

Objective:

The objective of POWER is to overthrow the influence of all other players and be the last person in power.

Components

- Influence cards
 - 3 Banker cards
 - 3 Lawyer Cards
 - 3 CEO cards
 - 3 Journalist cards
 - 3 Politician cards
- 50 Dollars

Set up:

- This game can be played with 3-6 players
- Players shuffle the cards and deal 2 cards to each player, putting the remaining cards in a reachable spot for all players.
 - Place the two cards that you were dealt face-down in front of you
- Then each player gets 2 Dollars (all money must be visible to all players) Place remaining Dollars in a reachable spot for all players. (this will be called the **Safe**)

Game play:

- Youngest player goes first, and play continues clockwise
- During each turn the player has to play one action.
- After an action is chosen, other players have the opportunity to counteract or challenge that action.
- If an action is not challenged or counteracted, the action automatically succeeds. Challenges are resolved first before any action or counteraction is resolved.

Influence Cards/Character Cards:

Influence cards are your **character cards** — they show which special roles you might have in the game.

Each player starts with two influence cards, kept **face down** so no one knows who you really are!

On your turn, you can choose to:

- **Be honest** and use your real character's action, **or**
- **Bluff** and pretend to be someone else to get what you want!

*If another player **challenges** your claim and you were bluffing, you'll lose one of your influence cards.*

- If they challenge and you were *telling the truth*, **they** lose one instead!

Actions (what you claim to do):

- General Actions all can take
 - Income: Take 1 Dollar from the Safe
 - Aid: Take 2 Dollars from the Safe (*Banker can block this*)
 - Over-Throwing: Pay 7 Dollars to the Safe, and choose a player to overthrow. That player immediately loses one of their influence character cards
 - Over-Throws are always successful
 - **IF** you start your turn with 10 or more Dollars then your action HAS to be an overthrow.
- A player may choose any action they want and can afford. Some actions (Character Actions) require influencing characters.
- If they choose a Character Action a player must **claim** that the required character is one of their face down cards. They can be telling the truth or bluffing. They do

NOT need to reveal any of their face down cards unless they are *challenged*. If they are not challenged they automatically succeed.

Character Actions:

Banker:

- Take 3 coins from the Safe

CEO:

- Pay 3 Dollars and choose a player to "Fire" them. If successful that player immediately loses one of their influence cards.
 - Can be blocked by the Lawyer

Politician

- Steal 2 Dollars from a player. If they only have 1, take one.
 - Blocked by another politician, and Journalist

Journalist

- Exchange cards with the left over Influence deck. First take 2 random cards from the deck. Choose which, if any, to exchange with your face-down cards. Then return two cards to the deck, and put the deck back.

Blocking Actions

Banker:

- Blocks players trying to collect Aid from the Safe
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 - When players are blocked, they lose their action and cannot take Aid

Politician and Journalist:

- The player who is being stolen from may claim either the Politician or the Journalist and counteract to block the steal.
 - The player trying to steal receives no coins that turn.

Lawyer:

- Blocks Firing by the CEO
 - The player who is being Fired may claim the Lawyer and counteract to block the Firing.

Challenging:

Any action or counteraction can be challenged when a player uses an influence card/ Character action.

- Any player can challenge whether they are involved in the action or not.

When a player is challenged they must prove they had the influence card they claimed to be by showing that character is one of their face-down cards. If they can't, or do not want to prove it, they lose the challenge. If they can prove it, the challenger loses.

- Whoever loses the challenge immediately loses an influence.

If a player wins a challenge by showing the relevant character card, they first return that card to the remaining card deck, re-shuffle the deck and take a random replacement card.

(If an action is successfully challenged the action fails, and any coins paid as the cost of the action are returned to the player.)

Winning

The player who is last standing with his/her Character card(s) has won the game, and players play until one is left.