



HAN

The power of population.
You get two more population cards than everybody else at the start of the game.

COUNTRY



HINJA

The power to demand foreign aid.
Each turn, just before drawing your cards, you can give one from your hand to another player, who must then give back a different card.

COUNTRY



HURRIA

The power of propaganda.
Each time you play a propaganda card on someone else, you get an extra million population.

COUNTRY



LITTLE BITTYLAND

The power to declare peace.
At any time during war, before you draw cards, you may burn 3 propaganda cards to declare peace. As usual, all players may pick up their face down cards and re-arrange them. It is then your turn.

COUNTRY



MIMICA

The power to imitate.
Once per turn, you may use the power of any one other player (never the same one twice in a row).

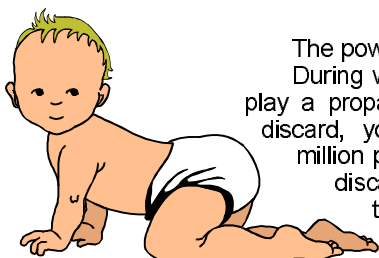
COUNTRY



NIPPYO

The power to trade.
Instead of drawing a card for your turn, you may start a trading session (see rules).

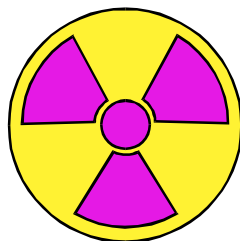
COUNTRY



POPULA

The power to proliferate.
During war, each time you play a propaganda card as a discard, you get to take 2 million population from the discard pile and add it to your population.

COUNTRY



RADONIA

The power to irradiate.
Every warhead you successfully detonate kills one more million people than it is supposed to (after all other effects are accounted for).

COUNTRY



VISALIA

The power to spy.
Once per round, you may play a propaganda card from your hand as if it were a spy.
As a reminder, keep the card in front of you until your turn comes to draw, then discard it.

COUNTRY