






Easily forgotten rules

Easily forgotten steps



 Working Class produces 1 Influence for each Trade Union during the Production Phase.



  The population tracker for Working Class and Middle Class must be updated immediately whenever a meeple is added or removed.


   In a 4-player game, always inform the State player about a played cards' effect on the Legitimacy track.



- The Tax Multiplier is immediately updated after Policies 3, 4 or 5 change.

Easily forgotten rules



  When a company becomes non-operational after moving a Worker from it, all other workers there immediately become unemployed after the action.

 The Middle Class Employment Tax is based on all operational Middle Class Companies, whether Working Class employees are present or not. By contrast, the Middle Class increases their Prosperity during the Scoring Phase based on the number of its fully operational Companies, i.e. companies with 2 Workers.

  The Middle Class gets 1 VP for selling to the Foreign Market. The Capitalist Class does not.

 The Capitalist Class does not pay tariffs on business deals if all bought goods go into the free trade zone.

 Loans taken by the Capitalist Class go directly to the Capital, not the Revenue. Interest is also paid directly from the Capital.

- The voting bag is not refilled when calling for an immediate vote. New voting cubes are only added in case the bag is empty.

- Strikes only affect production and wages. A company on Strike is still (fully) operational, can be sold (if the workers are not committed) and is eligible for taxing. Uncommitted workers on Strike can also move to other companies, in which case the Strike Token remains in the company until the Production Phase.



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official FAQ from the rulebook (rephrased)

Rules clarifications

General clarifications

- If an Action card allows for 2 Bills to be proposed, each Bill is proposed independently of the other. It is possible to spend Influence for an Immediate Vote for both, but each one will be about a single Bill. Note that if you propose the first Bill and call for an Immediate Vote, you can wait until the end of the election process before choosing the second Bill to propose. However, you can't choose the same Policy for your second Bill; it has to be a different one. 
- When a card instructs a player to assign Workers, those Workers become committed. Whenever a card effect instructs a player to perform an Action, unless otherwise noted, all the normal rules regarding that Action continue to apply. 
- Some Action cards allow for Health and Education to be bought at half price. That half price is applied to the total amount. If the corresponding Welfare Policy is at section B (meaning the cost is already half of its maximum price), the State also gains 1 VP because the starting Health/Education price was ~~5~~7 regardless of the end price. 
- Some Event cards allow the State to buy resources from the other players. The State cannot buy more resources than it can store in its Storages to gain additional VP. It is limited in what it can buy by the Storages it has available. 
- For Actions that require the State to lower its Legitimacy to be performed, the State must have Legitimacy to lose. 

Class specific clarifications

-  A Strike does not prevent Workers from being reassigned. As long as the Workers are not committed, the Working Class may assign them elsewhere if it wants. 
-   If the Working Class or the Middle Class gain Prosperity but their Prosperity marker is already at the end of their track, the marker stays where it is, and they gain VP equal to the Prosperity value of that space. 
-   A Company (other than the Middle Class) cannot have both committed and non-committed Workers. If for any reason this happens (like in the example given) all the Workers become non-committed. Effectively, this is treated similarly to when you Swap Workers. 
-   The Assign Workers action cannot be used to just commit Workers already assigned to a Company. They have to be assigned to a new Company to become committed. 
-   If the Working Class assigns a worker to a Middle Class company and commits it, the Middle Class worker in this company is not allowed to be removed from the company even though it is not committed itself. 
-    If a company with a Strike token is no longer operational during the Production phase, the token is discarded without effect and the Working Class gains no Influence. 
-    Raising Wages due to a Policy change, does not automatically commit the Workers. They are only committed when Wages are raised if it is due to a Free Action performed by another player during the Action Phase. 



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official FAQ from the rulebook (rephrased)



 A company on Strike can be sold, as long as the Workers are not committed. 



 Some Action cards allow the Capitalist Class and the Middle Class to sell resources to the State. Players cannot sell more resources to the State than what it can store. However, they can sell more than what the State can afford. In such a case, as per normal rules, the State will have to take a Loan. 



 If the Capitalist Class builds a Company requiring only unskilled Workers and there are unskilled Workers available from the Working Class but only skilled Workers from the Middle Class, the Capitalist Class player first chooses the Class they want to employ. Then, they choose the exact Workers to take, with priority on the unskilled ones. 



 Some Action cards, like Construction Boom or Workplace Accident, give or demand money from the Capitalist Class. Whenever the Capitalist Class spends or gets money, unless stated otherwise that money is taken/placed in the Revenue area. 



 If the IMF intervenes and as a result Public Companies get sold while the State has more resources than its (new) storage limit, those resources are immediately discarded since they can no longer be stored. 

 Some Action cards allow the State to look at the top Event cards and place one of them on the board. The other card is returned to the top of the Event deck. Similarly, if the player doesn't place any of the Events they looked at on the board, both cards are returned to the top of the Event deck. 

 If Public Companies need to be sold due to a change in Fiscal Policy, the State can sell a Company with committed Workers in it. This is the only case in which a Company with committed Workers can be sold. 



 When the Fiscal Policy changes, the State must end with the number of Companies listed in the new section. If, for example Fiscal Policy was at section C when the card Privatization was played, the State will only have 2 Companies. If Fiscal Policy later changes to B, the State must end up with 6 Public Companies as listed in the new section. This means it will buy 4 more Companies, not 3. Similarly, if Fiscal Policy was at section B when the card was played and the State ended up with 5 Companies, if the Policy goes back to section C, the State will only have to sell 2 Companies so that it can end up with 3, as dictated by the new section. If Fiscal Policy changes to section A however, it will not be able to get to 9 Companies (one of the cards won't be available anymore) so the State will only have 8 Companies at its disposal. 



 When drawing an Event during the first round that applies to "Rounds 2 – 5 only", it is set aside and another Event is drawn. Afterwards, it is reshuffled again into the deck of remaining Events. 



 The State does not receive Influence when the voting bag is empty and is refilled twice. The State only receives Influence during the Elections phase. 



Card specific clarifications



 **Cooperative Farm:** In the round that the Cooperative Farm is built, the Workers assigned there are committed, as they would be in any other Company. In the following rounds, the Working Class player can assign those Workers elsewhere like they can with all of their Workers. If they do so, the Cooperative Farm remains next to their player board and they can later assign Workers to it again if they want. 



 **Cooperative Farm:** The Workers assigned there count as part of the 4 Workers required for having a Trade Union in the Agricultural Industry. 



 **Migration:** If a player plays this card in the first round and ends up with less than 10 Workers, their Population stays at 3. 



 **Labor Market Deregulation:** If a player plays this card, moves all their Workers from a Company and assigns new ones to it, all in the same action, the new Workers are not committed. Since the Company was operational before with non-committed Workers and continues to be operational, the change in the actual Workers should be treated like when you Swap Workers. 



 **Labor Market Deregulation:** Committed Workers cannot be reassigned. 



 **Public Opinion Polling:** Before deciding if there will be an Immediate Vote or not, players do not have to state if they are in favor or against the proposed Bill. The player playing the card must decide on their own if they want to go for an Immediate Vote or not and only if they do, must the other players state their side, as per normal rules. 

 **Bid Rigging:** In a 2-player game, the Luxury sold by the Capitalist Class goes back to the Supply. 



 **Exit Strategy:** A fully automated company has a machinery icon and cannot be sold. 



 **Extra Shift:** This card cannot be played if the player does not have enough money to cover the Wages. Being able to cover the Wages is effectively a requirement for the card's effect to take place and you cannot perform actions that are optional if you cannot cover their cost/requirement. 



 **Civil Unrest:** When the State proposes a Bill of another player's choice due to this card, the State first chooses another player and asks them which Bill to Propose (normal rules apply). That player must choose a Policy if able. The State then proposes that Bill using its own marker. The State is also the one who decides if an Immediate Vote will be called or not (spending its own Influence). 

 **Emergency State:** If the State plays this card to change a Policy, it does not gain any VP. VP are awarded only if a Policy changes in an election. 



 **Immediate Response:** If an Event Action provides items to a Class and the State performs it twice, choosing the same Class both times, the items placed in the State Benefits area from the first Event are not removed. Since the two Event actions are performed in the same turn, their benefits are placed in the State Benefits area at the same time. 

 **Infant Industry Requires Help:** When the State builds a Company using this Event card, the State only decides which Company to build among those available in the players Markets. Afterwards, all decisions are made by the player owning the new Company (like if they will assign Workers to it and which ones). However, for a Middle Class Company to be built, it needs to have the required Middle Class Worker(s) in it. Thus, it can only be built by the State if the required Worker(s) is/are available in the Unemployed Workers area and if so, the Worker(s) is/are then automatically assigned to that Company. What the Middle Class player can decide is only if they will assign a Working Class Worker in the new Company (assuming of course there is a slot in it) and which one. 

 **Privatization:** If the State plays this card and sells a Public Company to the Capitalist Class, the Capitalist Class can sell it later in the game, as long as there are no committed Workers in the Company. The card is then returned face-down to the area of the board with the Public Companies. 

Automa clarifications

- In case a Bill is proposed to change one of Policies 1 – 5 directly from A to C or vice versa, the Middle Class Automa will always vote against it. 