

THINK TANK

Draw two cards.

**GREAT HOUSES
THREATEN WAR!
EMPEROR
CONDEMNS
HEGEMON!**

Remove all
departmental blame
from all departments.

**DISGUSTING HAZING
CEREMONIES
EXPOSED!**

Admiralty and Human
Resources each gain 4
departmental blame.

**HUGE PAYOUTS TO
INEPT CIVIL
SERVANTS!**

Executive Branch and
Treasury each gain 4
departmental blame.

**CENTER FOR
EXCELLENCE**

Play this card onto a
department. All
blame this
department gains
from out of play is
doubled. (That is,
blame from the "blame
bank" not transferred
from other
departments or
players.)

**EMPEROR
NARROWLY
ESCAPES ASSASSIN!**

Secret Service gains 6
departmental blame.

GOOD IDEA!

Look at another player's hand of cards, and take the card of your choice.

FRESH THINKING

Look at another player's hand of cards, and take the card of your choice.

I SAW IT ALL

Move all the blame sitting on a played card to the department or personal blame pool of your choice.

BUDGET CUTS

This card may only be played after Stagnation and Decline has been played at least once. You must be head of Treasury to play this card. From the end of your turn each player gets 2, instead of 3, actions per turn. Lose 3 personal blame.

RIDING THINGS OUT

This card may only be played after Stagnation and Decline has been played at least once. You must be head of Executive Branch to play this card. The head of Executive Branch may not use the restructure action for the rest of the game. Cards that restructure now give the player of the card 9 personal blame, not 3.

INFORMERS

This card may only play this card after Stagnation and Decline has been played at least once. You must be head of Secret Service to play this card. At the start of each player's turn they gain their departments blame as personal blame. This happens until the end of the game. Lose 2 personal blame.

ACCOUNTABILITY

This card may only be played after Stagnation and Decline has been played at least once. You must be head of Human Resources to play this card. The action of spreading the blame may no longer be used. Lose 3 personal blame.

COST OVERRUNS

This card may only be played after Stagnation and Decline has been played at least once. You must be head of Admiralty to play this card. From now on until the end of the game the action of going on maneuvers now decreases personal blame by 3, but adds 6 blame to the Admiralty department.

SYSTEMS ANALYST

Remove all blame from your department, and place it on the consultant. Leave the consultant (this card), with blame, on the table.

**“WE NEED A
KNOWLEDGE BASED
ECONOMY”**

Remove all blame from your department, and place it on the consultant. Leave the consultant (this card), with blame, on the table.

JUNIOR EXECUTIVE

Play this card in front of you. Any personal blame you receive is placed on this card instead, where it doesn't effect you. If this card ever has more than 20 blame discard it and move its blame to your pool. You may not have more than 1 Junior Executive at one time.

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I SAW IT ALL

Move all the blame sitting on a played card to the department or personal blame pool of your choice.

**I HAVE SOMETHING
TO CONFESS**

Take up to 8 personal blame. You may allocate twice this amount of blame to the player or players of your choice.

**RIGHT GUY FOR
THE JOB**

Swap departments with another player.

CONFERENCE

Take 3 personal blame. Take your pawn off the table, do no further actions. Place your pawn back on one of the spare departments at the beginning of your next turn. (When pawns are moved to an uncontrolled department while you are gone, the acting player chooses which dept. the player is moved to.)

HOLIDAY

Take 3 personal blame. Take your pawn off the table, do no further actions. Place your pawn back on one of the spare departments at the beginning of your next turn. (When pawns are moved to a uncontrolled department while you are gone, the acting player chooses which dept. the player is moved to.)

ISSUE ORDERS

Perform an action as if you were head of department for any department controlled by your department. Personal blame effects effect your pool, departmental blame effects effect the department you are issuing orders to.

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IT HAS TO BE DONE!

Stamp a decree in your department on the next check box, even if you aren't the correct department. Department gains 6 blame.

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Stamp a decree in your department on the next check box, even if you aren't the correct department. Department gains 6 blame.

JUST A LITTLE FORGERY

Stamp a decree in your department on the next check box, even if you aren't the correct department. Gain 2 personal blame.

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TALKING THE TALK

"I'm going to do great work you know, I'm going to get those decrees actioned, pronto!"

Lose 1 personal blame for each decree on your department.

WALKING THE WALK

Perform an action. No blame is assigned or removed as a consequence of the action performed.

**IT'S A STAFF
PROBLEM**

Move all blame counters off your department and onto Human Resources.

**FAULT STEMS FROM
ABOVE**

Move all blame counters off your department and onto Executive Branch.

**MILITARY
INTELLEGEENCE,
THAT'S AN
OXYMORON**

Move all blame counters off your department and onto Admiralty.

**MONEY IS THE
ROOT OF ALL EVIL**

Move all blame counters off your department and onto Treasury.

**THE MORE THINGS
CHANGE THE MORE
THEY STAY THE
SAME**

Move all blame counters off your department and onto the Department of Reform.

IT'S A CONSPIRACY

Move all blame counters off your department and onto the Secret Service.

**RIGHT GUY FOR
THE JOB**

Swap departments with another player.

**ADVICE FROM A
CONSULTANT**

Remove all blame from your department, and place it on the consultant. Leave this card, with the blame placed on it, on the table.

GAME DESIGN IDEA

Choose another player, on that player's turn they must spend 2 actions designing a game.

All the executives are game designers at heart you know.

**“NOT A TEAM
PLAYER I’M
AFRAID.”**

Choose a player with less personal blame than you. They gain 5 personal blame.

**“A HAMSTER!?
YOU’RE NOT
SERIOUS.”**

Choose a player with less personal blame than you. They gain 5 personal blame.

**“SOUNDS LIKE
NEGATIVE
THINKING”**

Choose a player with less personal blame than you. They gain 5 personal blame.

**“TIME FOR AN
EFFICIENCY
REVIEW”**

Choose a player with less personal blame than you. They gain 5 personal blame.

**“SUCCESS ISN’T
REALLY THE BEST
WAY TO MEASURE
THESE THINGS”**

Choose a player with less personal blame than you. They gain 5 personal blame.

**STAGNATION AND
DELINE**

Play immediately!

Put the next five cards from the deck into discard.

All departmental blame goes to controlling player’s personal blame pool.

Shuffle this card into remaining deck. If deck empty game ends.

Play immediately!

**WATCHING THE
WATCHERS**

Your department investigates the Secret Service. Move all Secret Service blame markers to the personal blame pool of its head.

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NOT FOLLOWING PROCEDURES

You may take up to four extra actions, but gain two personal blame counters for each extra action taken.

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FLAT HIERARCHY

Reorganise departmental structure so that your department directly controls all others. Take 3 personal blame.

CHAIN OF COMMAND

Reorganise departmental structure so that your department controls one department, which controls one department, and so on, so that a line of control is formed. Take 3 personal blame.

MARKET FORCES

All control arrows are removed, so each department is now independent. Take 3 personal blame.

REACTIONARY RESTRUCTURING

Departmental controls are reverted to the start of game structure. That is, Dept. of Reform controls Executive Branch, which controls Human Resources and Admiralty. Admiralty controls Secret Service. Treasury is independent. Take 3 personal blame.

OUTSIDE CONSULTANT RESTRUCTURES

Departmental structure changes to the following. Human Resources controls Admiralty and Treasury. Treasury controls Executive Branch and Dept. of Reform. Secret Service is independent. Take 3 personal blame.

DEPARTMENT OF REFORM INSTITUTES REFORMS

May only be played if head of Department of Reform. You may claim a moral victory. Play continues, and victory is determined as normal. But in your heart you know you are right.