Key Rules - Dealer

- Before offering Power Cards, the lowest power card is turned over to a zero (0).

- When multiple players want the same Power Card, the Dealer chooses who gets it. You may offer the Dealer some of your Influence Tokens to persuade them to choose you.

- The player who receives the highest Power Card gains three (3) Action Tokens and the Dealer Token for the next round. All other players gain two (2) Action Tokens.

- The Dealer cannot choose the highest Power Card.

Key Rules - Countdown Phase

- On your turn you may spend two (2) Action Tokens to turn over the revealed coin of any other player.

- On your turn you may spend one (1) Action Token to turn over your own revealed coin - but only if your Power Level is greater than zero.

- You may not reveal your Hidden Coin to any other player. You may discuss it. And you may lie.

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- Highest total Power Level wins. Multiple teams can win. Other players might also win. And text on revealed cards takes precedence over these rules!

- You may keep any unrevealed Robot Card for the next round, or return it. You do not need to reveal it even if you do return it.

- All winners share the Influence points for the round. All of them. Or veto and get just one each.

Key Rules - Ending the Game

- The Endgame is triggered when one or more players have at least 10 Influence.

- Endgame cards may be revealed by any player. They may reveal early, or wait, and may decline to reveal then change their mind after others reveal.

- If an Endgame card causes another round of play, all revealed Robot Cards are returned, including Endgame cards already revealed. Unrevealed Robot Cards may still be retained.

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