

Game Design Document for the EUPG card game

#. About this game:

The EUPG, our card game, stands for the European Union Parliamentarium Game (tentative name). In this card game, players are playing a role as a member of a certain political party and try to tackle the water shortage issue in Europe. As a member of a political party, players are expected to get more than 50% of votes to pass their amendment. Amendment here means compromise between action plans proposed by the commission and their party's value which is usually stated in their manifests. Action plan is a directive to tackle a specific problem. However, there are some gaps between action plans and what political parties focus on based on their manifests. Therefore, members of political parties (players) need to discuss beyond parties, make a compromise together and get approval of the amendment.

#. Before playing the game:

This game can be played among 3 to 16 players. 4 players are recommended to play since there are 4 political parties to play in this game. In case there are more than 4 players, create a group of the same political party and play as a member of the same party. For example, if the number of players is 5 in total, there are 4 political parties though, one of the political party teams is supposed to have 2 players to play. It is not necessary to have the equal number of players in the same political party as the number of politicians in a political party is different in a real political scene. If the number of players is 3, then it can remove one of a card set relating to a particular political party from the card deck.

#. About Card deck:

This game has 4 kinds of cards. It consists of 1 Scenario Card, 4 Party Policy Cards, 8 Amendment Cards and 16 People Opinion Cards. So the total number of cards is 29:

- **Scenario Card <Water solidarity>:**

The scenario is about water shortage issues. In order to address the water shortage issue, several Action Plans and Budget are proposed by the Commission. These Action Plans are very important for players to think about playing strategy. Players are expected to read carefully the Scenario Card:

- **Party Policy Cards:**

There are a total 4 Party Policy Cards for each political party with specific party color (Solidarity<Red>, Ecology<Green>, Liberty<Yellow> and Tradition<Blue>). Party Policy Cards state their manifests. Players can understand what they focus on as a principle. Players need to follow their party manifests when making decisions.

- **Amendment Cards:**

There are a total of 8 Amendment Cards. Each political party group has 2 Amendment Cards in Party Color which are toward one of Action Plans (or Budget) respectively. It states an Amendment on center. The 3 alphabets on the top right corner is an abbreviation of a party group (SOL = Solidarity, ECO = Ecology, LIB = Liberty, TRA = Tradition). Additionally, there is a quick-check-up text on the bottom left corner. This is for helping a player to understand how the card relates to the Action Plan. If there is "Spprt - #3.", it means the Amendment Card supports the Action Plan #3 on the Scenario Card. In case of "Agnst - #5.", it means that the Amendment card is against the Action Plan #5. This quick-check-up text is helpful to players to quickly understand which direction the amendment is headed.

- **People Opinion Cards:**

There are a total of 16 People Opinion Cards. Similarly to Amendment Cards, each political party group has the same number of People Opinion Cards in party color which are toward one or a few Action Plans (or Budget) respectively. It also has an abbreviation of a party group, and quick-check-up text as well. The unique feature of People Opinion Cards is, it has both sides for the content of the card. On the face side, it mentions the name of a person who has an opinion regarding the Action Plan. The

short summary of the opinion is stated at the center. While on the flip side, it is stated in more detail with black background. This is for a player who needs more information about the opinion. People Opinion Cards can be used to show a player's decision whether the player supports or against a certain Amendment.

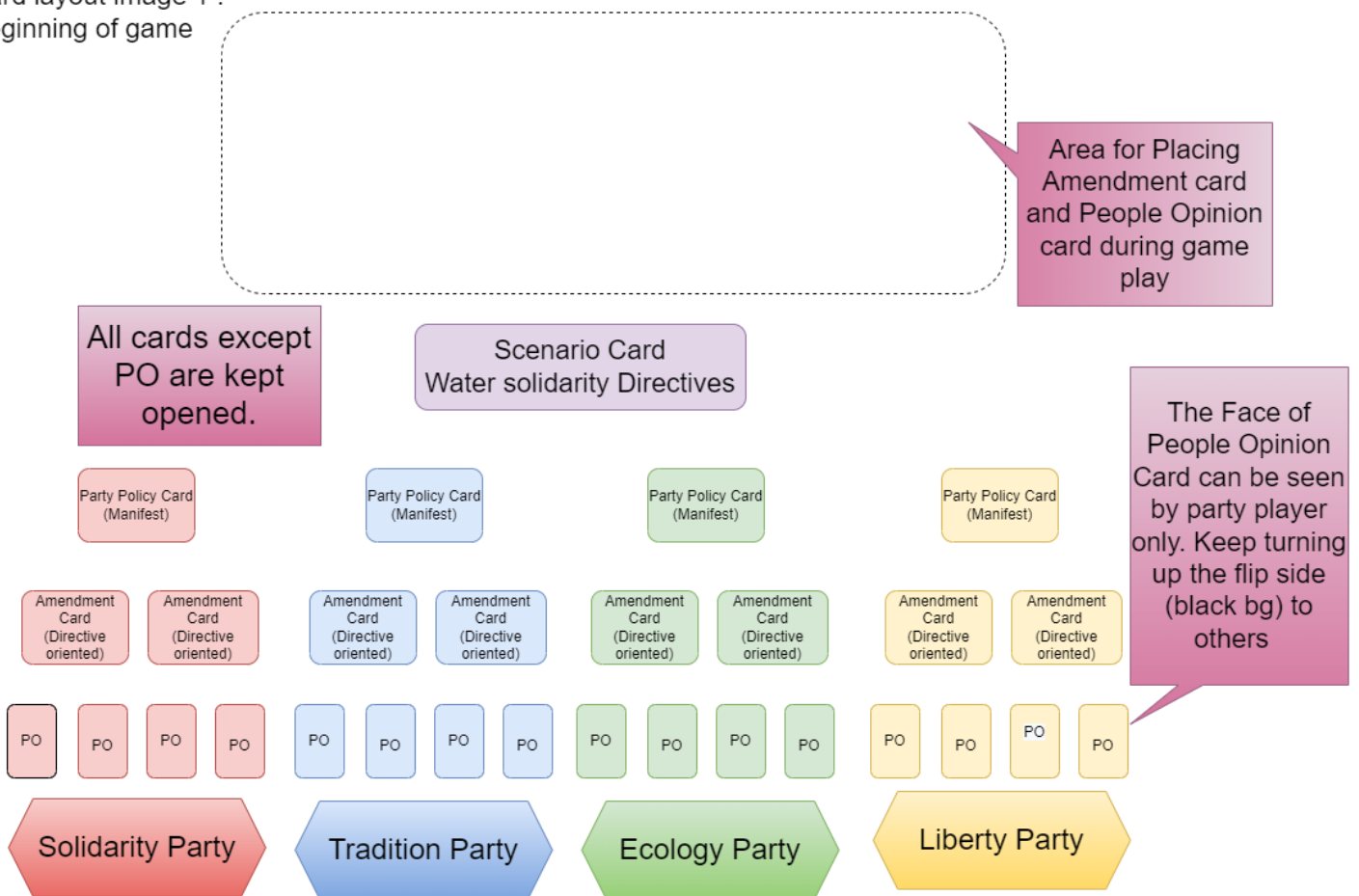
!NB! Some of the quick-check-up text on People Opinion Cards provides multiple options to a player. For instance, "Agnst/Spprt - #5.. Spprt - #2." means that a player can choose either Against or Support towards Action Plan #5, or, Just support Action Plan #2. It could give an opportunity to have a player to think carefully for better moves.

#.How to Play?:

- First, all players play rock-paper-scissors to decide who is to be the first person to randomly pick up one of Party Policy Cards. Once picking up, the player plays as a member of the party written on the card. Followed by that, the person who is beside the left hand of the first person can pick up one of the remaining Party Policy Cards. And continue clockwise until all players have a Party Policy Card.

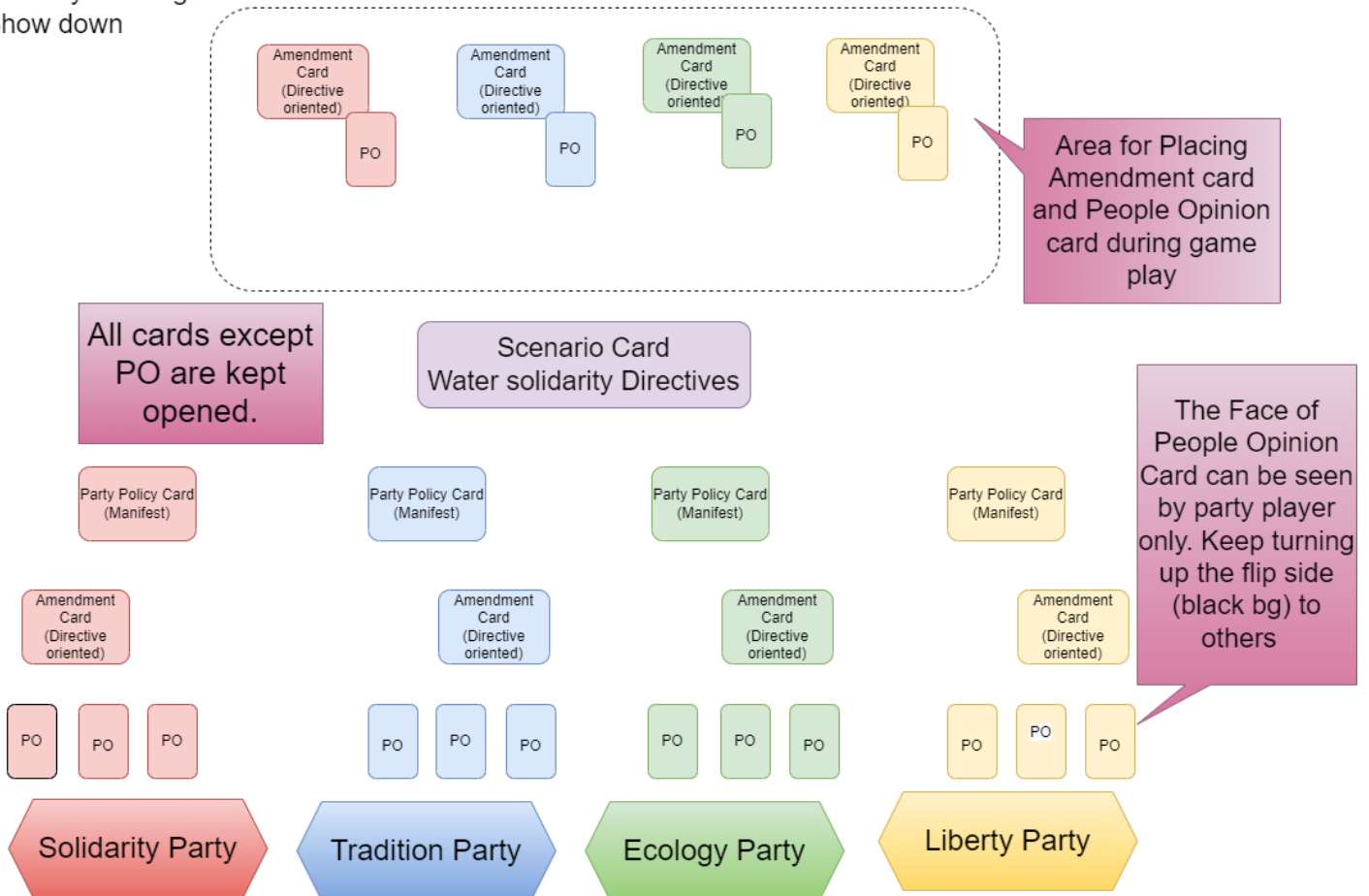
Let's say player A, the first person to play, belongs to the Solidarity party. Followed by, player B - Ecology, player C- Liberty, Player D - Tradition party respectively. All players layout cards like pyramid as following:

Card layout image 1 :
Beginning of game



- As a next step, each party needs to select one of their Amendment Cards with 1 supportive People Opinion Card from their hands. Once it is selected, the remaining one shall be dropped. It is important that players need to carefully check whether the People Opinion Card is logically connected to the Amendment Card. Players can read both cards or just look at the quick-check-up text on the left-bottom of both Amendment and People Opinion Card to make sure of the logical connection. When all players are ready, showdown their Amendment Cards with supportive People Opinion Cards in the area above Scenario Card at once.:

Card layout image:
Show down

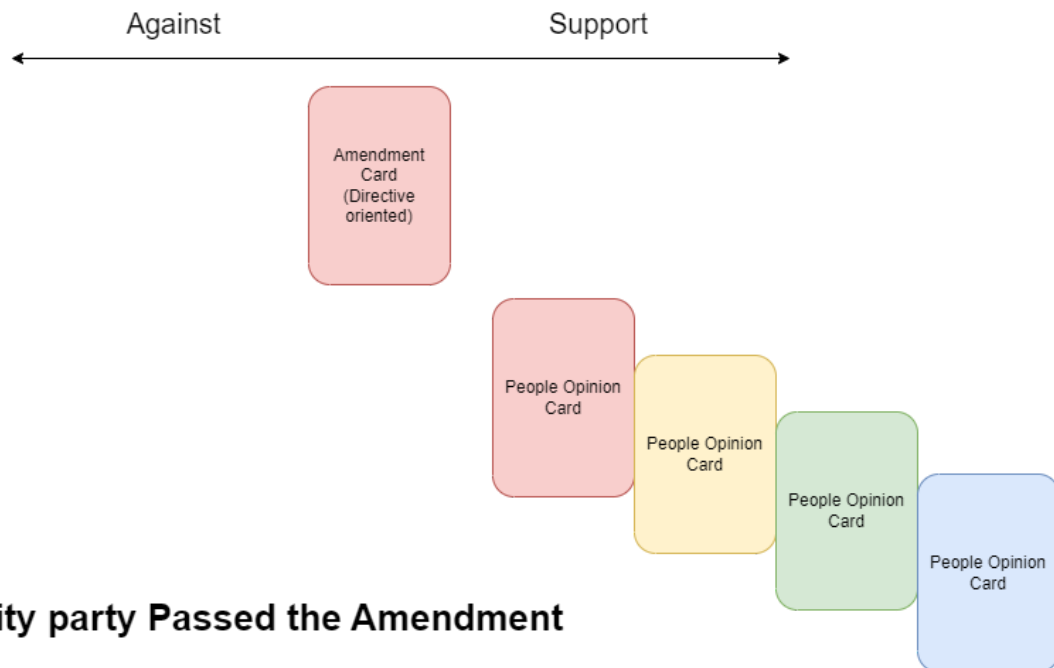


Now players see who proposes which Amendment with their supportive People Opinion Card. Here, it is important to place the supportive People Opinion Card on the bottom-right of the corresponding Amendment Card.

- As the condition to get an Amendment Card passed (more than 50%), it is required for a total 3 People Opinion Cards which support the Amendment Card. For that, the player also can freely discuss with other players to ask them for help in providing supportive People Opinion Cards. For example, if a political party A needs support for its proposing Amendment Card from other political parties. The political party A could say "I need positive People Opinion Cards for my Amendment Card. Can anyone support us? If you support me, I could support you also if I have a positive People Opinion Card to you".
When the Amendment Card gets passed, the player who proposed it wins and gets 3 points. And other parties which provided a supportive People Opinion Card also get 1 point (this is the incentive for a player who supported another party's Amendment Card which got passed.). However, in case 1 negative People Opinion Card is given to the Amendments Card (placed on the negative side), reduce 1 point from the party who proposed the Amendment Cards, not from parties who supported. The following is the example of pass /fail patterns of Amendment cards:

!NB! It is not mandatory to use up all of the remaining People Opinion Cards in their hands. A player can make a decision on what would be the best strategy to get 3 points by passing an Amendment Card or to get 1 point by supporting the other party's Amendment Card, checking the cards on a table. It is also important that players can use only 1 People Opinion Card to a party. So, even if players have 2 supportive People Opinion Cards for their party or the other party, players can not use 2 People Opinion Cards to 1 party.

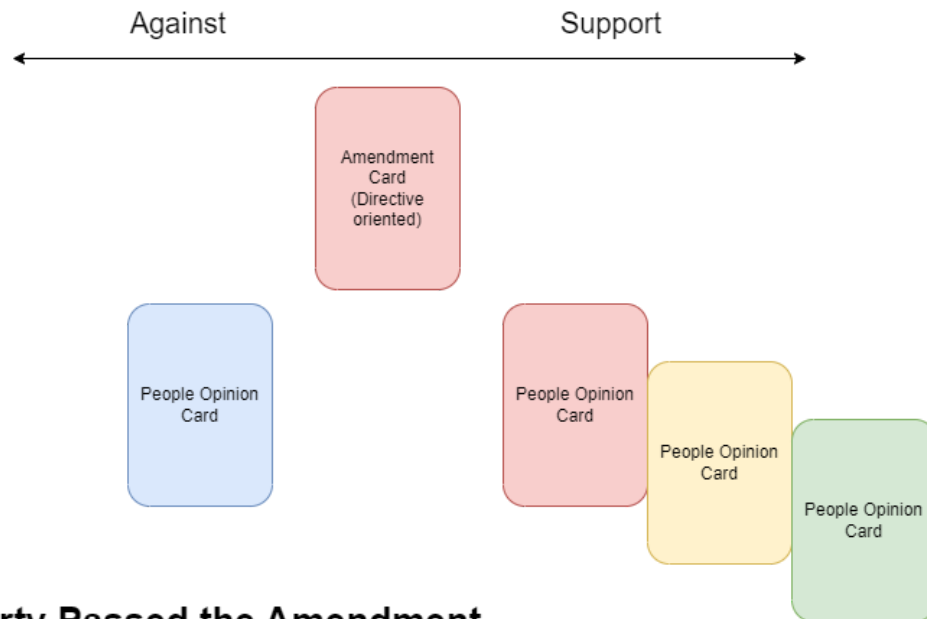
Card layout image 2 :



Solidarity party Passed the Amendment

There are 4 People Opinion Cards on the Support side from all parties. This indicates Solidarity Party obtained 100% Votes. Solidarity Party gets 3 points and other parties who supported get 1 point respectively.

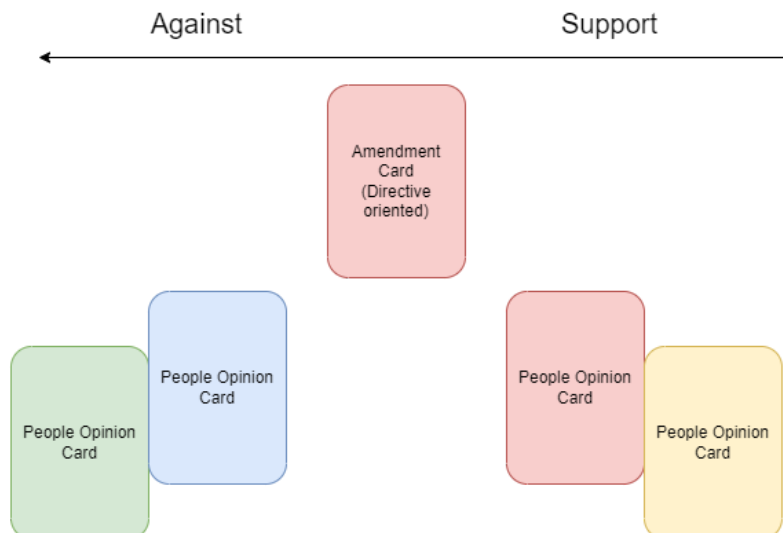
Card layout image 3 :



Solidarity party Passed the Amendment

There are 3 People Opinion Cards on the Support side from 3 parties out of 4. And 1 People Opinion Card on the Negative side. This indicates Solidarity Party obtained more than 50% of Votes and get passed the Amendment but there is an objection. So Solidarity Party get 2 points (it reduces 1 point) and other Parties who supported get 1 point respectively.

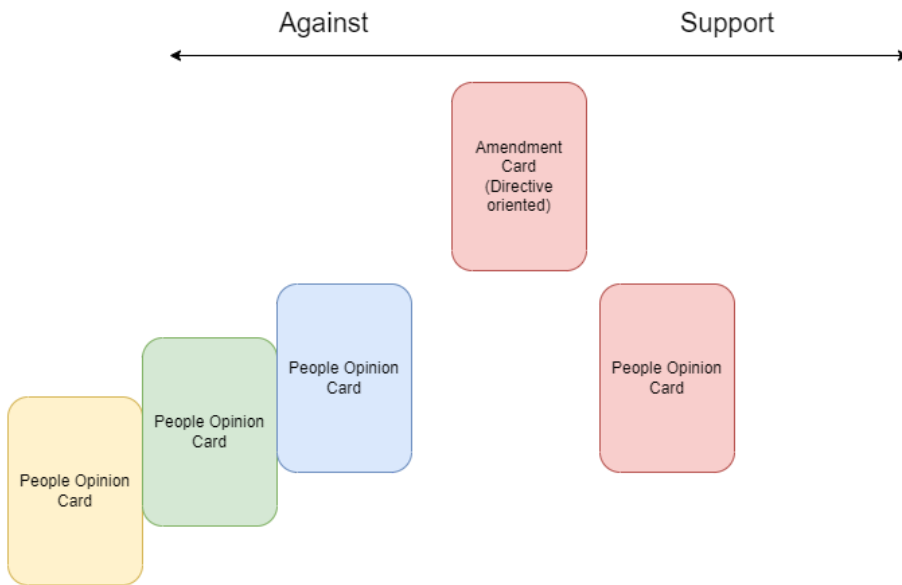
Card layout image 4 :



Solidarity party Failed the Amendment

There are 2 People Opinion Cards on the Support side from 2 parties out of 4. This indicates Solidarity Party obtained 50% of Votes. Then it fails to pass the Amendment.

Card layout image 5 :



Solidarity party Failed the Amendment

There are only 1 People Opinion Card on the Support side from 1 parties out of 4. This indicates Solidarity Party obtained 25% of Votes. Then it fails to pass the Amendment.

- Finally, when all players find there is no option to do any more, count the scores and finish the game. The player who obtained the most scores is the winner for the round. If in case players find more than 1 Amendment Card passed during the round, let them pass. In our card game, it is not necessary to pass only 1 Amendment Card since no players support the other party's Amendment Cards if it is limited.