MEMBER STATES

SCOREBOARD

SOCIETY	0	1	2	3	4	5	6	7	8
ECONOMY	0	1	2	3	4	5	6	7	8
ENVIRONMENT	0	1	2	3	4	5	6	7	8
INT. SECURITY	0	1	2	3	4	5	6	7	8

fold along this line

(insert country name here)

_____.

MEMBER STATE

ROUND OVERVIEW

1. Reveal the Agenda

The Presidency Player (PP) reveals a new Agenda and reads it aloud. Then, in clockwise order, each player chooses ONE:

- Take 1 Influence Point (IP);
- Take 1 Political Action Card (PA);
- Take 1 Investment Card (freely chosen from the deck).

2. Discussion

- Players may debate, negotiate, trade, make alliances and promise support.
- This is the only phase when Political Action Cards and Investment Cards can be played, unless a card says otherwise.
- The phase ends immediately when the PP stops the discussion.

3. Voting

Each player secretly chooses one Voting Card (A, B, C).

- All votes are revealed at the same time. The option with the most votes wins.
- Tie: A discussion and voting happens again. If the 2nd vote is also tied, the vote fails.

4. Resolution

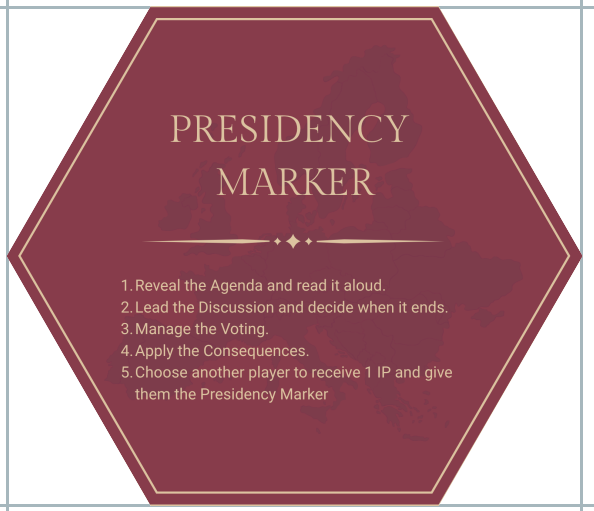
- If a decision was reached: The PP flips the Agenda and applies the Consequences.
- If no decision was reached (failed vote): The PP lowers all 4 indicators by 1.
- If any indicator reaches 0, the EU collapses, and ALL players lose!

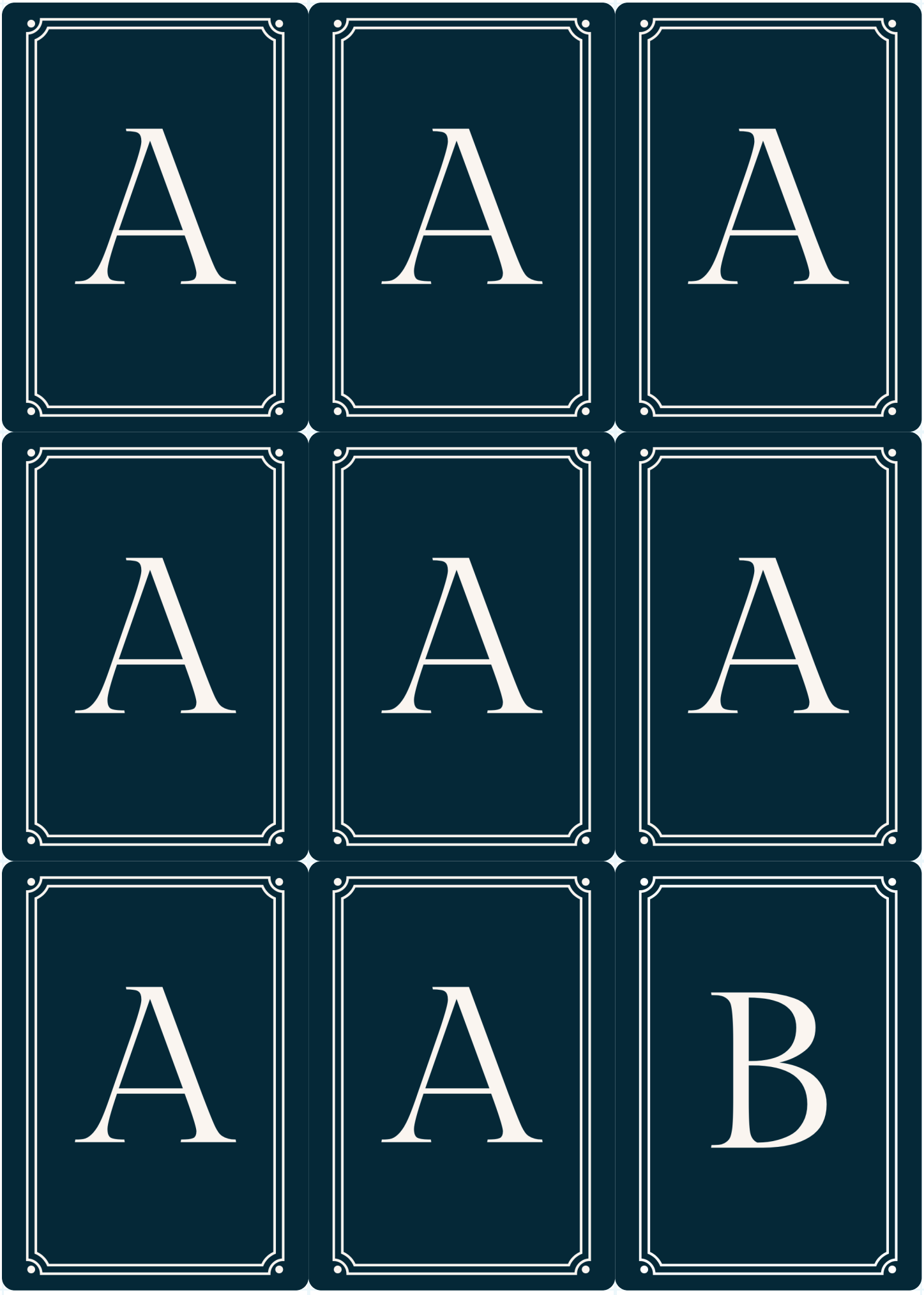
End of the round

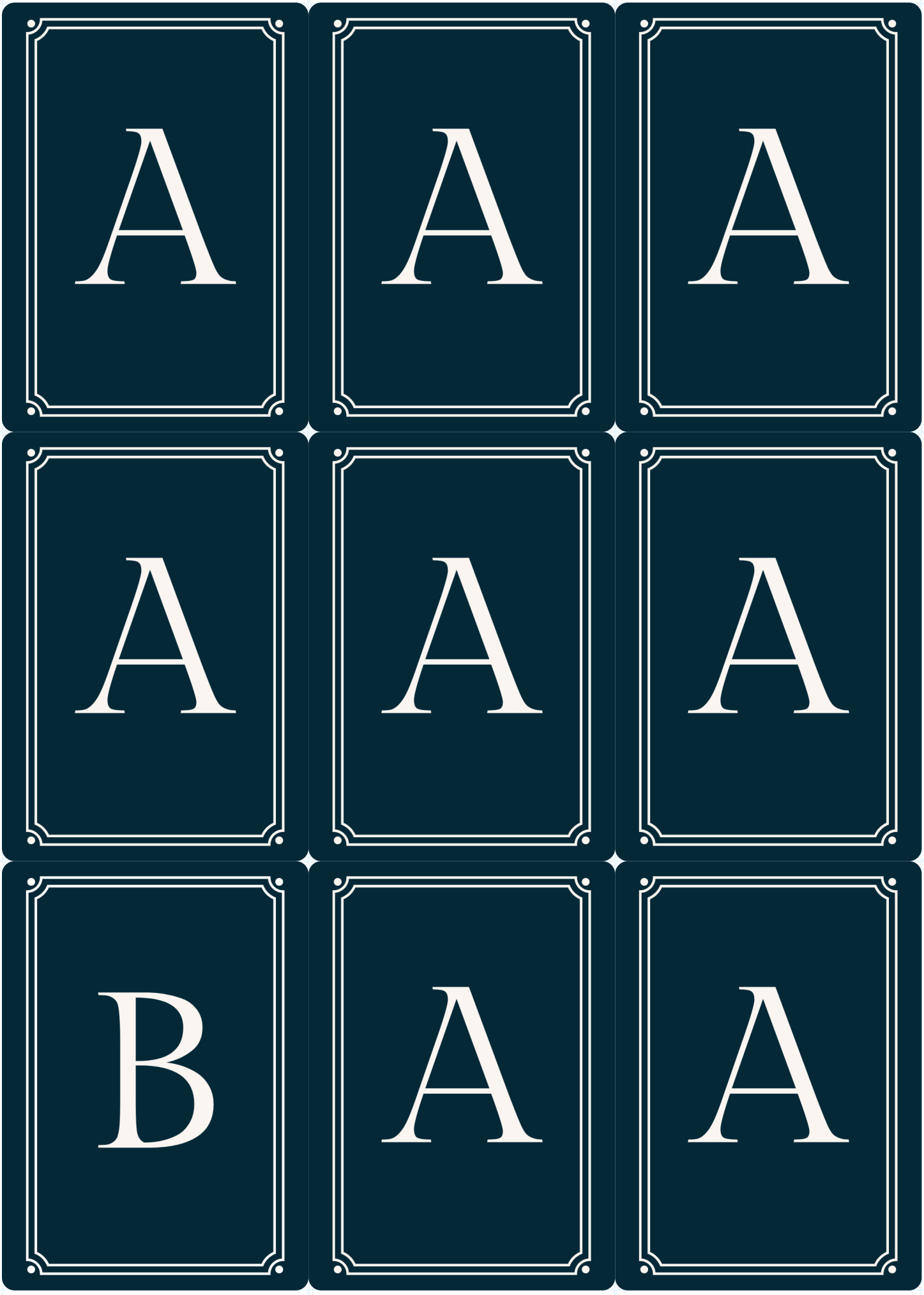
- Discard the Agenda.
- The PP chooses another player to receive 1 IP and gives that player the Presidency Marker.
- Then, the next round begins.

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PRESIDENCY
MARKER


PRESIDENCY
MARKER
1. Reveal the Agenda and read it aloud.
2. Lead the Discussion and decide when it ends.
3. Manage the Voting.
4. Apply the Consequences.
5. Choose another player to receive 1 IP and give them the Presidency Marker

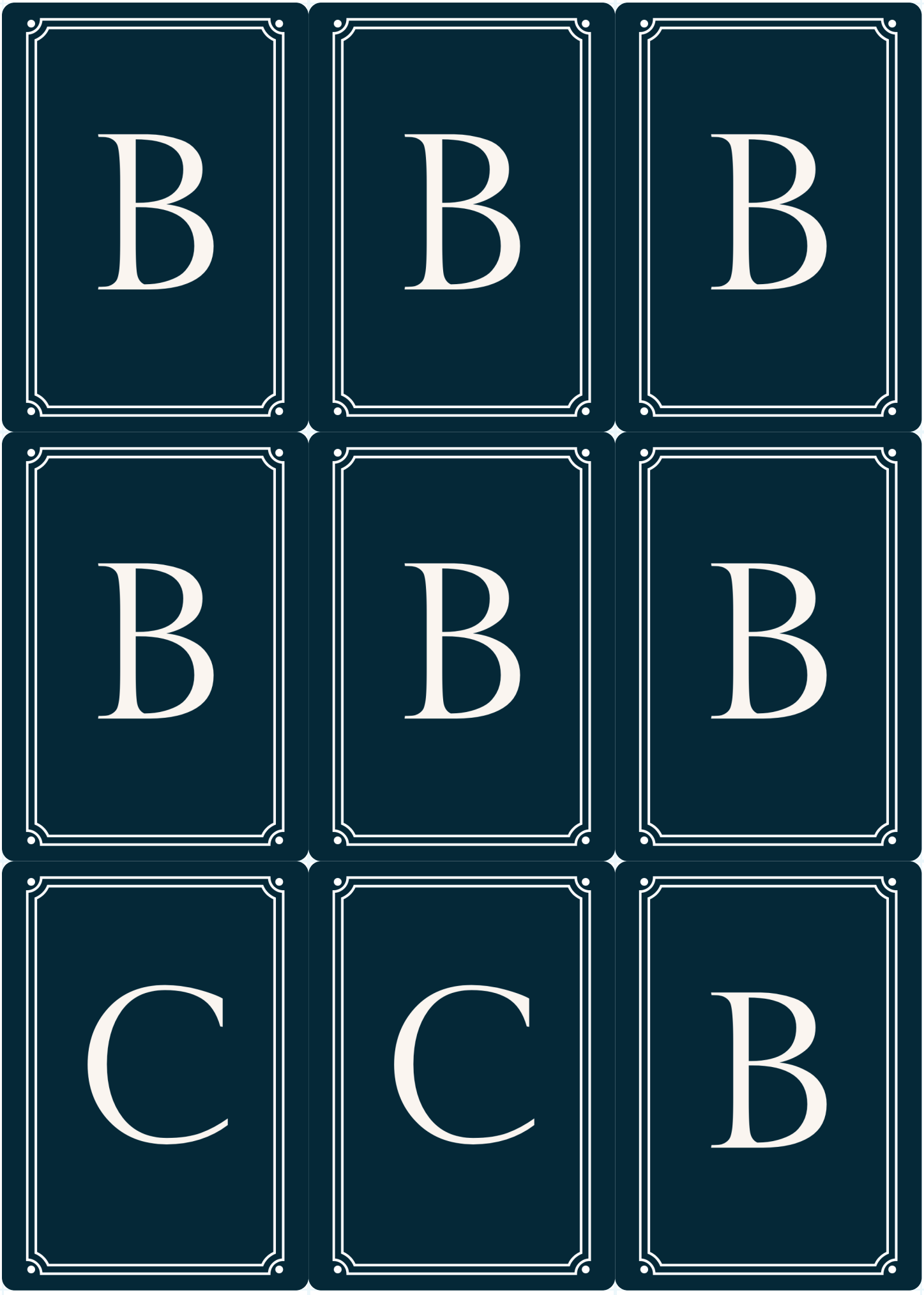

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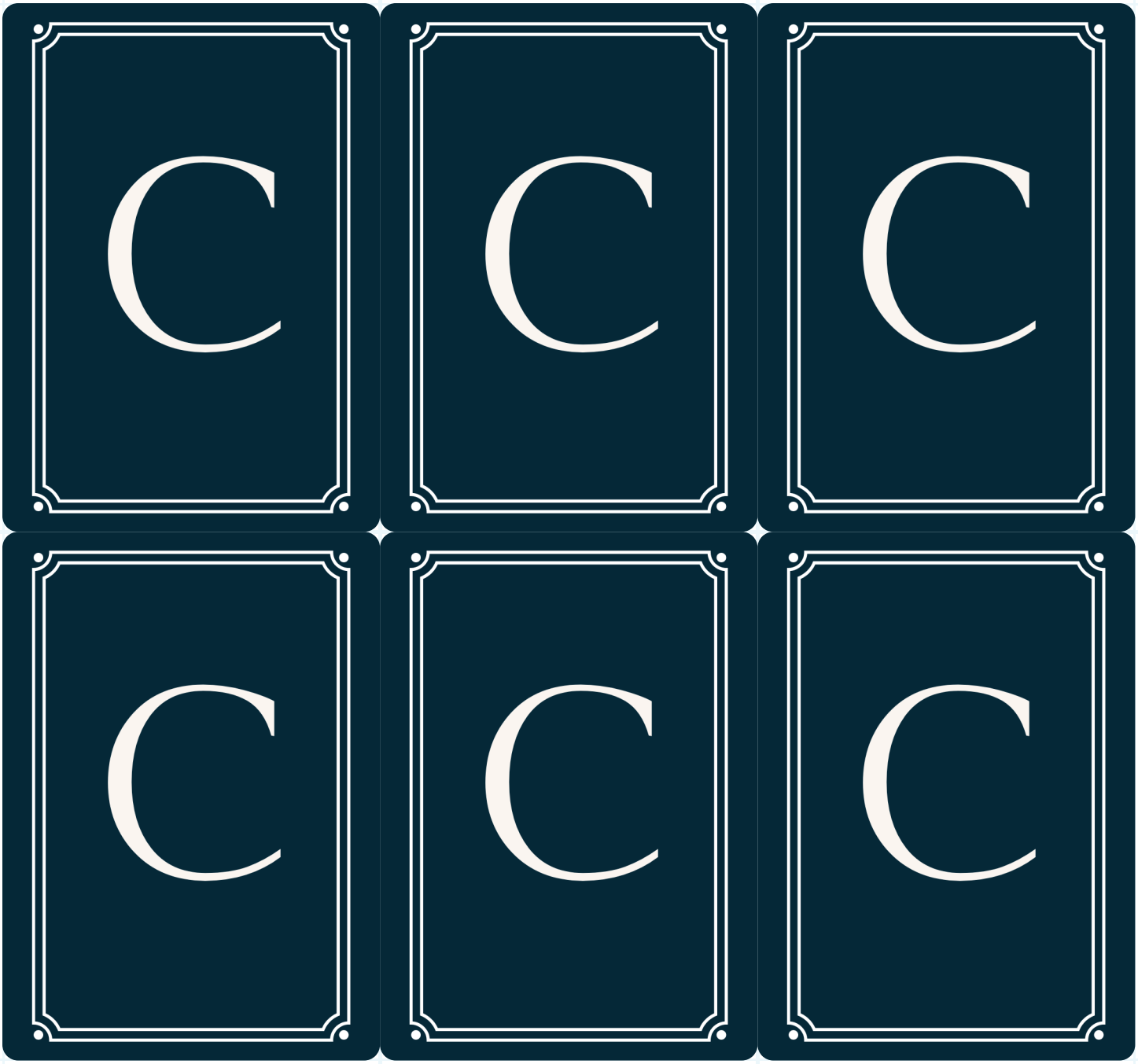

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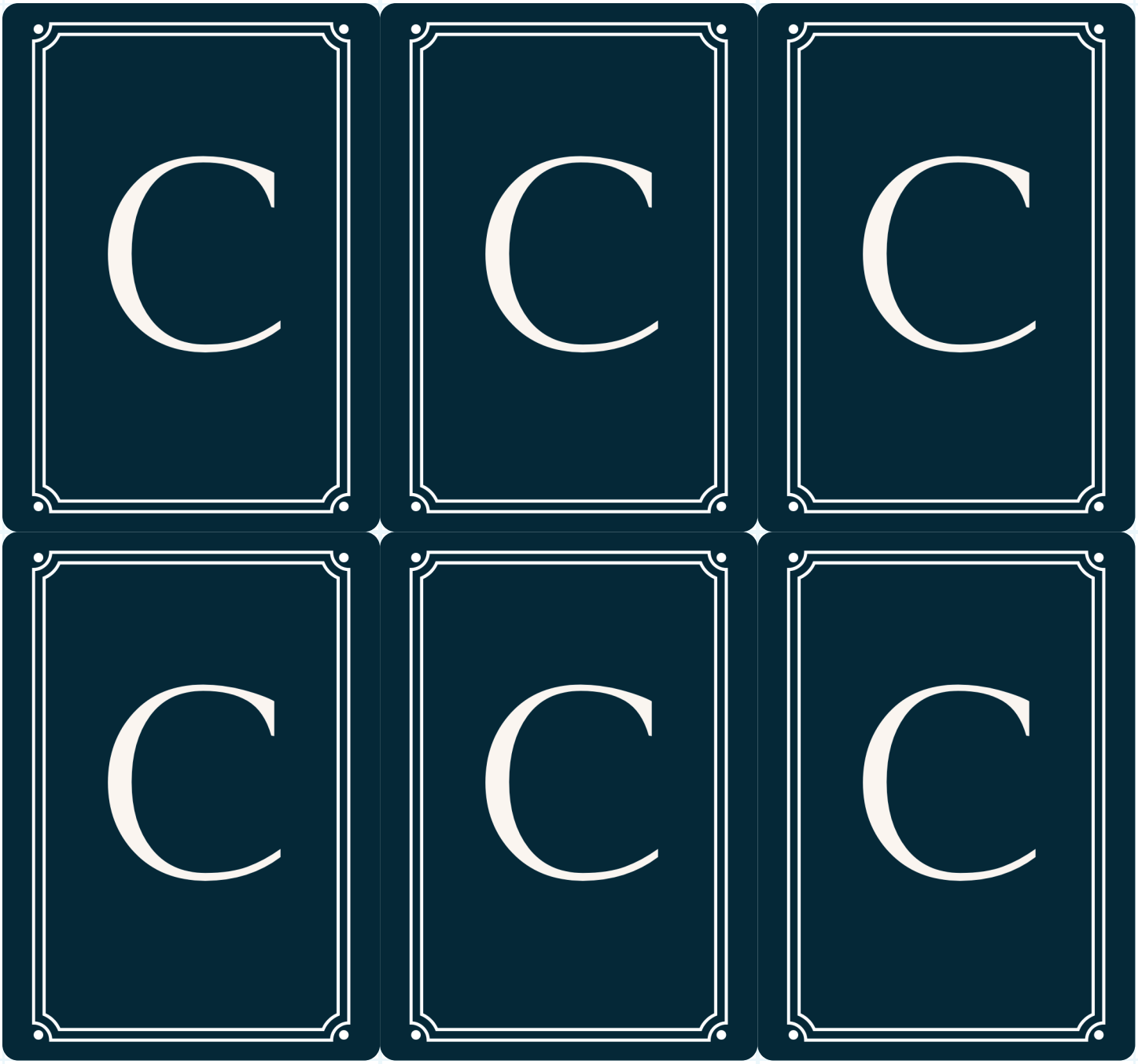
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