

## K Street - Instructions

**Overview:** In **Senate and House of Cards** you will play as a lobbyist, trying to build up political **Influence** and ultimately, a great **Reputation** as a power broker.

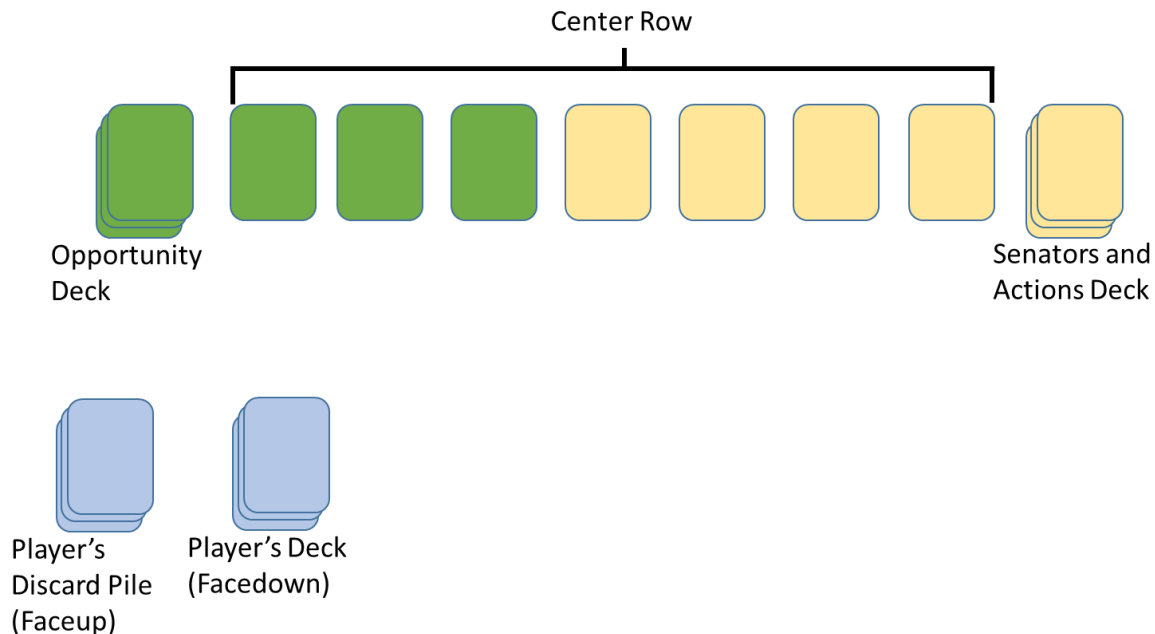
**Objective:** Each player begins the game with a **Reputation** of 5. The game ends when a player reaches a **Reputation** of 15 (and wins), or a Reputation of 0 (and loses). Reputation can be affected by **Opportunity** cards, and **Senator and Action** cards provide the **Power** necessary to take advantage of these opportunities.

**Set Up:** Each player receives a starting deck of 10 cards, 8 **+1 Influence** (used to bid on Senators and Actions) cards, a **-1 Influence** card (to thwart your opponents attempts to do the same), and a **-1 Power** card (to block lobbying efforts on Opportunities).

Decide by a mutually agreeable method who should go first before setting up the rest of the cards. (Perhaps the player who most recently voted?) On subsequent games, alternate first player.

Set up the center row with 4 Cards from the **Senators and Actions** deck, and 3 Cards from the **Opportunity** deck.

Each player then shuffles their starting deck and draws 5 cards to their hand.

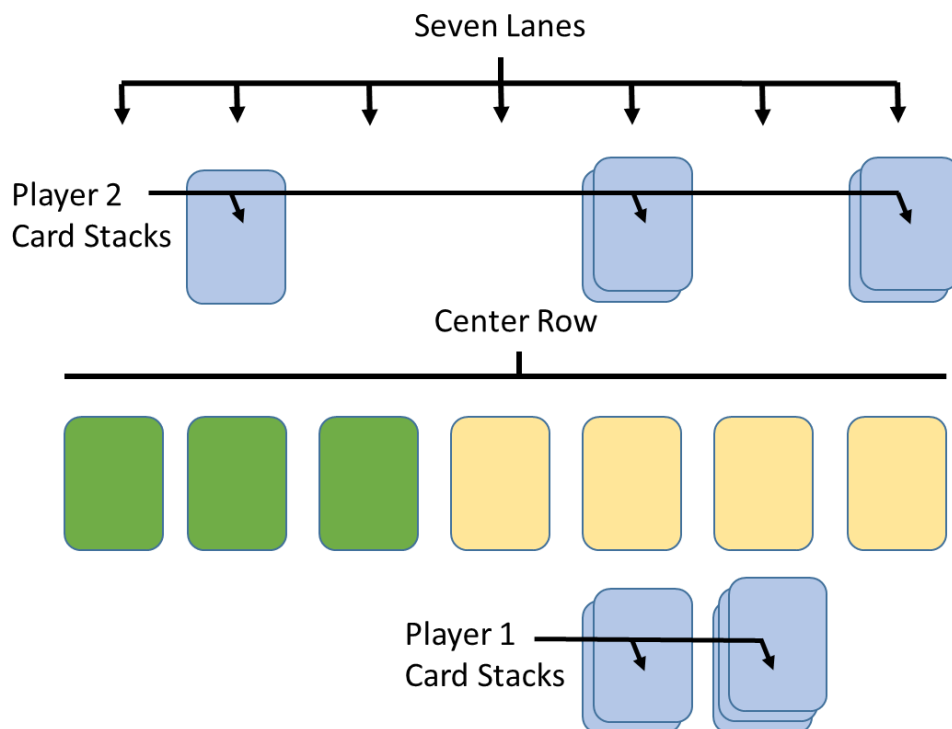


## Game Rounds:

1. The first player begins by placing a card (face down) in front of a card they wish to bid on. Players then alternate placing cards until they both have no cards left in their hands. (If one player runs out of cards, the other player may place all cards remaining in their hand.)

Placing cards creates a **stack** of cards, and stacks on both sides of the same card are in the same **lane**.

2. Once both player's hands are empty, the second player may choose a stack of cards (on their own side) to **flip**. Any immediate effects of these cards are resolved, in an order decided by the player who flipped the stack.



3. Players take turns flipping over stacks. As soon as all stacks in a given lane are turned over, that lane is resolved:
  - a. **Senator and Action Cards:** Check if either player has bid the Influence required to purchase the card. If so, the player who bid more Influence buys this card, and places it face up in their discard pile. If the Influence bid is less than the requirement, or tied, all cards in the lane are discarded without effect.
  - b. **Opportunity Cards:** Check if either player has completed all of the **Activation Requirements**. If so, they receive the listed **Rewards** (usually an increase in Reputation). If a player has completed some, but not all of the requirements, they suffer the listed **Penalties** (usually a decrease in Reputation). If a player has completed none of the requirements, there is no effect. (This means, typically, that if a player has not committed Power to an opportunity, they will not suffer the penalty.)

- c. **Card Replacement:** As soon as a **Senator** or **Action** card has been purchased, it is immediately replaced with another card from the **Senators and Actions** deck. If any player earns a **Reward** or suffers a **Penalty** from an **Opportunity** card, that card is placed on the bottom of the **Opportunity** card deck, and immediately replaced with another card from the Opportunity deck.
4. Once all stacks have been resolved, all cards in play (except those in the center row) are discarded. Each player draws a new hand of 5 cards, and the next round begins.

### General Rules:

1. If a player is ever required to draw more cards than are left in their deck, they draw all remaining cards, and then shuffle their discard pile to create a new deck.
2. If any space in the **Center Row** is empty (e.g., because a Senator or Action has been purchased, or an Opportunity has been attempted), it is immediately filled with card from the appropriate deck.
3. If any player's **Reputation** is 0 or less, or 15 or more, the game ends immediately. All players with a Reputation of 0 or less lose, all players with a Reputation of 15 or greater win.

### Card Anatomy

