

Parlamentarium Board Game

Game Rules & Mechanics Draft

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Game Play

- 1) Minimum Number of players: 2 and maximum number of players 4. Recommended number of players 4.
- 2) Each player is assigned to a random faction at the start of the game with an equal percentage of voting weights. (Note: Each player will get $[100\%/\text{number of players}]$)
- 3) Each player places their pawn in the voting ruler on the board according to their vote weight.
- 4) The order of play goes clockwise around the table.
- 5) A random legislation card is drawn from the legislation deck and flipped for all to see on the game board.
- 6) Players randomly select two policy cards from the policy deck.
- 7) Players randomly select one budget card from the budget deck.
- 8) A pawn is placed in the legislation reading round indicator to mark the current round that is being played.
- 9) Each player receives voting cards (Yes and No) that match their faction color.
- 10) Each player draws 3 info cards from the info card deck and places them face-down on the table in front of them or in their hand.
- 11) Each player is given 2 cards from the action deck.
- 12) Players will do the following until they have completed 3 rounds:
 - 1) A player starts their turn by drawing one action card from its respective deck.

- 2) The player uses one of the action cards in their hand (which includes the card just drawn).
 - 3) Perform the action written on the played action card.
 - 4) Repeat the steps above for each player.
 - 5) Once it gets back to the first player, a round has been completed.
- 13) After completing the 3 rounds, all players will place one voting card face down on the table.
- 14) If a player has an info card that might change the distribution of votes, it should be revealed and voting weights should be adjusted accordingly.
- 15) Each player will cast their vote by turning their [vote cards] face up and then see whether or not the legislation passed.
- 16) If the legislation hasn't passed:
- 1) Change the policy options within the legislation board randomly (In the second & third readings you can add 3 or more policies).
 - 2) Change the budget value randomly within the legislation board.
 - 3) Discard the weight changing info cards that were revealed and then go through steps 12- 15 again.
- 17) If the legislation has passed, reveal all of the players' info cards and calculate the total interest scores for each player depending on their policy choices.

Legislation Board

The board will include spaces for the legislation card, the policy & budget selections and the voting cards. Also there will be dedicated places for the info and action card decks. On the top left corner of the board there will be a counter to keep track of the current reading of the legislation.

Legislation choice Cards

Players will play together by selecting one of the legislation cards below and will have to work on either to pass or reject the legislation. Keeping in mind that they can customize the legislation with a wide range of budget & policy choices.

- Legislation 1: Water Solidarity Legislation

Due to Climate change, Europe has experienced disequilibrium in water supply. Member states have decided to pool their resources by building a water pipeline across the EU. Although its construction has already begun, latest research shows that we still face a 30% deficit in water supply. The Commission proposes this action plan on water management:

- A. Improving infrastructure.
 - B. Scientific research.
 - C. Information campaigns.
 - D. Free market solutions.
- Legislation 2: Personal Identification Legislation
- Implanted microchips are already being used in Europe, for reasons of health, identification and security. Some believe that this ID technology has many benefits, while others believe that it is completely unacceptable. The European Commission sees a need to regulate the use of implanted chips in future to secure the fundamental rights of individuals and to limit its potential misuse, The Personal Identification directive.
- A. Implanted chips used for security.
 - B. Implanted chips used commercially.
 - C. Implanted chips for adults above 18.
 - D. Implanted chips for children below 18.

Policy choices Cards

- Policy A
- Policy B
- Policy C
- Policy D

Player Faction Cards

There will be at least four different factions/parties in the game, each player will be given a faction card at random. These faction cards will have a predetermined interest distributed across different policy choices. You are playing as a very influential player in your party

Players will select a faction card:

Faction Cards:

- The Solidarity Party
- The Ecology Party
- The Liberty Party
- The Tradition Party

Card Types

- **Action Cards**

- Trade Info
- Lobbying (aka Steal Info)
- Reveal Info
- Share Info
- Get Info
- Steal Votes
- Blackmail/Intimidation
- Reverse effect
- Block effect

- **Info Cards**

- Interest modifies
- Advocacy Groups:
 - A phone call from your party leader (Can't be traded/stolen)
 - Your party leader is not happy with the activities you have been doing recently
 - A phone call from advocacy groups (Influence topics)
 - Schools,
 - Hospitals,
 - Construction,
 - Academics,
 - Researchers,

- Public opinion against
 - A journalist writing an article
 - Activist gathered a rally against something
 - You have attended a fundraising event and you promised ...
 - Receiving emails
 - The council of ministers
 - You made a press conference
- **Vote Cards**
 - Yes
 - No

Detailed Action Card Mechanics

A minimum of 5 action cards will be seen by a player per voting session:

- Two cards at hand then you draw one from the deck and play one from your hand
- Then repeat this for 2 more times.

Note: Maximum Number of card 6 (low effect) and minimum number of cards 2 (high effect)

	Name	Label (Card Content)	Description	Quantity
1	Trade Info	<p>Title: Trade Info</p> <p>Picture: Icon</p> <p>Narrative:</p> <p>Option 1 You have met with another party representative in a sauna and exchanged (traded) some information.</p> <p>Option 2 You and another party leader decide to exchange contacts within your networks.</p> <p>Action:</p>	<p>The player with this action card chooses another player and they trade one card for another card. The chosen player decides which card they will trade.</p> <ul style="list-style-type: none"> ● There will be some info cards that will not be traded e.g. info cards that you get a phone call from your party leader. 	6 (3 cards with Option 1 + 3 cards with Option 2)

		(Swap one info card with another player)		
2	Lobbying	<p>Title: Lobby for Info</p> <p>Picture: Icon</p> <p>Narrative:</p> <p>Option 1 You are influencing the lobbyist of another party and you convinced them to switch sides!</p> <p>Option 2 You find a portfolio with valuable contact information and you influence the contact to join your network..</p> <p>Action: (Take one info card from another player)</p>	The player with this action card chooses another player and takes a random 'info' from the chosen player's hand.	4 (2 cards with Option 1 +2 cards with Option 2)
3	Reveal Publicly	<p>Title: Reveal Publicly</p> <p>Picture: Icon</p> <p>Narrative:</p> <p>Option 1 You give an anonymous tip to the press and they reveal some information about another party.</p> <p>Action:</p>	The player with this action card selects a player then selects a random info card. The chosen player places the card, face up, on the table so all other players can see. From now on the card should be at the table.	6

		(Select a player then select a random info card. Place it face up on the table)		
4a	Voting Stealing Type 1	<p>Title: Vote Stealing</p> <p>Picture: Icon</p> <p>Narrative: you were able to convince a members of the parliament to shift their vote</p> <p>Action: (selects another player who loses 5% of the votes and you gain 5%)</p>	The player with this action card selects another player who loses 5% of the votes and you gain 5%.	2
4b	Voting Stealing Type 2	<p>Title: Vote Stealing</p> <p>Picture: Icon</p> <p>Narrative:</p> <p>Option 1: You plot and publish a scandal against other party members. You gained additional seats in the parliament.</p> <p>Option 2: You promise some MEP's to stop campaigning for agricultural subsidy equality if they vote with you in the current legislation.</p> <p>Action: (Selects two players who lose 3% each of their votes and you gain 6%)</p>	The player with this action card: Gains 6% parliament influence and selects two players who lose 3% each. (If there are only 2 players then one player loses 6% instead) (alternative: If there are only 2 players then this card acts the same as type 1)	2

4c	Voting Stealing Type 3	Title: Vote Stealing Picture: Icon Narrative: You formed an alliance with another party member whereby you put pressure on some members of parliament to join you. Action: (Selects two players who lose 3% of their votes each and you and another player of your choosing gains 3% votes each)	The player with this action card: Selects two players who lose 3% influence and two players who gain 3% influence. (If there are less than 4 players, this card acts the same as type 2)	2
5a	Blackmail Type 1	Title: Blackmail/Intimidation Picture: Icon Narrative: Option 1: You posted something politically incorrect 10 years ago. You thought it was forgotten, but someone has dug it up. They are willing to forget about it if you cooperate with them and pass the legislation otherwise they will expose you.	The player with this action card chooses a player and gives him the blackmail card. If you vote NO you get -2 points. <i>This card should be in front of the targeted player, if they fail to comply they will lose -2 towards their total interest, card can be discarded after a voting session.</i>	2

		<p>Option 2: Someone presented you sensitive information that will compromise your party and they are pressuring you to pass the coming legislation.</p> <p>If you vote NO: -2</p> <p>Action:</p> <p>(Choose a player and give the blackmail card, if you vote NO -2 to the total interest score)</p> <p><i>This card should be in front of the targeted player, if they fail to comply they will lose -2 towards their total interest, card can be discarded after a voting session.</i></p>		
5b	Blackmail Type 2	<p>Title: Blackmail/Intimidation</p> <p>Picture: Icon</p> <p>Narrative:</p> <p>Option 1: You posted something politically incorrect 10 years ago. You thought it was forgotten, but someone has dug it up. They are willing to forget about it if you reject the current legislation.</p>	<p>The player with this action card chooses a player and gives him the blackmail card. If you vote YES you get -2 points.</p> <p><i>This card should be in front of the targeted player, if they fail to comply they will lose -2 towards their total interest, card can be discarded after a voting session.</i></p>	2

		<p>Option 2: Someone presented you sensitive information that will compromise your party and they are pressuring you to reject the coming legislation.</p> <p>If you vote YES: -2</p> <p>Action:</p> <p>(Choose a player and give the blackmail card, if you vote YES -2 to the total interest score)</p> <p><i>This card should be in front of the targeted player, if they fail to comply they will lose -2 towards their total interest, card can be discarded after a voting session.</i></p>		
6	Share Info	<p>Title: Share Info</p> <p>Picture: Icon</p> <p>Narrative:</p> <p>You decided to cooperate and share information with another party.</p> <p>Option 1: You and another party leader go to the sauna together where you share information.</p>	The player with this action card choose another player, then each player look at 2 info cards from the other's cards	4

		<p>Option 2: You and another party member meet at a golf course and share some information about the legislation.</p> <p>Action: (Choose another player, then each player look at 2 info cards from the other's cards)</p>		
7	Block	<p>Title: Block</p> <p>Picture: Icon</p> <p>Narrative: A little birdie revealed an opposing member's ploy. Your party decided to take preventative (preemptive) measures to prevent this action.</p> <p>Action: (You can block the effect of an action card played by any other player)</p>	The player with this action card can block an effect of an action card played by another player against them or against another player.	4
8	Get Info	<p>Title: Get Info</p> <p>Picture: Icon</p> <p>Narrative: Option 1: A journalist friend shared additional information about passing legislation with you.</p>	The player with this action card can get an additional info card.	4

		<p>Option 2: A member of the parliament committee shared with you additional information about the legislation.</p> <p>Action: (Get a new info card from the Info card pile)</p>		
9	Reverse	<p>Title: Reverse</p> <p>Picture: Icon</p> <p>Narrative: Anonymous tip drastically changed the situation</p> <p>Action: (Play this card to either to reverse an action against you or an action against another player)</p>	The player with this action card can reverse an effect of a card either used against them or against any other player.	2
			Total count	40

Detailed Info Card Mechanics

Label	Modifier	Qt
People are against the legislation because they believe that policy A will not benefit them.	Policy A -1	2
You received an email from an NGO criticizing the legislation if policy B is part of the policy.	Policy B -1	2

You met with a lobbyist group and they will stop supporting you in the coming elections since Policy C is not solving the real issues.	Policy C -1	2
You receive a phone call from your local constituents who are not happy with adding policy D to the bill.	Policy D -1	2
People are in favour of the legislation and they believe Policy A will add value to the current bill.	Policy A +1	2
You received an email from a NGO complementing the addition of policy B in the legislation.	Policy B +1	2
You met with a lobbyist group and they promised you extra PR if the legislation with policy C gets passed.	Policy C +1	2
You receive a phone call from your local constituents asking you to add policy D to the legislation.	Policy D +1	2
A major labour union is threatening a strike if policy A gets passed because the legislation will bring subcontractors from outside of the EU.	Policy A -2	1
Interest groups are protesting to stop the inclusion of policy B in the legislation.	Policy B -2	1
A research agency has issued a petition to stop policy C because it claims that this is propaganda and brainwashing.	Policy C -2	1
A private group hands over a document with 100,000 signatures with the intention to stop the legislation from passing as long as policy D is part of the bill.	Policy D -2	1
A public opinion survey shows that the majority of people are in favor of the legislation with policy A.	Policy A +2	1

<p>The media reports that policy B has a strong positive impact on the population.</p>	<p>Policy B +2</p>	<p>1</p>
<p>A lobbyist group presents a study showing how policy C in the legislation can improve the population's public benefits in the future.</p>	<p>Policy C +2</p>	<p>1</p>
<p>The media reports the success of the same policy D in other countries.</p>	<p>Policy D +2</p>	<p>1</p>
<p>Some members of parliament have changed their opinions and now are voting with your party. (Alternative explanation: There has been an EU parliament election in X country and the preferences of some parliament members have changed) <i>(You have to reveal this card before revealing the votes)</i></p>	<p>Vote Changing -%5 to the player on your left and to you +%5)</p>	<p>2</p>
<p>Some members of parliament have changed their opinions and now are voting with your party. <i>(You have to reveal this card before revealing the votes)</i></p>	<p>Vote Changing -5% to the player on your right and to you +%5</p>	<p>2</p>
<p>Some members of parliament have changed their opinions and now are voting with your party. <i>(You have to reveal this card before revealing the votes)</i></p>	<p>Vote changing -5% to both your left player & right player and to you +10%</p>	<p>2</p>
<p>Some members of your own party have shifted their opinions and now are voting with the other party in this voting round. <i>(You have to reveal this card before revealing the votes)</i></p>	<p>Vote Changing -%5 to you and +%5 to the player on your left</p>	<p>2</p>
<p>Some members of your own party have shifted their opinions and now are voting with the other party in this voting round.</p>	<p>Vote Changing -%5 to you and +%5 to the player on your right</p>	<p>2</p>

<i>(You have to reveal this card before revealing the votes)</i>		
The party leadership is not in favour of having any budget for this legislation, they believe money should be directed to other more important legislations.	If Budget > 0 Total interest -1	1
The council of ministers is not in favour of having a budget that is greater than this amount for this legislation	If Budget > 100 Total interest -1	1
The business interests are not in favour of having a budget that is greater than this amount for this legislation	If Budget > 200 Total interest -1	1
The party finance committee is in favour of having any budget for this legislation	If Budget > 0 Total interest +1	1
EU institutional interests are in favour of having a budget that is greater than this amount for this legislation	If Budget > 100 Total interest +1	1
The potential contractors are in favour of having a budget that is greater than this amount for this legislation	If Budget > 200 Total interest +1	1
	Total Cards	40

Measurements:

	Item	Size	Quantity
1	Full Board	A3	1
2	Legislation Cards	6.5 cm x 8.5 cm	4
3	Vote, Policy & Budget Cards	2.89 cm x 4.44 cm	18
4	Faction/Party Cards	7.33 cm x 11.42 cm	4
5	Action/Info Cards	5.71 cm x 8.89 cm	~ 84 or 88