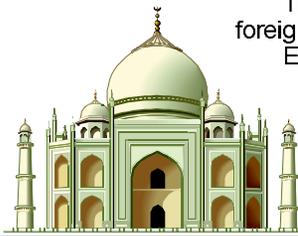




### HAN

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).

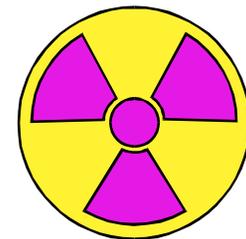
COUNTRY



### 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.

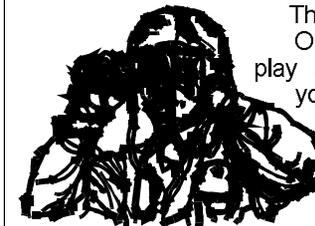
COUNTRY



### 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