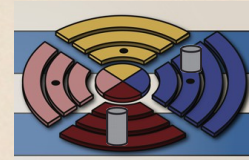


Quick Start for 3 players

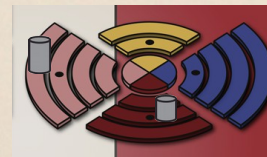
a) Set up the game as described in the **Game set up** (p. 4). Use the stated governments and events below. Choose the player colours so that the Red, Blue and White sit in clockwise order. Distribute the game material as described in the game setup.



GREECE



FRANCE



SPAIN

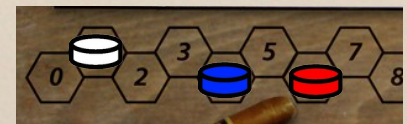


b) After the setup the game starts with the initial round. Every player places two of their four loan markers and in every state there is one privatisation. To start with a balanced outcome, skip the initial round and place the loan- and privatisation markers as indicated below. Also place the PP- and Income discs as indicated. Furthermore each players has to pay a different amount of gold (Red 2, Blue 2, White 0).

GREECE



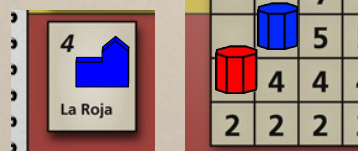
PP-track



FRANCE



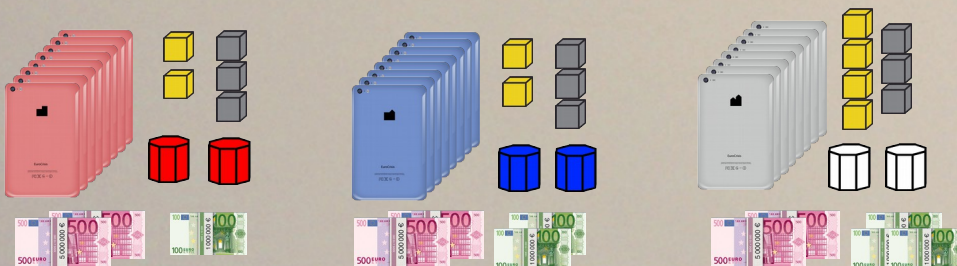
SPAIN



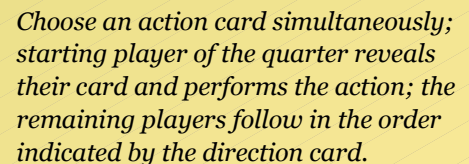
Income track



c) Before the first year the players have:



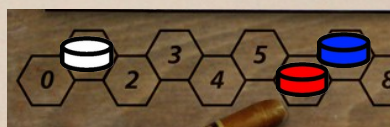
Choose the quarter to be starting player in order of descending income.



Place an arbitrary amount of loan markers from your supply in exactly one state. The markers are placed as far left as possible in the row of the debt marker. There may only be one loan marker in each column of the debt zone (independent of the colour) and only to the left of the debt marker. Then the income increases as indicated by the numbers on the spaces. At the end of the action there is a privatisation in the state.



A diagram showing a 2x2 grid of squares. The top-left square is labeled '3' and 'La Poste' and contains a blue icon of a house with a chimney. The bottom-left square is labeled '1' and 'SNCF' and contains a white icon of a house with a chimney. The top-right square is empty. The bottom-right square is empty.



Secretly bid gold. Tiebreaker: More loan markers, loan marker furthest to the right, highest income. The winner pays the gold, places a privatisation marker and increases their PP on the PP-track.

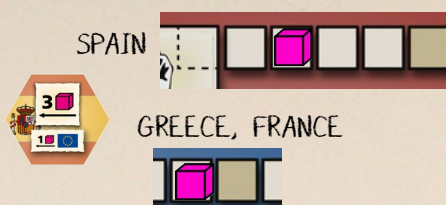
Buy up to 5 weapons and/or gold for the indicated price. Afterwards the according prices rise by 1 space, if gold/weapons were bought.



0	1	2
	-1	-2

Take an arbitrary amount of loan markers in your personal supply and decrease your income for each maker by 2.

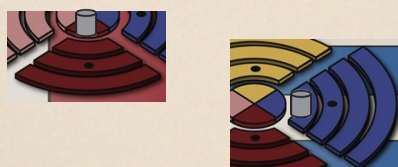
i) This is the end of the first quarter. The played cards stay in front of the players until the end of the year. The topmost **event public anger** is performed. The happiness in Spain decreases by 3, in all other states by 1. The token is put back into the box.



Events
Move the markers according to the token (EU-flag = all other states).

j) For the **second quarter** the players choose 1 action card from their remaining cards (Red: Rome, Blue: Brussels, White: London).

k) Red reveals her card **Rome** and performs the following 3 reforms: Two real reforms with the Communists in France: Government- and Debt- markers are moved 2 spaces upwards. Blue and White have to pay 2 m. €, since both have 1 privatisation in France; one senseless reform with the Conservatives in Greece. Nothing happens, except that the government marker is moved one space inwards. In total Red has to pay 3 m. € for the 3 reforms.



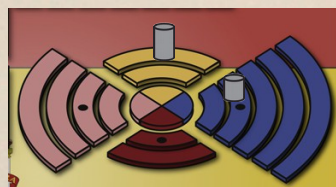
Rome

Perform up to four reforms for 1 m. € each. Real or senseless reforms. See p. 11 for the effects.

l) Blue performs the action **Brussels** and changes the Spanish government as indicated and the happiness in Spain decreases by 1.

Brussels

Change the government in a state, place the large government marker on the outmost space, the small marker on the space with the dot of another party. The previous large coalition partner still has to be in the government.



m) White reveals her card **London** and performs the action. She places two loan markers in Spain and increases her income by. Then Spain has to privatise „RTVE“ and everyone should now decide for themselves how much gold they want to bid.



n) Continue playing with the chosen actions. The basic rules except **Debt cuts** and **riots** (p. 13) are explained on the last two pages.