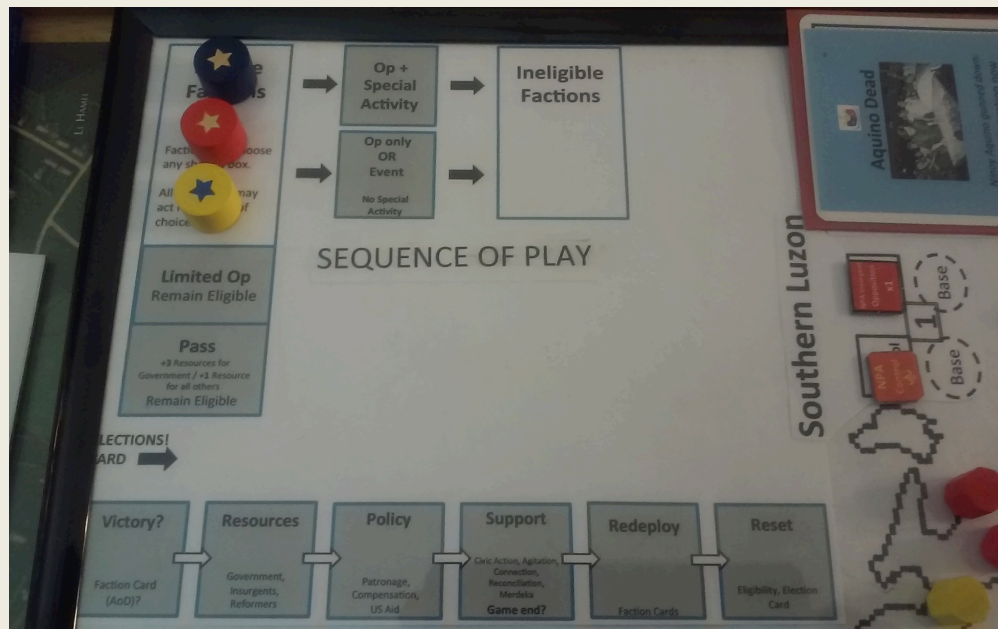


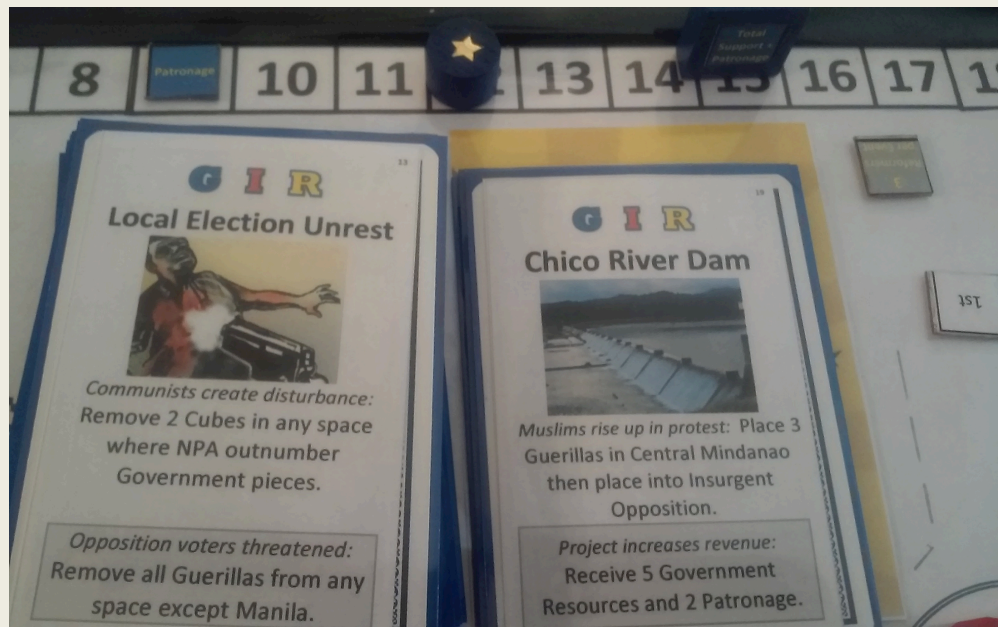


This Example of Play will hopefully showcase a glimpse of the 3 Player Sequence of Play as well a concrete use of the Faction Card mechanic and its subtleties on the 3 Player SoP.

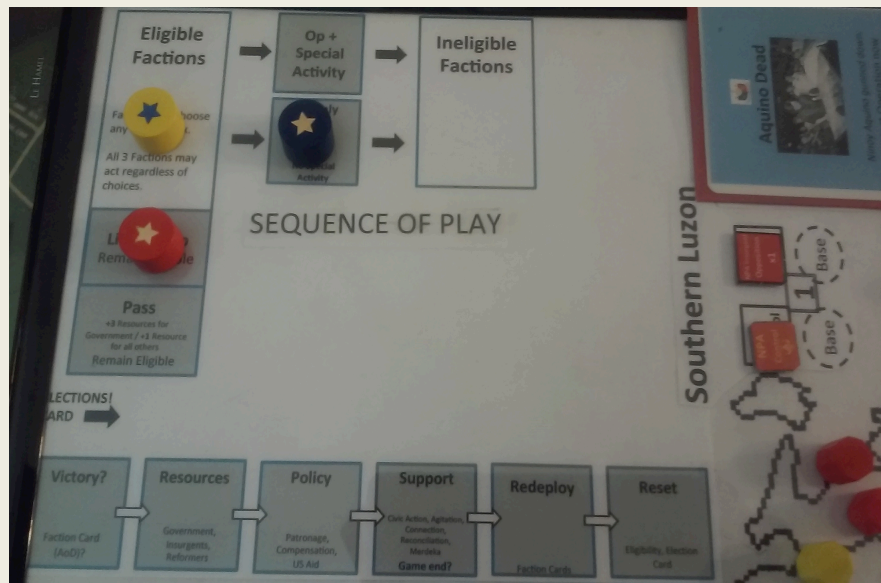
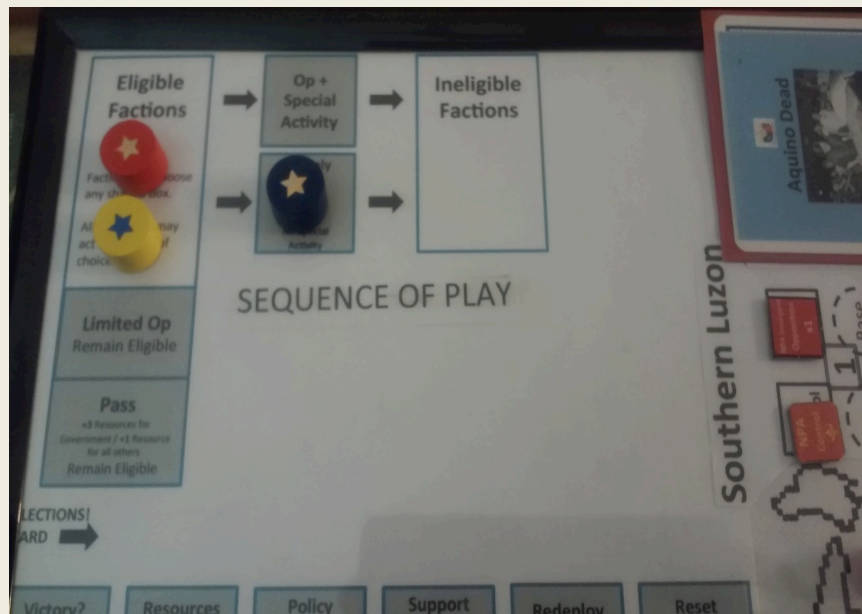
People Power Example of Play

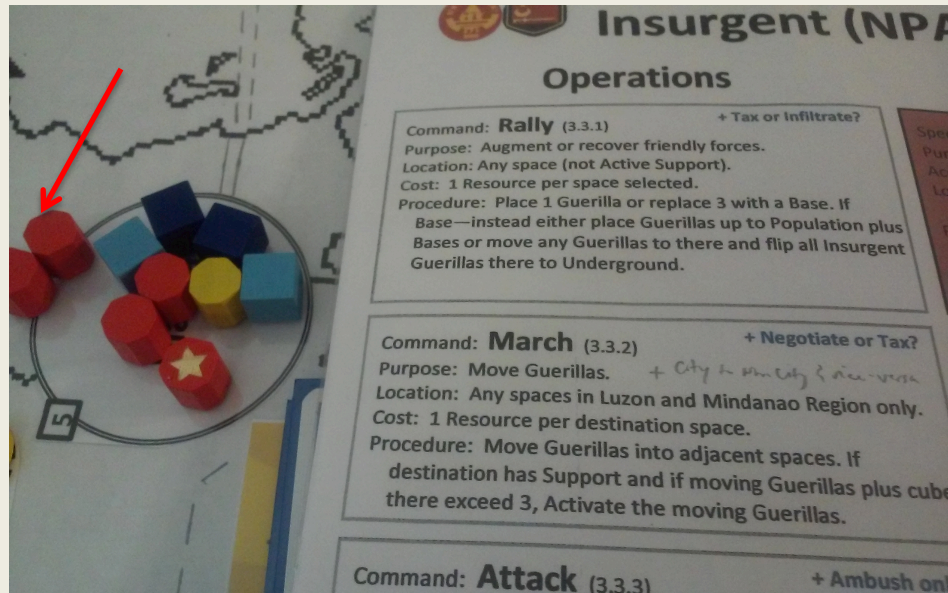


We'll start this demonstration with a few cards having been played. Currently, all Factions are Eligible.

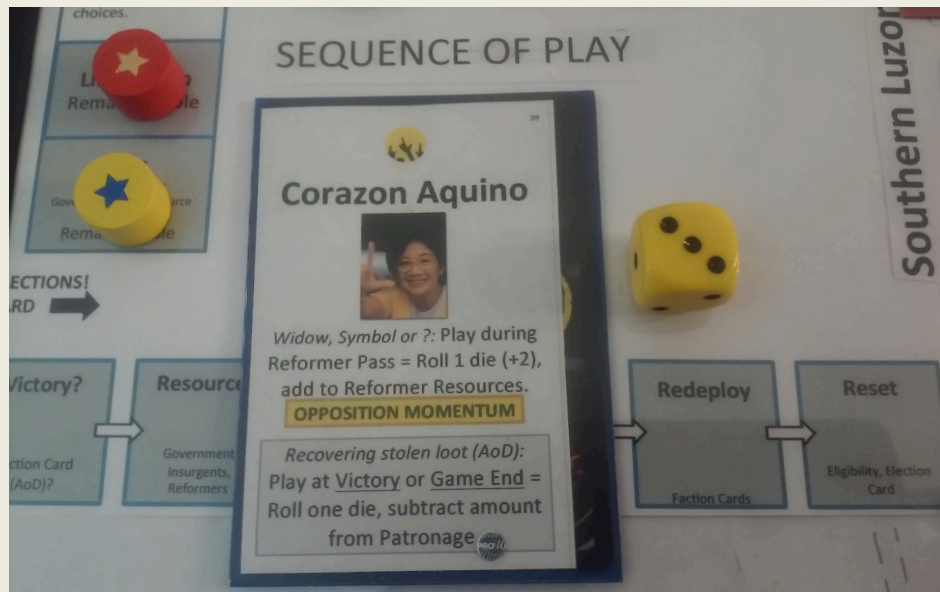


The Chico River Dam Event Card is next with the Government Faction first up. They also are the first Faction in play for the next Event Card, "Local Election Unrest".

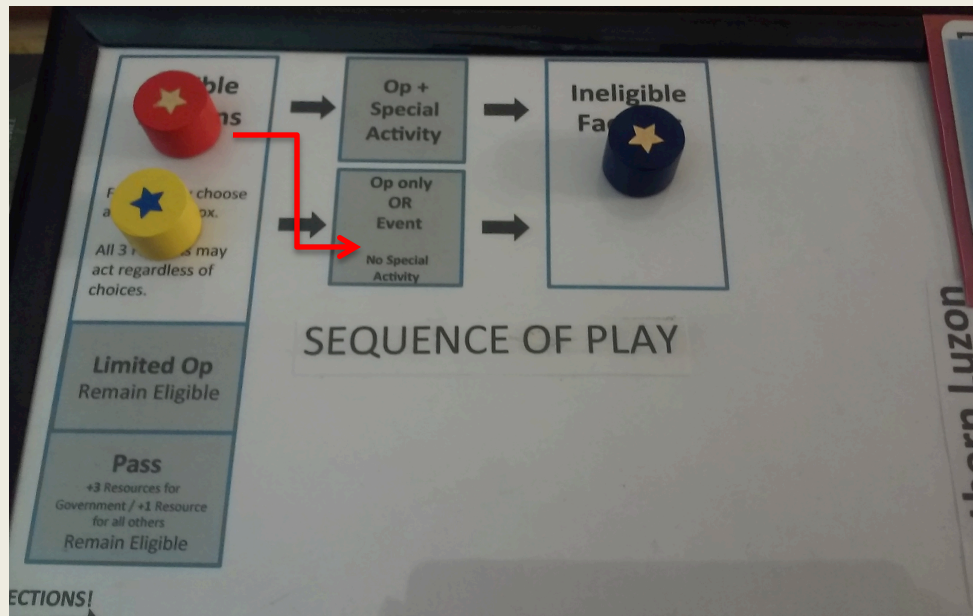




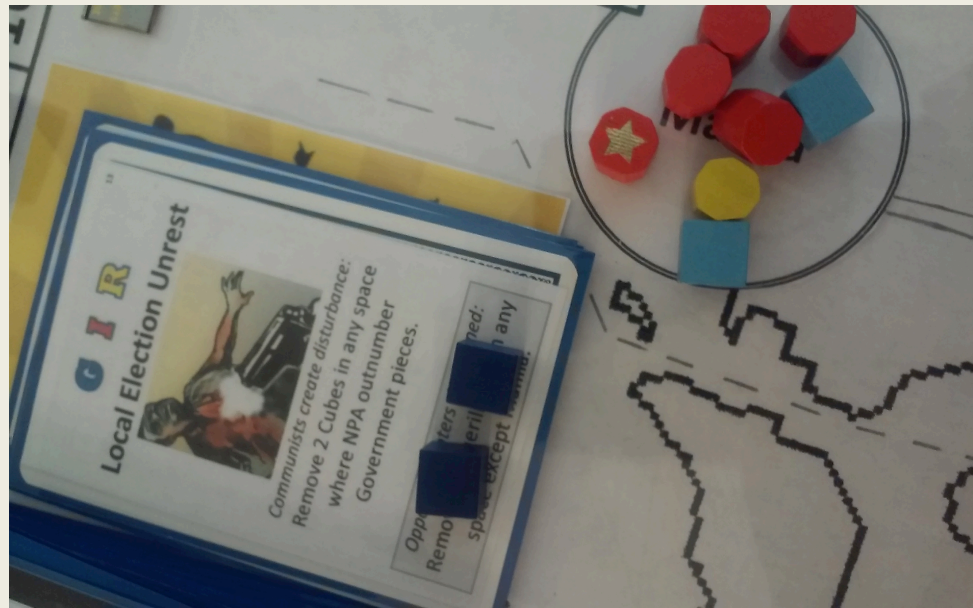
The Insurgent Faction plays a “March” as his Limited Op and from the Northern Luzon space, moves two Insurgent NPA Guerillas to the City of Manila.



The Reformer Faction then chooses the Pass option. Normally, he would receive his 1 Resource. However, he has the Corazon Aquino Faction Card and plays it. Instead of only 1 Resource, he follows the instruction of the card, rolls a die ('3') and receives 5 Resources. Because it is a Momentum card, it is not discarded.



Play continues with the Sequence of Play and the Government is now Ineligible while the Insurgent and Reformer Factions are Eligible for the next card: “Local Election Unrest”. The Insurgent Faction plays it as an event.



Because the Insurgent Faction played the Limited Op in Manila in the previous Sequence of Play, he outnumbers the Government and thus removes the two Troop Cubes as instructed by the current Event Card. It then proceeds to the Reformer Faction who has the option of an Op + Special Activity or a Limited Op or Pass (again but with the effects of the Corazon Aquino Faction Card’s Momentum).