The Political Parties of Enigmapelago.

Game Notes:
At the beginning of the game, each of you (the players) will need to decide to which parties you may vote in the Primary Elections. You will have 3 votes and can assign each vote to one of the parties, but you need not assign them all to the same party. That is, you may have 1 vote in each of three (of the four) parties, 2 votes in one and 1 in another, or all 3 votes in the same party. Each vote can then be given to a Noble of your choice to use in the appropriate Primary, given to the Party to award to the winner of the Primary (the Duke or Duchess), or saved for the Final Round in which one of the Dukes is Elected King or Queen.

The political parties are split into two opposing pairs:

- **Swords**
- **Hearts**
- **Roses**
- **Masks**

**The Swords Party (opposing the Masks Party)**
The Swords party stands for strength and solidarity. Long ago, this party was originally formed and lead by the military leaders of Enigmapelago, then taken up by the rank-and-file. The military has long-since been dismantled, but the Swords party lives on! Their color is blue.

**The Masks Party (opposing the Swords Party)**
The Masks Party is well-known for its secret society of political operatives, the remnants of an ancient network of spies that kept the military leaders in check. It now promotes a platform of brotherhood amongst the peoples of Enigmapelago. Their color is green.

**The Hearts Party (opposing the Roses Party)**
The Hearts Party believes that it is the oldest party to exist, counting among its previous members the very first Kings and Queens of Enigmapelago. Today, the Hearts Party represents the finest qualities of life in the floating islands and strives always for improvements. Their color is red.

**The Roses Party (opposes the Hearts Party)**
Last, but by no means least, the Roses Party also claims the founding fathers and mothers of Enigmapelago – prior to an ancient civil war the split a single party into these two. They actively court the smartest, bravest and hardest working Enigmans to their ranks in order to make the islands a better place for everyone. Their color is white.

Game Design by Andy Ashcraft, January 2006