

Turn order

1. Your department gains 1 blame for general incompetence.
2. Draw a card.
3. Perform up to 3 action. (Actions listed below)
4. Your department gains 1 blame for each decree it has.

Actions

- Draw a card. (This action may only be used once on a players turn.)
- Play a card.
- Spread blame. Move any blame in your department or in any department below you in the control structure, to department/s below your department in the control structure. Any amount of blame may be moved with this action.
- Forward a decree to another department. Lose 1 personal blame if the department is the one that has to perform the next step on the decree.
- Move a players pawn (possibly your own) to the empty department.
- Stamp a decree. See the rules (Section on decrees)
- Special actions may also be performed appropriate to the department you are head of.

Decrees

A player may use an action to stamp a decree, the following rules govern this action:

- 1) The department must have the decree on them to stamp it.
- 2) The department must be next on the list of steps to stamp it.
- 3) If a step is stamped as done, then the player who stamps it loses 1 personal blame.
- 4) If the last step on a decree is stamped then the decree is said to be enacted. In addition to the blame removed as above additional blame is removed.
- 5) If the department that enacts the decree is uncontrolled by another department then the head of the enacting department chooses where additional blame is removed.
- 6) If the department that enacts the decree is controlled by another department, then follow the chain of control up to the department that is uncontrolled. The head of that department chooses where the additional blame is removed. If that department has no head no extra blame is removed.
- 7) The amount of extra blame removes depends on how many decrees have already been enacted. The first decree allows 10 blame to be removed. The second 20, the third 30 and so on.
- 8) The blame can be removed from any players personal blame pool, and from any department. The removing player can choose not to remove the full amount of blame.