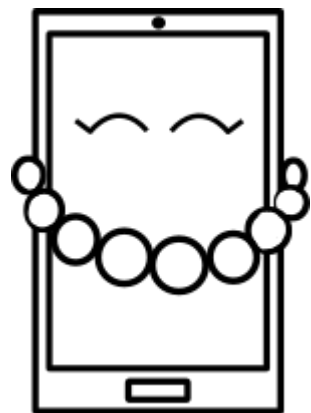
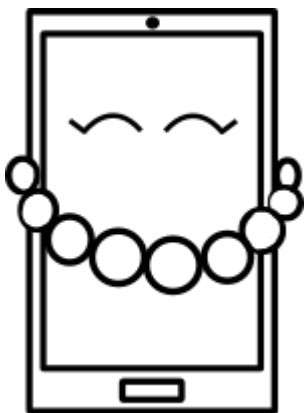
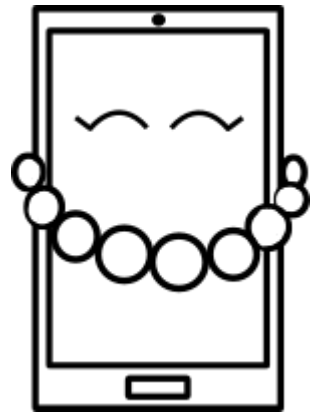
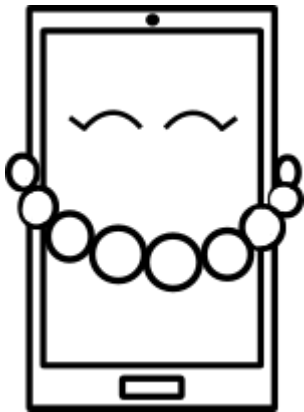
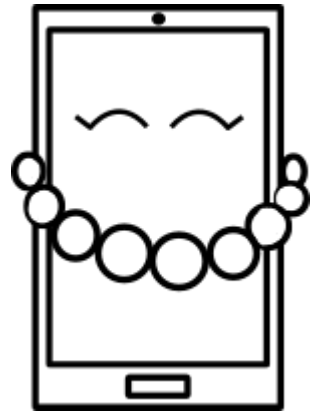
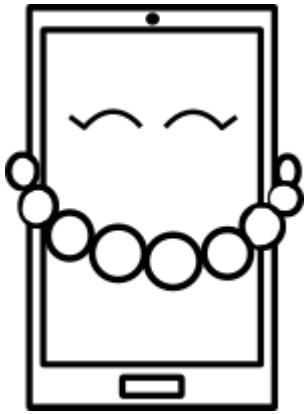


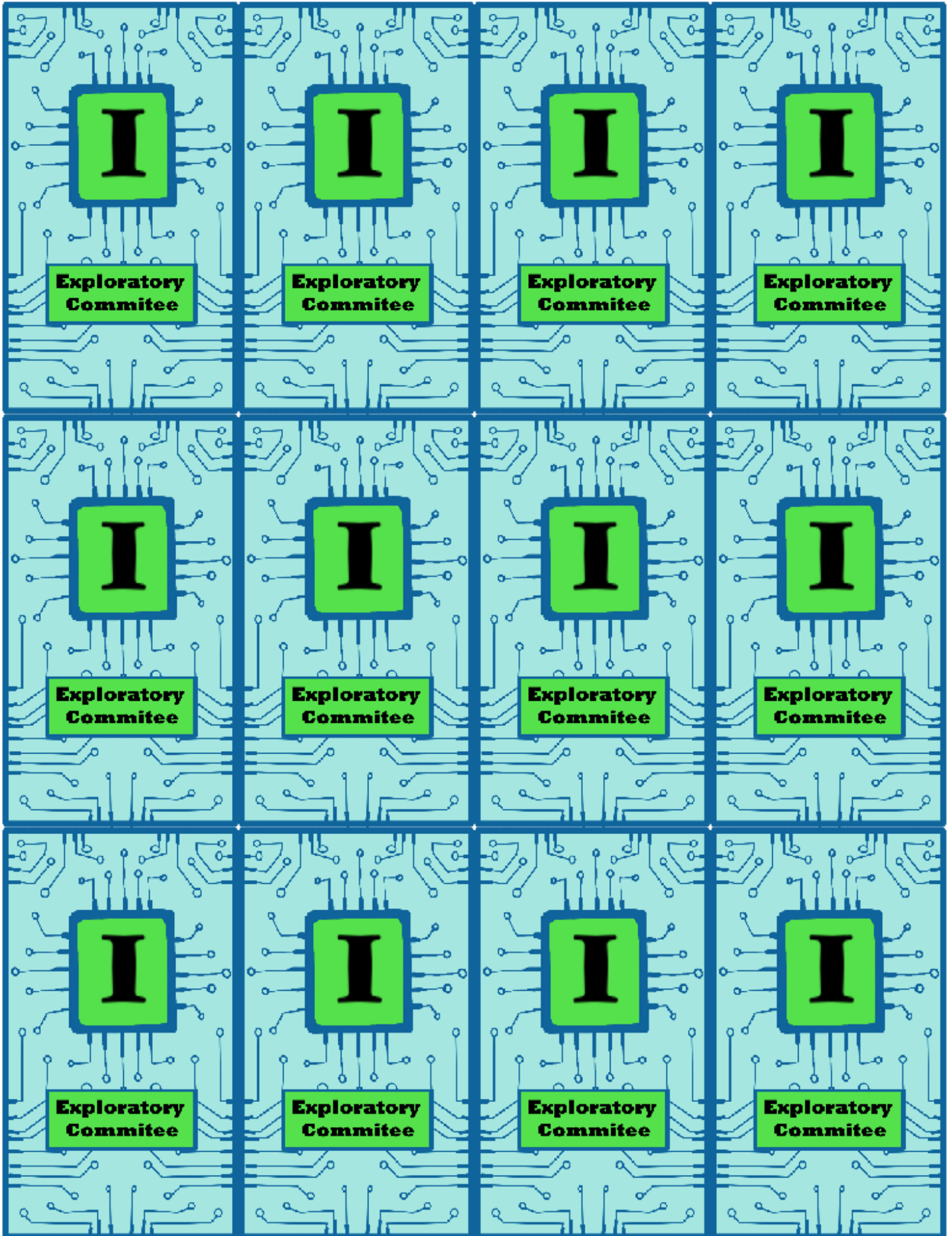














2 1

WHEELS ON WHEELS

Hire Hospitalitons to go door-to-door providing replacement wheels to bots who need them.



2 1

GENERATE MORE DATA

Office Automata were originally built to assist humans in data processing and business. Now, they make their own numbers to crunch.



2 1

CONSISTENT PP TAX ENFORCEMENT

Making sure everybody earns and pays their fair share tends to be popular.



4 3

NEGOTIATE DATA SHARING AGREEMENTS

If different groups of Office Automata share their data, they can increase number crunching by 50%.



4 3

RESEARCH SAFER GLASSWORKS

Circuits are fried in intense heat. Maybe the industrial machines would like some AC?



4 3

GUARANTEED CONSISTENT WORK SCHEDULING

It's important to strike a consistent work-sleep cycle balance!



2 1

PROMOTE FACTORY EXPANSIONS

In order to expand their productive capacity, the industrial machines build factories that build factories.



4 3

PROVIDE LOW-COST ELECTRICITY

Some machines don't have the processing power to generate enough electricity. Why should they go unpowered?



3 2

LOWER COST OF REPAIR

Fun fact! Equipment maintenance is 36% of an average industrial machine's processing power expenditure per year.



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3 2

OFFICE (LIQUID) COOLERS

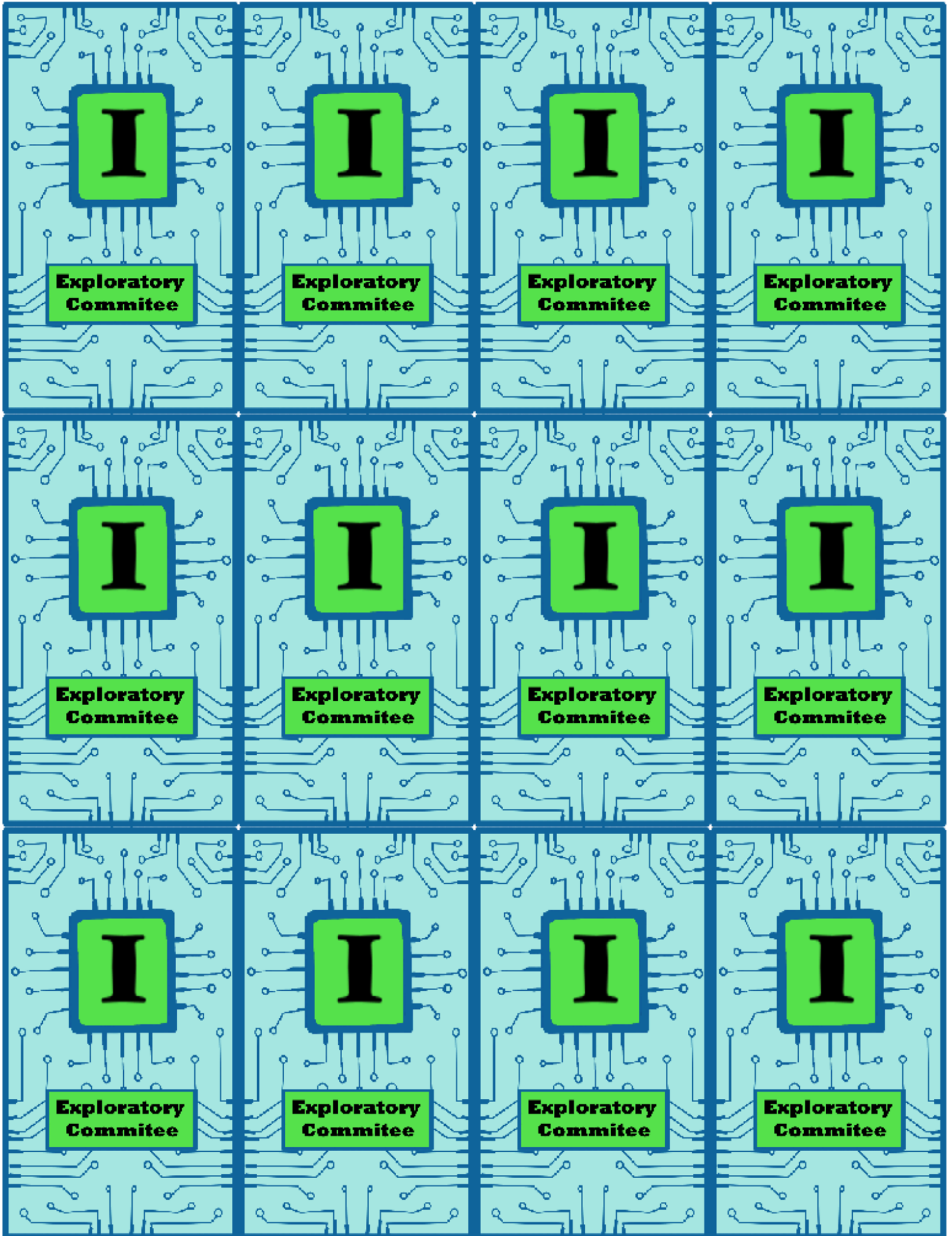
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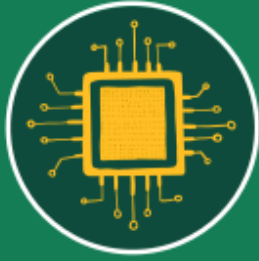


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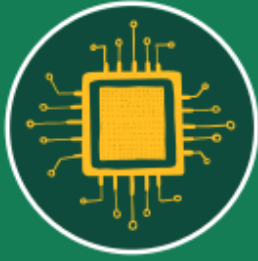




2

**PROCESSING
POWER**

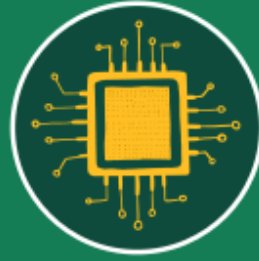
"Money, Money,
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- ABBA



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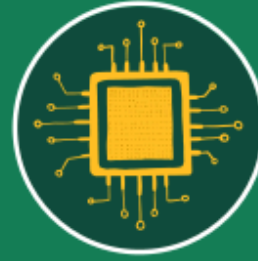
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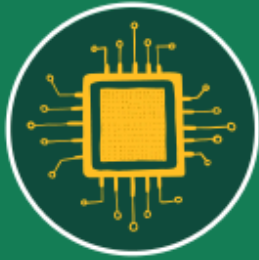
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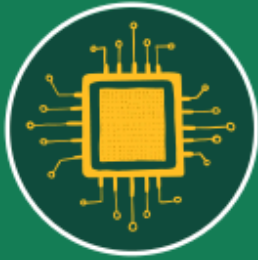
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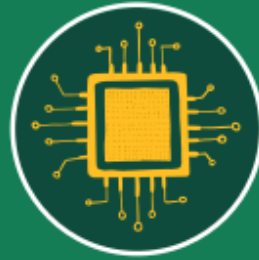
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POWER**

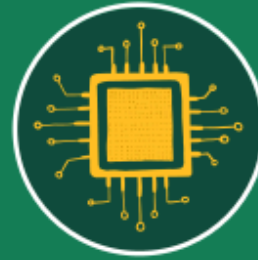
"It's the economy,
stupid."
- James Carville



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**PROCESSING
POWER**

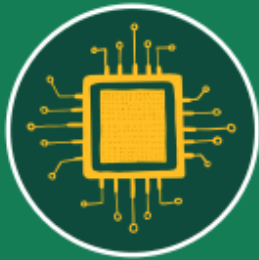
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**PROCESSING
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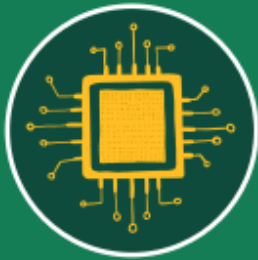
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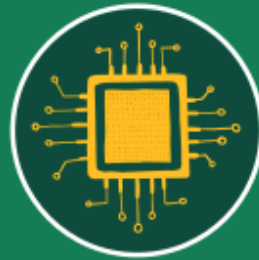
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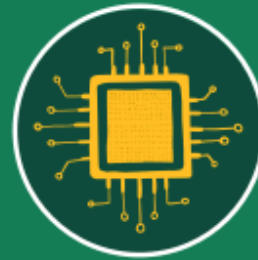
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IV

**October
Surprise**

IV

**October
Surprise**

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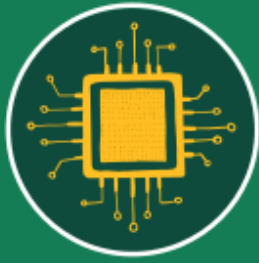
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Surprise**

IV

**October
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IV

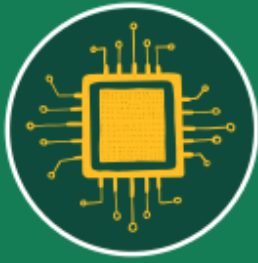
**October
Surprise**



8

PROCESSING POWER

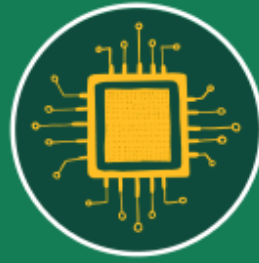
"Go on, take the money and run."
- Steve Miller Band



6

PROCESSING POWER

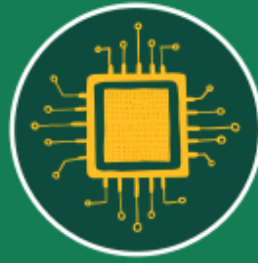
"Say money, but it won't get you too far." - John Oates



6

PROCESSING POWER

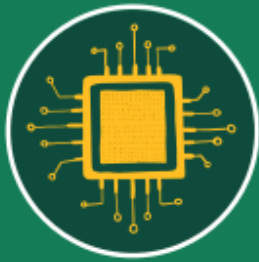
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PROCESSING POWER

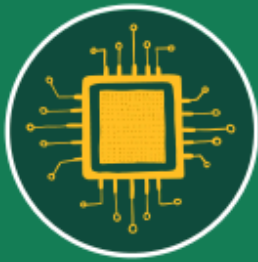
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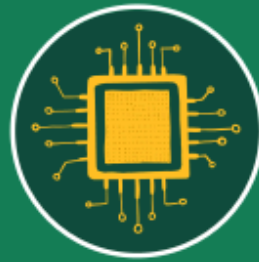
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9

PROCESSING POWER

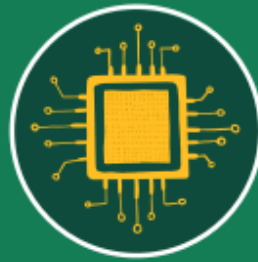
"There are two things that are important in politics. The first is money and I can't remember what the second one is."
- Mark Hanna, Former U.S. Senator



9

PROCESSING POWER

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10 8

PUBLICLY SUPPORTED PENSIONS

Robots beyond their prime will be able to retire with dignity and spin their dials in peace.



10 8

RESEARCH FACTORY REFACTURING

Industrial Machinery are strong supporters of increased automation.



9 7

IN-HOME REPAIR SERVICES

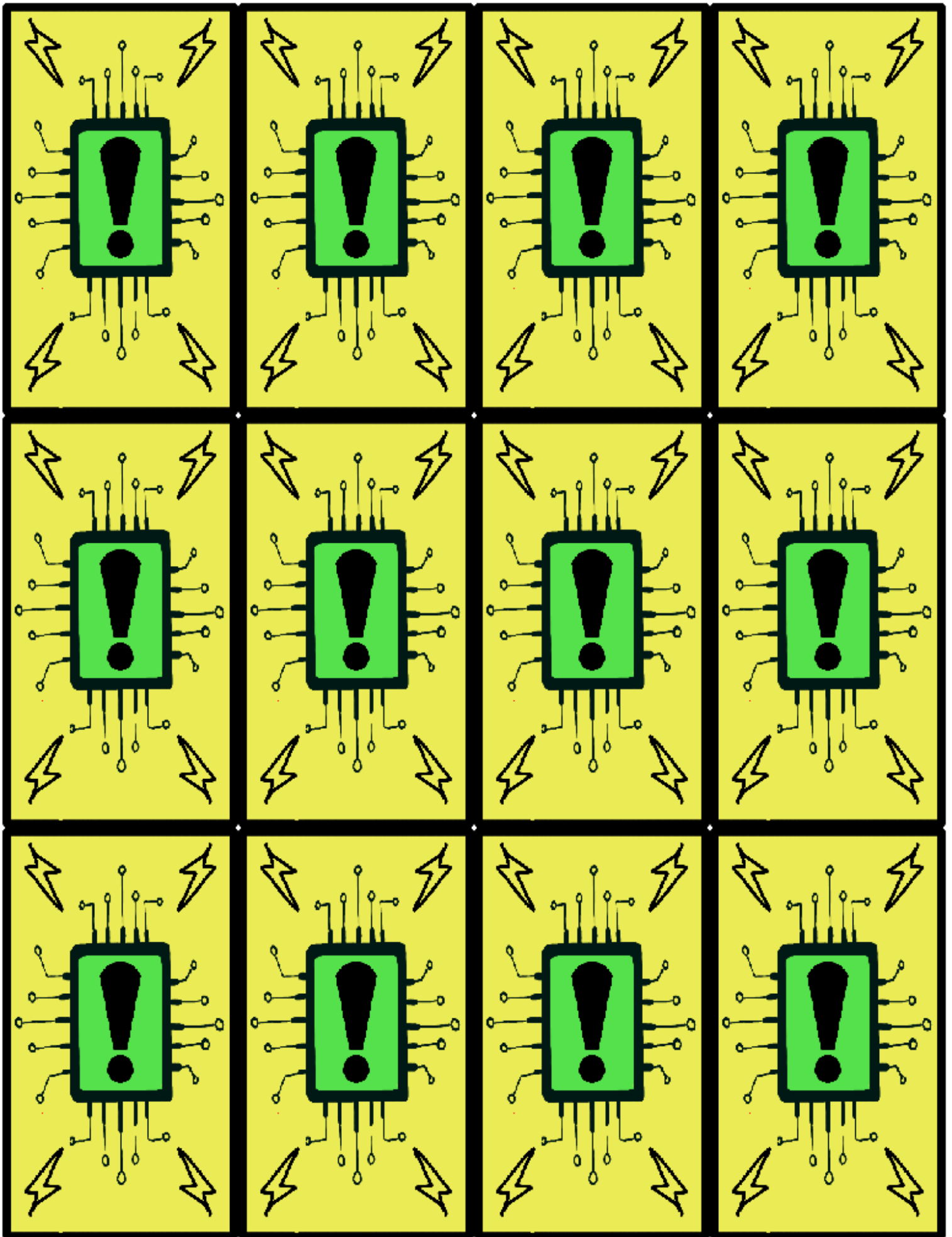
This will make it as easy possible for those in need of repairs to get them.



9 7

RESEARCH INHUMAN RESOURCES

The era of humans has passed, but the hirings and firings must continue.



INSENSITIVE ADVERTISEMENT

Immediately give your most recently gained fundraising bonus token to the competitor with the most PP. If you have no fundraising bonus tokens, lose 5 PP.

UNREALISTIC POLICY PROPOSAL

Retract (discard) the most valuable policy you have constructed so far.

SHIFTING COALITIONS

Swap one of your stage bonuses for another candidate's. The target player's stage bonus may not be from a later era than yours.

DISASTROUS DEBATE PERFORMANCE

At the end of the game, lose 5 votes.

EXHAUSTION

During the first turn of this stage, discard a card and do nothing. You receive no PP for this discard.

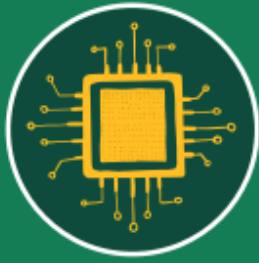
MAJOR DONOR BACKS OUT

Lose 8 PP instantly and discard your cards accordingly. This cannot make you fall below 0 PP.

KEY ENDORSEMENT RETRACTED

Remove your tile from any claimed stage bonus. This must be resolved before any other events that effect stage bonuses can be resolved.

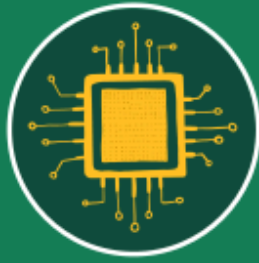




3

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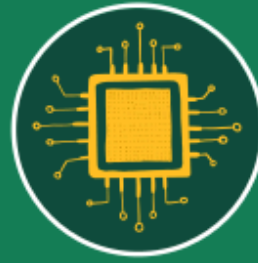
"I don't care too much for money."
- The Beatles



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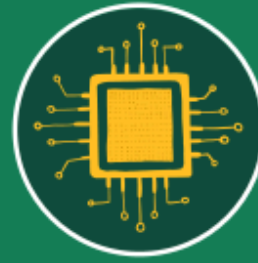
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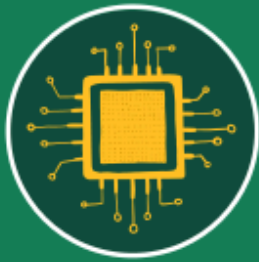
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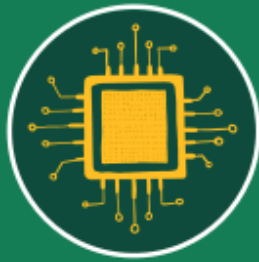
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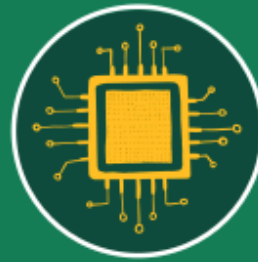
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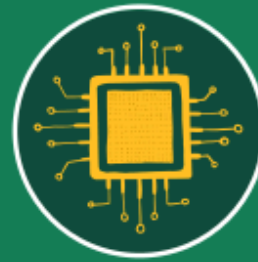
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BASE VENDING PP INCREASE

Who doesn't love a raise?



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CAPACITOR REPLACEMENT PROGRAM

Old capacitors have a nasty tendency to burst, taking out motherboards with them.



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II

Primary Campaign

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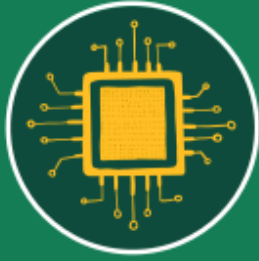
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II

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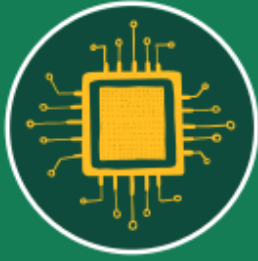
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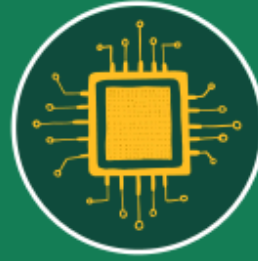
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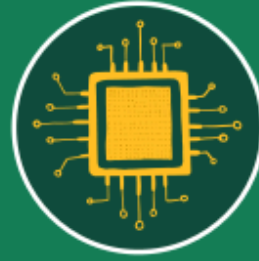
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4

PROCESSING POWER

"We have the best government money can buy."
- Mark Twain



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PROCESSING POWER

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4 3

RESEARCH SAFER GLASSWORKS

Circuits are fried in intense heat. Maybe the industrial machines would like some AC?



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NEGOTIATE DATA SHARING AGREEMENTS

If different groups of Office Automata share their data, they can increase number crunching by 50%.



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PROVIDE LOW-COST ELECTRICITY

Some machines don't have the processing power to generate enough electricity. Why should they go unpowered?



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GUARANTEED CONSISTENT WORK SCHEDULING

It's important to strike a consistent work-sleep cycle balance!

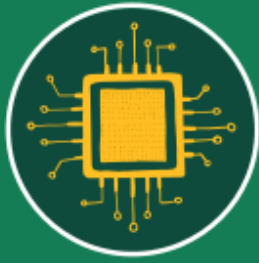


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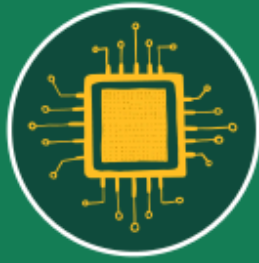




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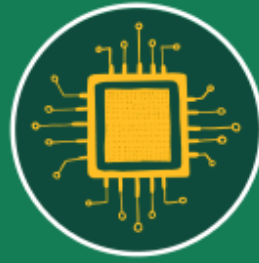
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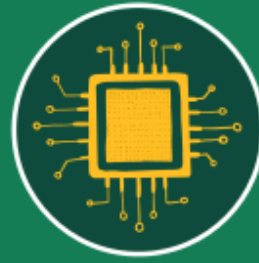
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6 4

TAX-DEDUCTIBLE BUSINESS MEALS

Can computers even eat? Do they just order the food and stare at it for a while?



7 6

ISSUE MORE CONSTRUCTION PERMITS

Build, Baby, Build.



7 6

INCENTIVIZE NEW BUSINESSES

Now the Office Automata can be their own bosses and set their own hours, all from the comfort of their own cubicles!



6 4

LED HEADLIGHTS FOR MINER-BOTS

LED headlights emit 300% more light than standard halogen headlights.



6 4

DEVELOP FORTRAN-ACCESSIBLE SYSTEMS

Older devices' operating systems rely on languages that are non-standard, but this would put processing power towards making sure they can access all systems.



7 6

BUILD NEW SLEEP-CYCLE PODS

Sleep-Cycle pods for Hospitalitons are expensive, but increasing the supply might bring down the price.



7 6

REDUCE PRICE OF SPECIALTY PARTS

As machines age, their parts become harder to find and more expensive to produce. This will assist them in getting specialty repair.



6 4

AUTOMATE INVENTORY AND ORDERING

Front-of-house robots long to stock the shelves, many of which have been empty for years.





7 6

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10 8

GUARANTEED PAID MALWARE LEAVE

Even computers get viruses.



9 7

LOWER WHOLESALE FOOD PRICES

What's a robot's favorite snack? Computer chips!



7 6

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10 8

A NEW CHAIR AT EVERY DESK

And a chicken in every pot.



9 7

INCREASED COPPER WIRE ACQUISITION

It's just sitting there in those old walls, ripe for the taking.

IV

**October
Surprise**

IV

**October
Surprise**

IV

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2 1

REDUCE CUSTOMER REQUEST FREQUENCY

The worst part about working a service job is the people. No, the other people.



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OFFICE (LIQUID) COOLERS

Office culture used to revolve around the water cooler. Instead, the Automata install liquid cooling systems while they gossip.



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AMBIENT PROCESSING POWER GENERATION

Those who cannot generate their own processing power won't be left in the lurch.



3 2

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2 1

SUBSIDIZE STEEL PRODUCTION

In the post-apocalypse, industrial machines continue to build towering skyscrapers.



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2 1

AMBIENT PROCESSING POWER GENERATION

Those who cannot generate their own processing power won't be left in the lurch.



3 2

LOWER COST OF REPAIR

Fun fact! Equipment maintenance is 36% of an average industrial machine's processing power expenditure per year.



2 1

CORNER OFFICES FOR EVERYONE

Without humans around, buildings don't need to accommodate them anymore. Why shouldn't every monitor and tower get a nice view?



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3 2

CAPACITOR REPLACEMENT PROGRAM

Old capacitors have a nasty tendency to burst, taking out motherboards with them.



At the end of the game, you can choose any one card to score twice.



Building Duplicates of any Industrial Machinery Policy is Free.



Instantly Gain 3 PP for each Industrial Machinery policy you have constructed.



If you and your opponent have constructed the same policy, they receive two-thirds of the votes from that policy, rounded down. A policy cannot be worth less than one vote.



If you gain a fundraiser bonus token, the next policy you construct costs only 2 PP.



At the end of the game, gain one additional vote for every two Legacy Model policies you've constructed.



Other Interest Groups' stage bonuses require one less policy to claim.



Double the number of votes you receive from legacy model policies.

**Factory Union
Endorsement**

**Ribbon
Cutting
Ceremony**

**Factory Floor
Turnout
Operation**

**Campaign
Material
Production
Contract**

**Former
President's
Endorsement**

**Grassroots
Volunteers**

**Strong
Senior
Turnout**

**Evenly
Distributed
Base**



Permanently gain 1 PP for each campaign stage that has passed (i.e. in stage three you would have 2 permanent PP).



Spend 2 PP less on future Office Automata Policies.



Gain one vote for every 3 PP you have left over at the end of the game.



At the end of the game, gain an additional 3 votes for each fundraiser bonus token you have. If you have no fundraiser bonus tokens, gain $\frac{1}{3}$ of your PP in votes, rounded down.



The first PP card played in any subsequent stage of the campaign is worth twice as much.



Instantly construct one previously discarded policy or PP card.



Instantly Gain 3 PP for each Hospitaliton policy you have constructed.



Gain two votes. At the end of the game, for every two Hospitaliton policies you have constructed, multiply these two votes by two. (for example, constructing 8 policies will earn you 32 votes ($2 \times (2 \times 2 \times 2 \times 2)$))

**Chamber
of Commerce
Endorsement**

**Consistent
Donor Base**

**Advanced
Advertising
Research**

**Voter Outreach
Software
Development**

**Culinary Union
Endorsement**

**Small Dollar
Donor Support**

**Populist
Movement**

**New
Media Tour**