

TIME Division

2 PLAYERS • 12+ • 20-60 MINUTES

No one knows when it began, but suddenly two parallel timelines merged into one. At the same moment, two time agencies came into being – one cloaked in shadow, the other bold and bright. Flooded with duplicate information, the new timeline began to stabilize by erasing redundant copies. And both agencies realized that their own existence is in peril.

Now, the members of The Black Watch and The Golden Hourglass must race to stitch themselves back into history, lest they become lost for all time...



Greetings, recruit. I hold the rank of Tracer in THE BLACK WATCH and I am in charge of your basic training. Remember, we do not play as gods of this timeline. We are agents whose only goal is to serve from the shadows. It is not glory we seek, unlike those arrogant fools of The Golden Hourglass. We must ensure they do not seize control!



Welcome, traveler. As Senior Explorer it is my privilege to introduce you to THE GOLDEN HOURGLASS. We are the shepherds of the timeline. Our sworn duty is to guide all creatures to their own destiny. But beware those shady wolves of the Black Watch. We cannot allow them to cast their gloom upon our glorious endeavors!

GAME OVERVIEW

In **TIME DIVISION**, two players will each join a time agency and travel to different periods in history. There, they must influence important characters to gain control of the era and secure their continued existence in the newly formed timeline.

The game can be played over the course of a single era (for a quick game), or as a full 3-era campaign. Each era has two phases: Draft and Play.

For first-time players, we recommend starting with **ANCIENT EGYPT**. You can play through this as a single-era game as many times as you like to familiarize yourself with icons and card effects. There is also a helpful "Your First Game" reference guide on the overview sheet!



ANCIENT EGYPT
A time of order
and belief.



THE DARK AGES
Hard choices
and death.



1980's
Economy
is key.

COMPONENTS

- 1 RULEBOOK
- 1 GAME BOARD
- 2 CARD PLATFORMS



What are the platforms for?
Are you really asking me this?
Each traveler sees themselves as **blue** and their opponent as **red**. How would you include a reminder for that on a flat board without causing confusion? Hah! I see you have no answer. Now, sit down so we can proceed.



- 1 VP STANDEE (campaign only)

Before the first game: Assemble the card platforms and the VP standee as shown on the assembly instructions.



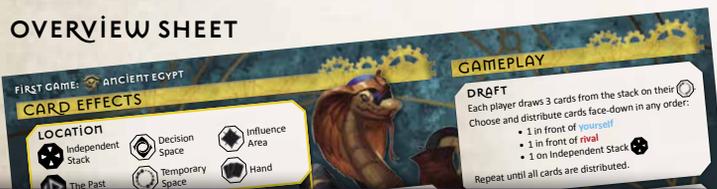
- 60 CHARACTER CARDS
20 per era (incl. 2 Time Travelers each for the campaign):



- 1 METAL COIN



- 1 OVERVIEW SHEET



Here, we begin your training. Follow me to Ancient Egypt.

Why the hesitation, youngling?!

Sure, no period in history was ever easy, but at least these were simpler times. I have prepared a short overview to guide you every step of the way.



ERA SETUP

Choose an era to play.

This example shows a setup for a single-era game of **Ancient Egypt**.

- 1 Pick sides and place the **board** in the center of the table between you.
- 2 Flip the **metal coin** and put it on the matching space to determine the starting player.
(You may choose to give the coin to the more experienced player instead.)
- 3 Place the assembled **card platforms** on their matching spaces following the indicated orientation and color.
- 4 Take the cards for your chosen era. **Remove the 2 Time Travelers** (with a ) from the deck and return them to the game box – these are only used in a campaign.

I've restored the flow of time more often than you could possibly imagine. You, on the other hand, have yet to prove yourself in a single era.

This setup covers what you need for a single-era game. For a campaign game, please see page 12.



Shuffle the remaining 18 Cards and split them into **2 equal stacks**. Place 1 stack face down on each of the Temporary Spaces .

- 5 Keep the **overview sheet** within reach for reference.



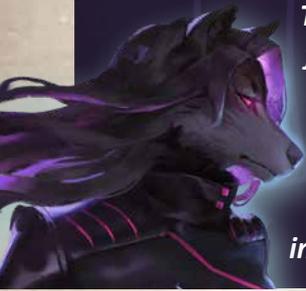
INFLUENCE AREA



THE PAST

INFLUENCE AREA

THE BASICS: LOCATIONS AND COLOR



Time traveling is just simple logic. If you can understand this basic formula you should be able to survive your first year: LOCATION -> ACTION -> LOCATION. There are a few restrictions, but in general all you need to do is find the location icon from your card on the board and combine it with an action. It's that easy.

What, you think these icons are tricky? Shall I translate our instructions into Egyptian hieroglyphs for you? No? I thought not.

LOCATIONS

Most locations are on the board, indicated by 5 different icons (some appear twice). Another location is the Hand of each player. The icons on the board do not have a color. On the cards, you can find these location icons at both ends of an effect row:



Icon Colors

The **icons on cards** have either a color (**blue** or **red**) or are neutral. The color indicates whose location it is or who is doing an action: **you** or your **rival**.

- All **blue** icons refer to **you**. Your card platform shows a reminder for that.



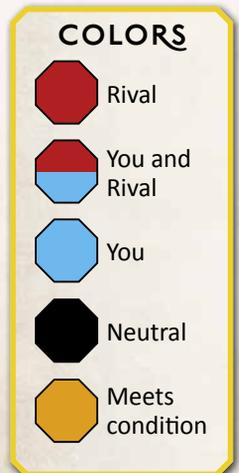
- All **red** icons refer to your **rival**. Your rival's card platform shows a reminder for that.



This works the same way for the other player! Your rival sees themselves as **blue** and their rival (you) as **red**.

So, even if the icons on the board don't show a color, for the cards, and from the perspective of each player, they do.

LOCATION DIAGRAM



GAMEPLAY

Each game consists of two phases: Draft and Play

PHASE I: DRAFT

This phase is played simultaneously by both players.

Draw 3 cards from the stack on your Temporary Space . Now choose and distribute:

- A** Choose 1 card for yourself → place it face-down in front of yourself.
- B** Choose 1 card for your rival → place it face-down in front of your rival.
- C** Put the last card away → place it face-down on the Independent Stack .

You are not allowed to look at any distributed face-down cards during the draft!

Repeat until all 18 Era Character cards are divided equally between you, your rival, and the Independent Stack.

Take all 6 cards in front of you as your Hand . Now it is time to play!

Ah ... the Draft. A great tool to prepare a glorious victory. Knowledge is power and, after the draft, you already know half of your rival's hand. It's a pity that the same goes for those stinking shadow wolves of the Black Watch.

If this is your first assignment, don't worry about the details of every card during the draft. You will become more familiar with them as time goes on. Just know that high cards have high scoring values, but low cards have stronger effects. You will need both.



PHASE 2: PLAY

This phase consists of several rounds. Each round follows this procedure:

- 1 The player with the coin **plays 1 card** from their Hand face-up to their Decision Space .



- 2 **Compare the Influence Value** in the top left corner of both cards. **Move the coin** to the side with higher influence. If both cards are of the same Influence Value, the coin stays where it is.



Afterwards, the other player **plays 1 card** from their hand face-up to their Decision Space .

Have I told you about the power of the coin? Well, as with all coins, there is a flip side. Holding it at the beginning of a round is a bummer, because then you must make the first move. But gaining its favor after playing a card is key.

Won't that lead to you having it at the beginning of the next round, you ask? You are a smart one after all. That is exactly the dilemma we face every day!

Let me tell you the eternal rules that all time agencies must abide by:

GOLDEN RULES

- Card effects may change basic rules!
- The coin is a universal tie-breaker: The coin-owner has the higher value.

- 3 The coin-owner now decides what happens to the 2 played cards:
- 1 card's effect is **triggered** ⚙️ (by owner) and is **moved to The Past** ⏪
 - 1 card is **collected to the Influence Area** ⬠ (of its owner)

1. TRIGGER -> THE PAST

The effect of the **triggered** ⚙️ card is resolved by its owner.

Important: This happens first!



After the effect is executed, the card moves from its owner's Decision Space ⬠ to The Past ⏪ (if possible).



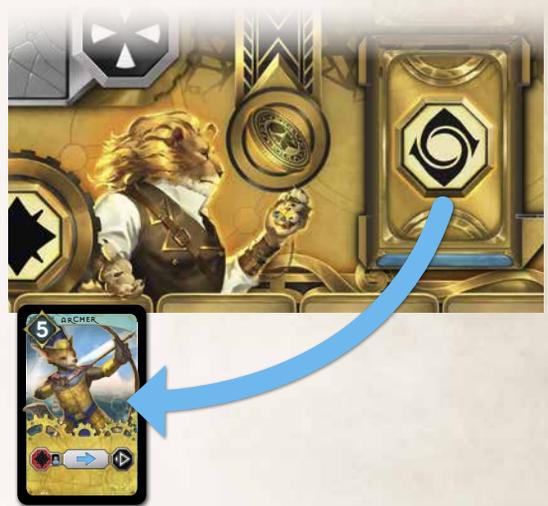
Taking control of an era is a quick exchange. Only 6 cards are played by each player – always one after the other.

At the beginning of each round, you should both have the same number of cards in hand. If that's not the case, something went wrong.



2. COLLECT

The other card is **collected** by its owner by moving it from their Decision Space ⬠ to their Influence Area ⬠ (if possible).



Repeat this procedure for all cards in hand. Then proceed to the *End of an Era and Scoring*.

END OF AN ERA AND SCORING

An era ends after both players' hands are empty and all cards are resolved.

Each player adds up the Influence Values of all cards in their Influence Area.

The player with the **most total Influence wins** the era. In case of a tie, the player with the coin wins.

TRIGGERING OF EFFECTS

CARD EFFECTS

Each effect row shows from left to right from which location a specific card is taken, what you do with it, and where you put it.



A glossary of icons can be found on the next page as well as on the overview sheet. Keep in mind that color is also important!



So Potter's effect is: Take a *card of your choice* from *The Past* and *move* it to *your Influence Area*.

RULES FOR TRIGGERING

- The standard effect of a triggered card must be completely resolved for the effect to take place. If any requirement cannot be met, the card effect is ignored. You can still choose to trigger such a card for no effect.
- In most cases, the owner of a card triggers its effect. However, the  effect triggers another card's effect and requires a few additional clarifications:
 - The player who triggers an effect is considered **blue** for it, even if the card is owned by the other player.
 - A card cannot be triggered twice in the same round!
 - The card that is affected by the card with the  is not moved to The Past after its effect is triggered!
 -  Other cards' effects ignore the effect of cards with this icon. They can only trigger such a card for no effect.

MOVEMENT OF CARDS

- **COLLECTING** is a special kind of movement that is separate from card effects. If the card you played in a round is still at your Decision Space  after your rival resolves the effect on their card, you **collect** it for victory points by moving it to your Influence Area .

Your Influence Area has unlimited storage capacity. In the unlikely event that you have more cards than spaces, just put them next in line.

RULES FOR MOVEMENT

- In 1 effect row, move/exchange always happens simultaneously.
- Every time a card is moved or collected to your Influence Area, place it at the first free space next to the VP track.
- If a card is exchanged for another, put the new card in the same space.
- If a card is removed from your Influence Area, move all other cards up in order to fill the gap. *(This is important for the 1980's.)*
- If a card is rotated, it maintains its new orientation when exchanged or moved to another Influence Area or The Past.

ICONS

LOCATION	CARD SPECIFICATION		ACTION
Independent Stack	Single card	Card of this Influence Value	Move
The Past	Random card	Highest-value card	Exchange
Decision Space	Chosen card	Rotated card	Trigger effect
Temporary Space	All cards	Lowest total influence	Don't trigger effect
Influence Area	Highest total influence	Fewest cards	Rotate
Hand	All rotated cards	Most cards	Get coin
		Basic Influence Value of the card directly next to this card	

NOTES ON SPECIFICATIONS

- Random means that cards are shuffled and then a card is drawn.
- Chosen means that the player of the indicated color looks at all cards in the specified location and picks one.
- Your Total Influence is the **sum of all face-up cards** in your Influence Area.
- All cards or all rotated cards is the **tally of all such cards** in your Influence Area.

SPECIAL EFFECTS

All special effects rows appear on a colored bar. The color indicates the type of effect.



The icon row on the black bar is an effect that is triggered in the next round. Afterwards, the card is moved to .

Check the detailed card explanations on pages 14-16 for the individual timing of each delayed effect.



The icon row on the orange bar shows which condition must be met by a player to be considered orange. Orange then activates the effect row under the plate.



The icon row on the pink bar applies only during scoring and only if the card is rotated. It increases the influence value of the card.

Diagram of a 'PLAGUE DOCTOR' card with callouts:

- Basic Influence Value:** Points to the number 7 in a diamond.
- Title:** Points to the text 'PLAGUE DOCTOR'.
- Special Effect:** Points to the orange bar containing icons for a question mark, a person, and a rotated card.
- Standard Effect:** Points to the bottom bar containing icons for a hand, a double-headed arrow, and a play button.

EXAMPLES

Below are a few examples of how card effects work during game play. Scan each QR code to watch a more detailed example in action!

EXAMPLE 1: STANDARD EFFECT

- You are the coin-owner at the beginning of the round: You play a card to your Decision Space first.



Your card's effect:
Take a 4 influence card from your rival's Decision Space and move it to The Past.

- Then, your rival plays a card to their Decision Space.

Rival's card's effect:
Select a card of your choice from your rival's Hand and trigger its effect.



- Your card has the higher Influence Value, so you keep the coin. You then choose which of the played cards is triggered for its effect.
- You decide to trigger your card for its effect. Since the card of your rival isn't a 4, your card will have no effect. Then, move your card to The Past.

Smart move, youngling! Better to feed crumbs to your rival, than let them use a powerful effect from your hand!

- Your rival collects their card.



EXAMPLE 1

EXAMPLE 2: DELAYED EFFECT

This effect appears in all 3 eras. First, you move such a card to your Temporary Space. Only in the next round will you activate its Delayed Effect.

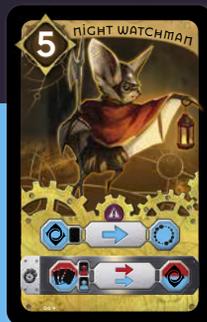
All cards with a delayed effect show this icon. These card effects can only be used after playing the card yourself.



- You trigger this card with a delayed effect:

Your card's effect:

- In the current round:** Move this card to your Temporary Space. (Your turn ends after this action is completed and your rival collects their card.)
- In the next round:** Both you and your rival play cards to your Decision Spaces simultaneously.



- The effect of *Night Watchman* is now resolved and the card is moved to The Past. Afterwards, the newly played cards are resolved.



EXAMPLE 2

EXAMPLE 3: CHECK EFFECT

This effect appears on the **Dark Ages** era cards. They have a special condition that determines who triggers the card's standard effect below the orange bar.

- You trigger this card with a check effect:

Your card's effect:

- Check:** The player with the highest total influence in their Influence Area is orange.
- Orange player takes a card of their choice from their hand and exchanges it with a card of their choice from The Past.



- Let's say your rival has the highest total influence. Therefore, your rival exchanges one card from their hand with a card from The Past.

Beware, regardless of who played a card with a check effect, the player who fulfills the listed condition triggers it. This can be good or bad. Like the Dark Ages, these effects are not always fun!



EXAMPLE 3

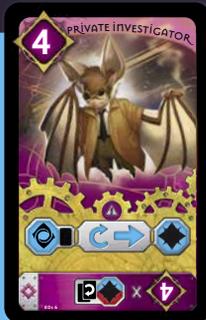
EXAMPLE 4: MODIFIED INFLUENCE EFFECT

This effect appears on the **1980's** era cards. If rotated they have a special Influence Value at scoring.

- You trigger this card with a modified Influence effect:

Your card's effect:

- Rotate your card 180 degrees and move it to your Influence Area. (Your turn ends after this action is completed and your rival collects their card.)
- Modified Influence Effect:**  This card is now worth 4 times the total number of rotated cards in both players' Influence Areas, instead of its base value.



- Let's say this rotated card is still in your Influence Area at the end of an era and there are a total of 3 rotated cards in your and your rival's Influence Areas. The Modified Influence value equals:
 $4 \text{ (Base Influence)} \times 3 \text{ (total number of rotated cards in both Influence Areas)} = 12 \text{ Influence.}$



EXAMPLE 4

The 1980's can be tricky for a novice. Most characters in this era have card effects that will move themselves or other cards to new locations, so it's easy to lose influence just as quickly as you gain it. A sound strategy is needed. You don't want to put in all that hard work just to have one of those sneaky wolves snatch one of your high-scoring rotated cards!

CAMPAIGN

A Campaign is played over the course of 3 eras. You can play any 3 eras in any order.

You will track the **Victory Points (VP)** won in each era on the **VP track** using the **VP standee**.



CHANGES TO: SETUP

1. Place the VP standee on the middle space of the VP track.
2. Shuffle the two Time Traveler cards of the chosen era and place one face down in front of each player as the first card of their hands.

CHANGES TO: GAMEPLAY FACE-DOWN CARDS

After completing the Draft phase, you should have a hand of 7 cards.

Choose 1 and place it face down on the highlighted space in your Influence Area (next to the VP Track).

Specifications:

- **Face-down cards** DO count towards your total number of cards.
- **Face-down cards** DO NOT have any Influence Value.

Actions at  or :

- **DO NOT reveal or look at any face-down card.**
- You **MAY move or exchange** face-down cards. Keep them face-down!
- A face-down card that is moved to  or  becomes a normal card.
- **Remember:** *An entire effect must be able to be executed. Otherwise the card is triggered for no effect.*

TIME TRAVELERS

 This card is worth 1 VP.

Important: If rotated, the Traveler is not worth a VP anymore!



Time travelers are the bane of my existence! Most never even bother to read the time travel manual, with predictably messy results.

They can be useful at times, but you must approach them with caution.



CHANGES TO: END OF AN ERA AND SCORING

BEFORE scoring: Reveal all face-down cards at .

Scoring:

VICTORY POINTS

- Era victory = 2 VP
- Each Time Traveler = 1 VP

- Note: Time Travelers in your Influence Area can give you both influence and VP.
- At the end of each era, calculate the **difference between both players' Victory Points** and move the VP standee that many spaces in the winner's direction. **Important: The VP standee cannot move beyond the bounds of the VP Track.** It can only be moved to the last space on the VP Track, even if the winning player earns more Victory Points than can be marked.

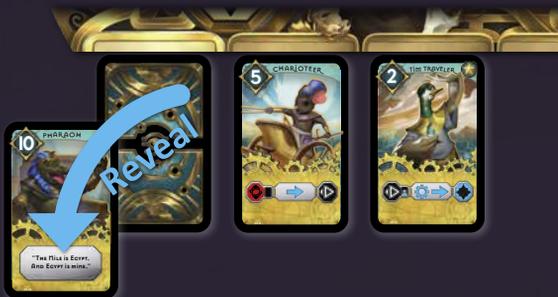
Next Era: The winner of the previous era starts with the coin on their side.

END OF THE CAMPAIGN

After you have played 3 eras, the player with the VP standee closer to their side wins the campaign. In case of a tie, the player with the coin wins.

EXAMPLE: CAMPAIGN SCORING

At the end of each era, reveal face-down cards **before** counting up Victory Points.



ERA 1

Your rival wins the era and has 1 Time Traveler: They gain 3 VP. You gain just 1 VP for 1 Time Traveler. The VP standee moves the difference of 2 towards your rival.

ERA 2

Your rival wins again! They have 1 Time Traveler this time, and you have none. Your rival has gained 3 VP, but there are only 2 remaining spaces left on the VP Track. The VP standee is moved those 2 spaces and stops its movement at the end of the track.

ERA 3

You win this era with both Time Travelers in your Influence Area! You have 4 VP and your rival has zero. The VP standee moves 4 spaces toward you and lands on the middle space – ending the game in a tie. Fortunately, you are also the coin-owner: You win. What a comeback!



IMPRESSUM

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Even the greatest explorers sometimes find themselves at a loss.

*With a heavy heart, I confess the Black Watch's **overview sheet** is the ideal tool to assist you in achieving our goals.*

*If you ever need **detailed explanations** of the cards, you will find them on the following pages.*

More questions? Please contact the time agency directly:

heidelbaer.de/en/
time-division_fa/



ANCIENT EGYPT

0 SHEPHERD



Take the card from your Decision Space and move it to your Temporary Space.



Next round (after the coin is moved and before any card is triggered): Take the card from your rival's Decision Space and move it to your Influence Area.

1 FARMER



Select a card of your choice from your rival's Hand and trigger its effect.

1 FISHERMAN



Take a card of your choice from your Influence Area and exchange it with a card of your choice from your rival's Influence Area.

2 TIM TRAVELER



Take a card of your choice from The Past and trigger its effect and move it to your Influence Area.

2 TOM TRAVELER



Take a card of your choice from the Independent Stack and trigger its effect and move it to your Influence Area.

3 POTTER



Take a card of your choice from The Past and move it to your Influence Area.

3 TRAVELING TRADER



Take a card of your choice from your Hand and exchange it with a random card from your rival's Hand.

4 STONEMASON



Select a card of your choice from the Independent Stack and trigger its effect.

4 CARPENTER



Take a card of your choice from the Independent Stack and move it to your Influence Area.

5 CHARIOTEER



Take the card from your rival's Decision Space and move it to The Past.

5 ARCHER



Take a card of your choice from your rival's Influence Area and move it to The Past.

6 FOREMAN



Take a 4 influence card from your rival's Decision Space and move it to The Past.

6 SCRIBE



Take a 4 influence card from your rival's Decision Space and move it to your Influence Area.

7 SHIPBUILDER



Take the card from your Decision Space and move it to your Temporary Space.



Next round (when your rival plays their card): Your rival takes a random card from their Hand and moves it to their Decision Space (instead of choosing one).

7 ARCHITECT



Take a card of your choice from your Hand and exchange it with a card of your choice from The Past.

8 PRIEST OF HORUS



Take a 5 influence card from your rival's Decision Space and move it to your Influence Area.

8 PRIEST OF ANUBIS



Take a 7 influence card from your rival's Decision Space and move it to your Influence Area.

9 PRIESTESS OF BASTET



Take the 10 influence card from the Independent Stack and move it to your Influence Area.

9 VIZIER



Take the 10 influence card from your rival's Decision Space and move it to your Influence Area.

10 PHARAOH

No effect.



Important notes:



Other cards ignore these effects.

- Whenever you select or take a card of your choice or a card of a specific value (e.g. 10) from the Independent Stack or your rival's Hand, you may look at ALL cards in that location. Even if you know that the card you're looking for isn't there.
- Even cards that have no effect (like the **Pharaoh**) can be triggered.
- If an effect triggers another card, but doesn't move it, it stays where it is. (E.g. the card you trigger using the **Farmer** card effect stays in your rival's Hand.)

DARK AGES

0 BEGGAR



Take the card at your rival's Decision Space and move it to The Past. Then, take a card of your choice from The Past and move it to your Influence Area. (This can be the same card.)

1 TAPPER



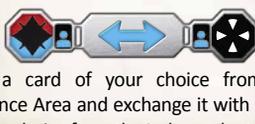
The player with the **most cards** in their Influence Area is **orange**: Orange player takes the highest-value card in their Influence Area and moves it to The Past.

1 EXECUTIONER



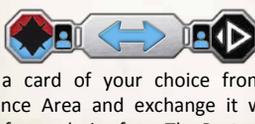
The player with the **highest-value card** in their Influence Area is **orange**: Orange player takes the highest-value card in their Influence Area and moves it to The Past.

2 TINA TRAVELER



Take a card of your choice from any Influence Area and exchange it with a card of your choice from the Independent Stack.

2 TARA TRAVELER



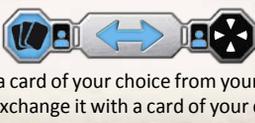
Take a card of your choice from any Influence Area and exchange it with a card of your choice from The Past.

3 BLACKSMITH



Take the card at your rival's Decision Space trigger its effect and move it to The Past.

3 SQUIRE



Take a card of your choice from your Hand and exchange it with a card of your choice from the Independent Stack.

4 MINSTREL



Take the card at your rival's Decision Space and move it to your Influence Area.

4 MONEYLENDER



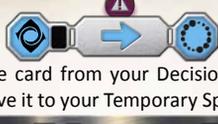
The player with the **lowest total influence** in their Influence Area is **orange**: Orange player takes a card of their choice from The Past and moves it to their Influence Area.

5 TAX COLLECTOR



The player with the **highest total influence** in their Influence Area is **orange**: Orange player takes the highest-value card in their Influence Area and moves it to The Past.

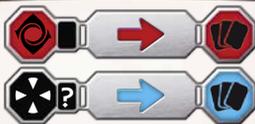
5 NIGHT WATCHMAN



Take the card from your Decision Space and move it to your Temporary Space.

Next round (when cards are played): Both players choose a card from their Hand and move it (simultaneously) to their Decision Spaces.

6 MONK



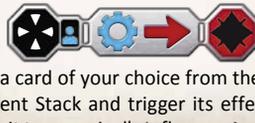
Your rival moves the card at their Decision Space to their Hand (takes it back). Then, take a random card from the Independent Stack and move it to your Hand. (You've just added an extra round!)

6 MERCHANT



The player with the **fewest cards** in their Influence Area is **orange**: Orange player takes a random card from the Independent Stack and moves it to their Influence Area.

7 GUILD MASTER



Take a card of your choice from the Independent Stack and trigger its effect and move it to your rival's Influence Area.

7 PLAGUE DOCTOR



The player with the **highest total influence** in their Influence Area is **orange**: Orange player takes a card of their choice from their hand and exchanges it with a card of their choice from The Past.

8 SCHOLAR



The player with the **highest-value card** in their Influence Area is **orange**: Orange player selects the highest card in their Influence Area and triggers its effect.

8 KNIGHT



Take the card from your Decision Space and move it to your Temporary Space.

Next round (after the coin is moved and before any card is triggered): Both players cannot use the effects of the cards at their Decision Spaces and move them to The Past.

9 BISHOP



The player with the **10 influence card** in their Influence Area is **orange**: Orange player selects a card of their choice from the Independent Stack and triggers its effect.

9 DUKE



Take the 10 influence card from your rival's Influence Area and move it to your Influence Area.

10 KING

No effect.

1980's

0 INTERN



Take a card of your choice from your rival's Influence Area and trigger its effect and move it to your Influence Area.

1 STUDENT



Take the card at your Decision Space and rotate it and move it to your Influence Area.



Modified Influence Value: 1 added to the base Influence Value of the highest card in your rival's Influence Area.

1 FAST FOOD WORKER



Take the card at your Decision Space and rotate it and move it to your Influence Area.



Modified Influence Value: 1 added to the base Influence Value of the two cards adjacent to this card in your Influence Area. (This still applies with only one adjacent card.)

2 TONY TRAVELER



Take the card at your Decision Space and rotate it and move it to your Influence Area.



Modified Influence Value: 2 multiplied by the number of cards in your Influence Area. (If rotated this card is not worth a VP!)

2 TERRY TRAVELER



Take the card at your Decision Space and rotate it and move it to your Influence Area.



Modified Influence Value: 2 multiplied by the number of cards in your rival's Influence Area. (If rotated this card is not worth a VP!)

3 USED CAR SALESMAN



Take a card of your choice from your rival's Hand and move it to your Influence Area. Then, your rival takes a random card from the Independent Stack and moves it to their Hand.

3 SALES REP



Take a card of your choice from The Past and trigger it and move it to your Influence Area.

4 PRIVATE INVESTIGATOR



Take the card at your Decision Space and rotate it and move it to your Influence Area.



Modified Influence Value: 4 multiplied by the number of rotated cards in your and your rival's Influence Area. (Only count the cards that are rotated, not all Special Influence cards!)

4 TAXI DRIVER



Take a card of your choice from your rival's Influence Area and move it to your Influence Area.

5 PROGRAMMER



Take a card of your choice from your rival's Influence Area and move it to The Past.

5 AEROBICS INSTRUCTOR



Take the card at your Decision Space and rotate it and move it to your Influence Area.



Modified Influence Value: 5 added to the total number of cards in your Influence Area.

6 DENTIST



Select a card of your choice from your rival's Influence Area and trigger its effect.

6 BANKER



Take a card of your choice from the Influence Area of your rival and exchange it with a card of your rival's choice from your Influence Area.

7 POP STAR



Take the card from your rival's Decision Space and move it to the Independent Stack.

7 PROFESSIONAL ATHLETE



Take the card from your Decision Space and move it to your Temporary Space.



Next round (when the coin is moved): You get the coin.

8 JET PILOT



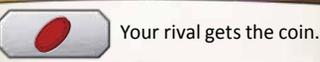
Take a random card from the Independent Stack and exchange it with a card of your choice from your rival's Influence Area.

8 LOBBYIST



Take a random card from the Independent Stack and exchange it with a card of your choice from your Hand. Then, your rival takes a random card from the Independent Stack and exchanges it with a random card from their Hand.

9 OIL BARONESS



Your rival gets the coin.

9 GOVERNOR



Take the card from your Decision Space and move it to your Temporary Space.



Next round (when the coin is moved): The player with the lowest-value card in their Decision Space gets the coin.

10 PRESIDENT

No effect.