

**MANIFEST DESTINY  
RULE CLARIFICATIONS,  
FREQUENTLY ASKED QUESTIONS  
AND CARD CLARIFICATIONS  
(Updated 7/27/08)**

The Rule Clarifications cover situations not addressed in the rules or issues where the rules may be confusing. The Frequently Asked Questions cover questions that are covered by the Rules. The newly added Card Clarifications address questions about specific cards. The order is based on the order in which the issue appears in the Rulebook and rules are cross-referenced wherever possible.

**RULE CLARIFICATIONS**

**Rule 3.4:** UNITED STATES: Means the 50 states that constitute the United States today. Hawaii is part of the Southwest region and Alaska is part of the Northwest region.

**Rule 8.4:** HELD CARDS: The -5 Profit penalty for holding extra cards (normally more than 3 cards; more than 4 cards if the player owns Storytelling) is taken at the end of each individual player's turn in the Card Play phase (i.e., not at the end of the Card Play phase).

**Rule 9.1:** UNUSED PURCHASED TOKENS: Cannot be carried over to the next turn.

**Rule 9.42:** CLAIMING BREAKTHROUGHS: A player must own a Pioneer to claim a breakthrough.

**Rule 10.17:** FERRIES: If there is a Ferry connecting two territories, it must be used to get from one territory to another (excluding using Steamships, Airplanes, etc.). Michigan is drawn so that it touches Ontario and Southern Ontario, but the Ferry must be used instead so Quebec cannot use Telegraph to move directly to Michigan. To be consistent, the Southern Ontario/New York connection also must be by Ferry.

**Rule 10.24:** ATTACKING NEW PRESENCES: A New Presence can be attacked in the same manner as an Established Presence. Rule 10.24 should say "Established Presence or New Presence" not just "Established Presence."

**Rule 12.23 (NEW):** LOSING MONEY: A player cannot lose more money than he is holding at the time the loss occurs. The player may receive money later that turn without penalty.

**Rule 13.0:** END OF GAME: If a player reaches 30 points as a result of having the Most Cities, the game ends only if he still has 30 points at the end of the phase in question. So, if a player has most cities after buying a city (or has most cities after his expansion) and

that gives him 30 VPs, the game does not end if the player no longer has most cities at the end of the Investment Phase (or if he no longer has most cities at the end of the Expansion Phase).

**Rulebook, p.11: MOST CITIES:** In order to be entitled to 2 VPs for Most Cities, a player must be the only player with the most cities. The VPs for Most Cities should be tracked as the number of cities change and come and go during the course of the game (i.e., it is not a permanent award of 2 VPs). A territory with a city held as a new presence (whether by card play or attack), does not count toward determining Most Cities until the new presence becomes established during the Adjustments Phase.

### **FREQUENTLY ASKED QUESTIONS**

#### **Map question (Rule 3.4):**

Q: Can a player move directly to Central America from Yucatan or Oaxaca, or from Mexico or Guerrero using Telegraph?

A: Yes.

#### **Card Play Phase (Rule 8.0)**

Q: When are cards that recycle shuffled back into the next era deck? How do transition turns work?

A: **Cards remain in front of a player until the next turn order phase. Rule 8.0. This means they are not reshuffled into the deck until after cards are drawn at the end of the Adjustment Phase. (This reduces the number of cards that recycle so as not to extend the game.) During a transition turn (Rule 8.12), cards from either the just ended era or the just beginning era may be played. If a card from the just ending era is not played during a transition turn, it remains in the player's hand and cannot be played. If it is not discarded by Storytelling (or stolen by another player using Spy), it remains in the player's hand for the rest of the game. (Since you can only hold 3 cards without reducing your Profit, this means you almost always play an Era 1 only card before Era 1 ends and an Era 2 only card before Era 2 ends). A new deck is prepared as soon as the last card in the Era deck is drawn.**

Q: How long are cards played effective?

A: **Rule 8.0 provides that cards remain face up until the beginning of the next Turn Order Phase, so a card is only effective for the turn in which it is played. After that it is either placed out of play or recycled. Rule 8.11.**

Q: When are bonuses from cards used?

A: **Bonuses from cards must be used immediately or are lost. Rule 9.233 explains that a free Pioneer that is not available due to Pioneer limits when the card is played**

is lost. Rule 8.12 provides that a new era begins when the first card in the new era deck is drawn. So, if a card giving a free Pioneer is played in a transition turn, the new era has already begun, and the higher Pioneer limit is used.

Q: How do you use cards to take control of territories or move there?

**A: Several cards allow you to either take over a territory or move there. If there is a prerequisite to doing so (typically Westward Ho), it is stated on the card. Otherwise, you do not have to be able to get there. On the other hand, territories that are ceded as part of a divestiture must be accessible to the gaining player. Rule 8.326. “Accessible” means that a player must be able to expand into the territory based on the player’s current board position, including ownership of progressions and breakthroughs. For the operation of specific cards, see Card Clarifications.**

Q: What do cards mean that allow placing a control token as “white or colored”?

**A: If a card says to place a control token “white or colored” it means that the token may be placed either as a New or Established Presence.**

Q: What is the order in which cards are implemented?

**A: Cards are implemented in the order stated on the card. For Destiny cards, the product payout occurs after the event unless otherwise stated (as in Internet, Card # 13).**

Q: May a player play a bad card on himself?

**A: Yes, unless the card states it is to be played on another player (such as Spy #17).**

### **Payouts**

Q: Do multiple cities in the same product increase product payouts for that product by more than 1 level?

**A: No. Rule 8.331.**

### **Purchasing Control Tokens (Rule 9.1)**

Q: If a player is running low on control tokens and buys a pioneer, city or card for more than 1 token and returns the extra tokens to stock, can the player buy back the extra tokens returned to stock (subject to turn order limits)?

**A: No. A player is limited to 25 control tokens (Rule 3.5, 9.1). If the player only has 6 tokens left in stock, but is eligible to buy 7, he cannot buy a city for 2 tokens and then re-purchase the extra token that is returned to stock when the city is purchased. Doing so would effectively give the player access to more than 25 tokens.**

**However, a player may use the extra token returned to stock as a turn order priority token. (Note that the limit on control tokens does not apply to markers used to mark new expansions.)**

### **Pioneers (Rule 9.23)**

Q: What do you do if you want to buy a Pioneer and have no tokens left in stock?

**A: You need to have a token available from stock to place on the Pioneer space on the Progress Mat. Rule 9.23. If you want to buy a Pioneer for 1 token that turn and have bought all of your remaining tokens, you need to buy 1 less token, so 1 is remaining in stock that can be used for the Pioneer. (If you are buying a Pioneer for 2 or more tokens, 1 of the tokens is placed on the Pioneer box on the board, 1 is placed on the Pioneer icon on the Progress mat, and any extras are returned to stock for use the next turn.) If you have no tokens at all, you need to buy Wireless (Rule 10.19) to have tokens available (or wait until you regain tokens lost during the turn).**

Q: Can you remove unused Pioneers from Progress Mats?

**A: No. Pioneers may not be removed from Progress Mats (except when used to claim Breakthroughs). There's no rule that specifically says this, but Rule 9.23 says when a Pioneer is purchased it is placed on the player's Progress Mat, and there's no mechanism for removing it. Rule 10.19 relating to Wireless explicitly states that tokens removed are removed from territories on the board.**

Q: Can you acquire more than 1 Pioneer or City per turn?

**A: No. Rule 9.24 clearly says you can only acquire 1 Pioneer per turn (and explains that acquiring means buying one or getting it free). You CANNOT get a free one and then buy one. Rule 9.22 clearly says you can only acquire 1 city per turn. You CANNOT buy a city and get a free one from Electricity.**

### **Cities**

Q: Can you build more than 1 city in a territory.

**A: No. Rule 9.22.**

### **Think Tank:**

Q: What happens if a player with Think Tank draws the last card in the Era 2 deck and wishes to redraw?

**A: The player draws a card from the Era 3 deck, after which, as stated in Rule 9.2411, the last card drawn in the Era 2 deck is reshuffled into the new era deck. This could result in a player receiving an unplayable Era 2 card in Era 3.**

Q: What happens if a player with Think Tank draws the last card in the Era 3 deck as a replacement for another card?

**A: If this happens during the Investment Phase, the game ends at the end of that Investment Phase; if this happens during the Adjustment Phase, the game ends at the end of the next Investment Phase.**

### **Collaboration**

Q: When a player licenses a leader, does the receiving player get all of the benefits of the leader.

**A: Yes. Rule 9.351. Note that “all of the benefits” include any free Pioneer and/or breakthrough steps.**

Q: Can a player collaborate just to license another player’s leader?

**A: Yes, but you can only collaborate with one player per turn. Rule 9.351.**

Q: Can a player license another player’s leader if the player paying the license fee already owns the Progression being discounted or does not buy the Progression being discounted (i.e., to get a free Pioneer, breakthrough step(s), or to give the player money)?

**A: No. Rule 9.351 describes the licensing fee as being “one-half of the amount of the credit for each Progression purchased.” If a player is not buying the Progression in question that turn (or at least one of the Progressions if the leader gives discounts for two Progressions), the player cannot license the leader.**

Q: To collaborate on e-Commerce, are both players required to own Computers (as well as jointly completing all of the steps) at the beginning of the Investment Phase?

**A: Yes. Since collaboration is effective at the beginning of the earlier moving player’s turn, all of the prerequisites must be in place at the beginning of the turn. Neither collaborating player can buy Computers and collaborate on e-Commerce during the same turn.**

### **Researching Breakthroughs**

Q: Must a player use all of his available Pioneers when researching Breakthroughs?

**A: Yes.**

Q: Must a player place a Breakthrough step if the player rolls a matching number?

**A: A player must place a Breakthrough step corresponding to the die rolled (or if the step comes from a card, corresponding to the card played). Rule 9.412 is**

**mandatory. If a player rolls a “6”, the player may choose any number, even one that does not match an unclaimed step. A player does not have to use Innovation to re-roll a missed roll and could use Innovation to re-roll a successful roll. A player who rolls an available Breakthrough step but who already has placed all 7 Breakthrough Step Tokens, has the option whether to remove one of the Breakthrough Step Tokens and place it on the Breakthrough step corresponding to the number roll.**

### **Expansion**

Q: What is the best way to track new expansions?

**A. Using the colored disks (as suggested by the insert in the game) is the best way to track new expansions. At the end of the Expansion Phase move all the tokens to one place (for example, the payout chart in the Caribbean), and count up how many New Presences each player took to determine Profit increase (after subtracting losses) and who gets the card for most New Presences. Once you get used to it, it is easier than flipping tokens from one side to another and generally leads to fewer mistakes.**

Q: Where can you expand if you lose your home territory and have no territories on the board? How do attacks and defense work in a player’s home territory?

**A: A player may lose his home territory through an attack or card play. Players may always expand from their home territory, whether or not they control it. Rule 10.1. This includes using Telegraph, Railroads or Steamships from their home territory (but not Airplanes – if another player controls a player’s home with a city, the player who lost his home cannot use the city in his home to expand overseas using Airplanes). A player who is attacking or defending in his home territory rolls an extra die. Rule 10.247. You are the attacker if you are attacking someone else during your expansion phase and you are the defender if someone else is attacking you during their expansion phase.**

Q. Are Eastern, Western and/or Central America adjacent? Are foreign markets adjacent?

**A: Rule 10.12 explains Eastern and Western South America are adjacent. Note Eastern South America is on the Atlantic coast and Western South America is on the Pacific coast, which is not apparent from the map. Central America is not adjacent to Eastern or Western South America. No foreign markets are adjacent.**

Q. Can you use Telegraph to expand through territories occupied by natives?

**A. No, you can use Telegraph to expand through New Presences, but not through natives. Rule 10.13.**

Q. Can you use Railroads to expand past territories occupied by natives into other territories in the same region?

**A. Yes. You can use Railroads to expand to other territories in the same region even if there are intervening natives. Rule 10.14.**

Q. Can you use Telegraph or Railroads over water?

**A. No. Rule 10.13 and 10.14.**

Q. Can Airplanes, Wireless and e-Commerce be used to reach Hawaii, Alaska, Cuba, Western South America and Eastern South America?

**A. Yes. Rule 10.15 should not be read to overrule 10.16, 10.18 or 10.19.**

Q: To use Airplanes, must a player have a city in an established territory on a coast or overseas at the time of expansion?

**A: Yes.**

Q: How does Wireless (Rule 10.19) work? What does the restriction “subject to the turn over maximum mean”?

**A: When you buy Wireless, you may take up to 5 tokens off territories on the board at that time (i.e., during the Investment Phase), subject to the turn order maximum, and you may use them during either the Investment or Expansion Phase. Turn order maximum refers to the maximum number of tokens that can be bought based on turn movement order (including two extra tokens if the player owns Tolerance). Rule 9.1. If you can only buy 3 tokens, you can only take up to 3 tokens off the board; if you take 1 off the board, you can buy 2 more; if you take 2 off the board, you can buy 1 more. If you can buy 5-7-9-11 tokens, you can take up to 5 tokens off the board and purchase others so long as the total removed and bought is 5-7-9-11 or less. If you can buy more tokens than you remove from the board, keep the tokens removed by Wireless segregated from the tokens purchased. If you use tokens in the Investment Phase, use the purchased tokens (since the Wireless tokens can be used to expand anywhere but the extra purchased ones are subject to the player's normal expansion restrictions).**

Q. How does Rock 'n Roll work?

**A. If the first attack on a territory is unsuccessful, the player may re-roll the attack dice (only). The player may use Rock 'n Roll for the first unsuccessful attack in each territory attacked each turn. (If the defender roll is a 6 and the attacker does not win ties, the re-roll does not help.)**

### **Profit**

Q. What happens if a player has losses that would decrease his Profit below the minimum of 20? How do you mark Profit over 100?

**A. Rule 11.13 states you don't move a Profit marker below 20. If a player at 20 Profit has 3 New Presences and loses 1 Established Presence, he goes up a net of 2 (the increase is marked first since 11.12 comes before 11.13). To mark Profit over 100, add a light blue under the colored disk. Rulebook, Token Description, p. 11.**

### **Safety Net**

Q. How does Safety Net work when players' Profit is tied?

**A. If three or more players are tied for lowest Profit, all tied players with Safety Net get \$30 and no other player with Safety Net receives any payment. If two players are tied for lowest Profit, those tied players with Safety Net each get \$30, the player(s) with the next lowest Profit get(s) \$10 if the player(s) has(ve) Safety Net, and no other player with Safety Net and a higher Profit receives any Safety Net payment. If two or more players are tied for second lowest Profit, those tied players with Safety Net get \$20 and no other player with Safety Net and a higher Profit receives any Safety Net payment. If two or more players are tied for third lowest Profit, those tied players with Safety Net each get \$10, and no other player with Safety Net and a higher Profit receives any Safety Net payment.**

### **Suggestion to speed play (to be used in tournament play)**

**In competition attacks, the attacker rolls all dice (both the attacker's and defender's).**

## CARD CLARIFICATIONS

### **#3 Manifest Destiny**

A player receives the discount for Manifest Destiny only if the player controls a territory in the United States (including Alaska or Hawaii) during the player's investment phase. If a player only has a new presence in the United States, it does not count as controlling a territory in the United States.

### **#5 California Gold Rush**

All players who have already bought Westward Ho when the card is played may expand into Northern and/or Southern California that turn. To do so, the player must expend the appropriate number of tokens. Even if a player normally could not reach California in the expansion phase, the player (with Westward Ho) can get there anyway during that turn only. This is designed to allow all players the opportunity to get to the west coast (assuming they have Westward Ho), even if they otherwise would not be able to do so

### **#6 Native Sovereignty**

The player playing Native Sovereignty has the option to place Natives in up to five territories in the affected areas (i.e., non-coastal territories in the Northwest or Southwest, plus Hawaii). The player may place 0, 1, 2, 3, 4 or 5 natives, assuming there are enough vacant territories. If all territories are occupied, no natives may be placed. After being placed, natives must be defeated in a competition roll (or removed by Homestead Act (#32)) for a player to control the territory. Players may not use Telegraph to expand through natives, but may use Railroads to expand around them within the same region (but not over water). All Players' profit in the affected areas is decreased by 5 for each two territories the player controls in the affected area. Note fractions are rounded off to player's detriment (Rule 12.22), so if a player controls an odd number of territories, he loses additional Profit (i.e., players who control 1 or 2 territories lose 5 Profit; players who control 3 or 4 territories lose 10 Profit; players who control 5 or 6 territories lose 15 Profit, etc.)

### **#7 Immigrants**

The player playing the card must take over a city that is not in any player's home territory, if there is such a city available. The city may be located anywhere other than any player's home territory; the territory does not have to be accessible to the player playing the card. The territory may be taken as a new or established presence. The control token of the player losing the territory is placed in the Losses Box. The city remains in the territory.

### **#8 Trustbusters**

The player playing Trustbusters designates which 2 products are affected. The player with Supreme Court (#64) has the opportunity to overrule it (see discussion below). If Supreme Court is not played, players then begin divesting territories, starting with the first product designated. The player having the most territories divests first (if tied, divest in turn order with the earliest moving player going first). The divesting player chooses who (among the players who legally can receive them) gets which territories. Rule 8.326. In determining whether a player may accept divested territories, both the player's established and new presences are taken into account. For example, a player with one established territory and one new presence may not accept a divested territory as a new or established presence. Divested territories must be accessible to the player receiving them. The designated recipient may accept or decline. If accepted, the recipient chooses whether the territory is a new or established presence. Rule 8.326. If a player declines, the same territory must be offered to any other players who can legally accept it. If all players decline, or no player can legally accept a territory, it is left vacant. Rule 8.326. Cities do not affect the number of products controlled; territories that produce two of the same product (Central America and Middle East) do. (Note: use the same divesting procedure for Lawyer #52). If a territory with a city is divested, the city remains in place for the new owner.

### **#9 Suffrage**

If the player playing Suffrage also has the lowest Profit, the player receives \$20 (\$10 for playing the card and \$10 for lowest Profit) and 1 free Pioneer. (A player may only acquire 1 Pioneer per turn. Rule 9.23.)

### **#12 Oil Crisis**

The player with the most Oil is determined by whoever controls the most Oil products. Cities and new presences do not count in determining who has the most Oil. If Cold War (#53) previously was played that turn and Middle East was one of the affected territories, Middle East does not count in determining who has the most Oil. If two or more players are tied for the most Oil, players without Oil do not pay.

### **#13 Internet**

Technology pays out before Technology markers are placed in Virginia and Washington.

### **#16 Yankee Ingenuity**

Yankee Ingenuity may only be used if a player controls a territory in the United States (including Alaska or Hawaii) and owns a Pioneer. If a player only has a new presence in the United States, it does not count as controlling a territory in the United States.

### **#17 Spy**

When ready (i.e., after any preliminary discussion), the player playing Spy announces who the card is being played against. Once announced, the player being targeted (and only that player) may play President (#63) to counter Spy (i.e., the player playing Spy would lose a card instead). If President is played, Supreme Court (#64) may be played (by any player, out of turn) to overrule President, in which case the Spy remains effective. All cards played remain in effect for card #s. If a player playing Spy has no cards, the player playing President to counter Spy does not get a card.

***Strategy Tip:*** *When possible, try to determine who has President before playing Spy so it does not boomerang.*

### **#19 Revolutionary War**

Revolutionary War (as the event) may be used against an opponent's home (unless the player has Unity or a city in his home). It may be played on the first turn. A player may always expand from his home even if he does not have a control token there. Rule 10.1. Players get an extra die when attacking or defending an attack in their home. Rule 10.247. A player playing Revolutionary War as the event may choose to eliminate a control token from 0, 1 or 2 eligible players (since the card say a player "may eliminate a control token of up to two different players.")

### **#24 War of 1812 and #26 Monroe Doctrine**

When played as the event, War of 1812 and Monroe Doctrine act as marketing advantage cards in defined regions (Northern U.S. and Canada for War of 1812 and Mexico and Central & South America for Monroe Doctrine). The cards have two effects: (1) in the defined regions the player playing the card wins all ties as attacker; and (2) competition in up to 3 territories in the defined regions costs one less token to attack (with a minimum of 1 token). The discount in the cost of tokens is per territory, not per attack (so if you lose the first roll, you automatically get the same one token discount on a second attack in the same territory).

### **#25 Star-Spangled Banner**

When played as the event, the re-roll in competition attack is made after both the attacking and defending dice have been rolled. The only di(c)e re-rolled are those of the player playing the card and all of that player's di(c)e are re-rolled. (In e-mail tournaments, to speed play the re-roll is for attacks only).

### **#28 Oregon Trail**

When played as the event, if the player playing the card owns Westward Ho when the card is played, that player may expand into Oregon that turn. The player needs to expend the appropriate number of tokens to do.

### **#31 Trading Post**

Trading Post has two effects: (1) the player playing the card wins all ties as attacker; and (2) competition in up to 3 territories of the player's choice (i.e., that the player can legally expand into) costs one less token to attack (with a minimum of 1 token). The discount in the cost of tokens is per territory, not per attack (so if you lose the first roll, you automatically get the same one token discount on a second attack in the same territory).

### **#32 Homestead Act**

When played as the event, in addition to collecting \$10, if the player playing the card owns Westward Ho when the card is played, the player may place a control marker as either a new or established presence in any non-coastal territory in the Northwest or Southwest United States not controlled by another player. Homestead Act may be used to remove natives from a territory.

### **#33 Sabotage**

When played as the event, 1 Breakthrough step of 1 player's prior successful research roll of an uncompleted Breakthrough is removed.

### **#35 Civil War**

When ready (i.e., after any preliminary discussion), the player playing Civil War announces who the card is being played against. Once announced, the player being targeted (and only that player) may play Abraham Lincoln (#36) to counter Civil War (i.e., the player playing Civil War would suffer its effects instead) or President (#63) to block Civil War. If President is played, Supreme Court (#64) may be played (by any player, out of turn) to overrule President, in which case the Civil War would remain effective against the player originally targeted. All cards played remain in effect for card #s. A player with Electricity who gets hit with Civil War still gets a free city. The Civil War card says the player cannot "buy" a city and getting one for free is not buying it.

***Strategy Tip:*** *When possible, try to determine who has Abraham Lincoln before playing Civil War so it does not boomerang on you. Generally Civil War either should be played at the very beginning of Era 2 (when it is less likely that a player has drawn Abraham Lincoln) or on the transition turn between Era 2 and 3. If played during the transition turn, the player playing Civil War usually will want to move somewhere other than first so the player can see the cards one or more other players play before deciding where to play Civil War.*

### **#36 Abraham Lincoln**

If Lincoln is played as counter, his leader credits still apply. You cannot collaborate (licensing) to use Lincoln to counter Civil War, because collaboration takes place in the Investment Phase, not the Card Play Phase. Rule 9.351.

### **#37 Reconstruction**

If played as the event, Reconstruction can only be played after Civil War (#35); if played as a Timber product payout, it may be played anytime in Era 2.

### **#38 Seward's Folly**

When played as the event, if the player playing the card owns Westward Ho when the card is played, that player may expand into Alaska that turn. The player needs to expend the appropriate number of tokens to do.

### **#39 Thomas Edison**

If Thomas Edison is licensed to another player, the other player receives both a \$30 discount on Telephone and steps 1 and 2 to either Electricity or Motion Pictures. The player paying the license fee must buy Telephone that turn and may research any one breakthrough during the investment phase.

### **#40 Teddy Roosevelt**

Teddy Roosevelt is considered an event card, not a leader card, so he cannot be licensed. See Reference Book, list of cards, #40. Tourists cannot be placed in Alberta (since Alberta is not in the United States).

### **#41 Remember the Maine**

When played as the event, Remember the Maine allows placement of a new or established presence in any territory without a city in Central & South America, regardless of whether the player has Steamships or can otherwise reach the territory in question.

### **#45 Sales Catalogue**

Sales Catalogue works the same as Trading Post (#31). If Sales Catalogue and Trading Post were played by the same player on the same turn the effect would be cumulative, so competition attacks in up to 6 territories would cost one less token.

### **#48 Black Friday**

When played as the event: (a) if two (or more) players are tied for highest Profit, they both lose \$30 and no player loses \$10; (b) if two (or more) players are tied for second highest Profit, the player with the highest Profit loses \$30 and each player tied for second highest Profit loses \$10.

### **#49 Depression**

Foreign markets cannot be hit with Depression.

### **#52 Lawyer**

When played as the event, the player chooses the product to be affected and rolls a die to determine the maximum number of territories of that product that any play may own. After the die roll, the player holding Supreme Court (#64) may choose to nullify the result. If the result is not nullified and divestiture is required, use the divestiture procedure described in Trustbusters (#8).

### **#53 Cold War**

When played as the event, the player identifies up to 3 foreign markets that do not pay out product payouts for the rest of the turn. If Oil Crisis (#12) is subsequently played that turn and Middle East has been designated as one of the foreign markets that do not pay out that turn, Middle East does not count in determining who has the most Oil. If a player owning Urban Renaissance has a city in one or more of the affected territories, that player does not receive \$10 that turn for each affected city. Cold War does not affect the city count for the purposes of determining who has Most Cities.

### **#55 Elvis Presley**

Elvis may not be licensed.

### **#57 Civil Disobedience**

When played as the event, players may not collaborate either to license leaders (Rule 9.351) or to research breakthroughs (Rule 9.423).

### **#61 World War**

The player playing World War receives \$10 before any penalties are determined. Thereafter, all penalties are implemented simultaneously. Example: a player having the most cash, the most victory points and the highest Profit is subject to all three penalties; the player does not reduce cash for the penalties for most victory points and highest Profit before determining most cash. If played in a transition turn, the player must announce the era in which World War is being played before players reveal their cash totals.

### **#62 Congress**

When played as the event, the player gets 2 free tokens, which do not count against the player's turn order maximum. When Congress is played, Supreme Court (#64) may be played out of turn to nullify it in which case both cards remain in play for their card numbers. To claim the 2 free tokens they must be available at the time Congress is played.

### **#63 President**

When played as the event, President blocks the player playing the card from the effects of 1 event, but if played earlier in the same turn as the event (and this includes being played as News -- which would be very rare for President), it prevents Spy (#17) from being played against the player. Rule 8.327. Supreme Court (#64) may be played out of turn by any player to nullify the use of President as the event if it is played immediately after President is played. (If President has been played a player may not play Supreme Court later in the turn to allow Spy to be used.) If President is played as Technology, it does not prevent Spy from being played later that turn. When President blocks an event that applies to more than one player (such as World War #61), the other players are still affected by the card. If a player holds President and Civil War (#35) and plays Civil War against the player who uses Abraham Lincoln (#36) to counter it, the first player may use President to block the Civil War. Supreme Court (#64) could be used to overrule the President. A player may not play President to protect another player from the effect of a card (or to counter Spy played on another player).

### **#64 Supreme Court**

When played as the event, Supreme Court may overrule Trustbusters (#8), Lawyer (#55), Congress (#62) or President (#63). Whenever a card is played as an event that could be overruled by Supreme Court, the player playing the card states his intentions and pauses for at least 3 seconds to give the player with Supreme Court the right to overrule the event on the card. (This time may be extended by any player's request.) If the event is overruled, it is overruled completely. For Trustbusters, the player playing the card names the two affected products before the Supreme Court decides whether to intervene; if it intervenes, no products are re-allocated, but the Ore product payout occurs. For Lawyer, the Supreme Court decides whether to intervene after the product is selected and after the die roll is made; if it intervenes, the result is nullified. For Congress, the Supreme Court nullifies the 2 free tokens. For President, Supreme Court nullifies the immunity sought (this includes using Supreme Court to nullify using President to counter Spy). All cards played remain in play for their card number, even if they have been nullified. Unlike President, a player does not have to be affected by the card being overruled in order for the player holding Supreme Court to be entitled to play it.