

# SPACE COUNCIL

**Power through strength, strength through influence.**

Players assume the role of rival ambassadors seeking to establish the galactic council. The game is played with a single deck of multi-use cards.

High council members will be played into a tableau to determine your final influence. Positioning is vital as you'll have to consider the four alien races, each of whom favour different styles of government.

Cards can also be played as advisors, granting special powers and adjusting political skills across four categories:

**Diplomacy, Economy, Bureaucracy and Military Might.**

Space Council offers a unique take on tableau building, with difficult decisions in every round of drafting and placement. Player interaction is also unusually high with competition for dominance (or indeed, weakness) in each category of government creating a dynamic multi-player environment.

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## COMPONENTS

- 96 Politician Cards
- Political Skills Track Board
- 4 Markers in 4 player colours
- 54 Influence Point Chips



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A Card Drafting Game of Intergalactic Politics

