



### When do I reshuffle my Party Deck?

There are two situations in which you shuffle your Party Deck:


- Either when your draw pile runs out and you need to draw a Party Card
- or when adding Expansion Set cards to adapt your Party Deck (by playing specific Agenda cards,  13).

### When are the Timeline Cards reshuffled?

The Timeline cards are only reshuffled when new Timeline Cards come into play at the beginning of rounds 3 and 5 ( 13).

This ensures that the Timeline Deck never runs out.

### Is there a fixed seating and/or playing order?

No, there is no fixed seating order. The order of play is always clockwise ( 13).

Of course, you are free to choose the seating order before starting the game.

### What happens if multiple game-ending conditions occur at the same time?

This situation can occur when either radical Party places its final Councils/Regime Token, which also places the seventh Threat Marker in the DR Box. In this case, the KPD/DNVP victory takes precedence.

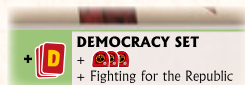
### Do Flag Tokens remain in play and can anyone who performs a Foreign Affairs action use them?

Yes, once placed, Flag Tokens remain in play.

Yes, any Government Party that performs a Foreign Affairs action can use them, regardless of how they came into play.

### What do the additional details of an Expansion Set on the Agenda Cards mean?

These details indicate what kind of effects the cards of this new set will have. In the example to the right, the SPD could get three new units in its supply from the cards in the Democracy Set. In addition, the cards contain events that can be used against enemies of the Republic (KPD/DNVP).



### As DNVP/KPD, can I place new Party Threat Markers while in government?

No. Once the DNVP or KPD enters government, its Party Threat Markers are flipped to the inactive side (as described in the Rulebook), **and any effects that would allow this Party to place a Party Threat Marker are ignored.** This includes:

- Card D24 (Cell of Order Bavaria)
- Card K07 (“Brothers, Don’t shoot!”)
- KPD Demonstration Action (a governing KPD with a final result of 7+ places two Party Bases, but not the Uprising).

### Can inactive Party Threat Markers be removed as usual (e.g. by a coup/counter-coup)?

Yes. The section on page 25 of the Rulebook should read: “They are ignored in all scoring, **but can still be removed by effects**”.

### Example of Play in Playbook – Errata

There are two small errors in the Extended Example of Play in the accompanying Playbook:

- **Page 5, Impulse 1 – SPD: Pact with the Old Powers**  
The third effect of the card (remove Unrest from that city) is not carried out in the example, although there is an Unrest Marker in Essen. This is okay from a rules point of view, but makes little sense from the SPD’s point of view, so the Unrest should have been removed.
- **Page 8, Impulse 5 – Zentrum: Albert Einstein**  
In the example, the 2 Action Points are used to move 2 Police Units from the Government supply to Berlin. However, there is only 1 Police Unit in the Government supply at this point in time. The execution of the card is correct in principle, but it is not possible in this game situation.

→ **SEE PAGE 2 FOR RULES CLARIFICATIONS**



## Rule clarification on Units and Government

Each Party (except Zentrum) owns all units of its color.

Government units, on the other hand, are white. In other words, the color of a unit determines who owns it.

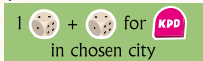
A Party controls its own units (same color) at all times. A Party that is in government additionally controls all government units. However, these government units are never considered to be their own units.

Control of a unit allows a Party to move that unit.

### Actions in a city

For actions in a city, only those units count for/against the acting Party that match the color shown on their party board.

*Example: The KPD is in government and therefore controls the government units. However, when performing a Demonstration, only its own (pink) units grant additional dice, as indicated on its Party Board.*



### Reichswehr / flipped Reichswehr

- A normal Reichswehr unit is white and therefore a government unit. It is controlled by any governing party.
- A flipped Reichswehr unit is black and therefore a DNVP unit, not a government unit.
- A Reichswehr unit can never be dissolved, whether white or black (📖 23, “Important”).
- In a Fight action, the DNVP is free to decide whether black Reichswehr units in the city will fight on the side of the government (whether being in government or not).

## Rule clarification on Party Threat Markers (Councils/Uprising and Regime)

### Uprising: Placement and Coexistence

- An Uprising Marker cannot be placed in a city that contains a Councils Marker. (*Since an Uprising is a precursor to a Councils Marker.*)
- Placing an Uprising does not remove a Regime Marker.
  - Therefore, an Uprising and a Regime Marker may co-exist in the same city at the same time (if the Regime Marker was placed first). They are considered two different threats for all game purposes.
- A second Uprising in the same city will always place a Councils Marker and remove the Uprising Marker from that city, whether it is caused by a Demonstration or any other effect (such as cards K07 or A27).

### Regime and Councils: Placement and Coexistence

- Placing a Regime Marker removes an Uprising or Councils Marker, whichever is present. Placing a Councils Marker removes an existing Regime
  - Therefore, a Councils and a Regime Marker cannot co-exist in the same city at the same time. (*They are, so to speak, two sides of the same threat, namely non-democratic local government.*)
- In either case, it does not matter which effect caused the placement of the Councils/Regime Marker, be it a Coup, a card effect (or the placement of a second Uprising).

### Counter-Coup

- In the case of a Counter-Coup in a city with an Uprising and Regime Marker, both KPD and DNVP units are considered opposing units.
- A successful Counter-Coup removes all existing Party Threat Markers (e.g., a present Councils Marker or a Regime plus, if applicable, an Uprising Marker).