

Democracy

Party Game Rules:

These are the special rules for the 6-15 player Democracy games. You can have even more player involved as spin doctors, reporters, pundits, ambassadors, and beltway heavyweights.

For 6- 8 players the game is played much the same as the regular game, you use only one deck of Power Cards. For **9+ Players** however you need a Game master, who does not play the game, to firmly control the process. The game master holds the gavel and need to enforce strict time limits, giving players just enough time to discuss and connive, but not so long to bog down the game.

The main difference between the Party Game and the regular game is that some or all of the players are in teams, and they must first win as a team to *have a chance* to win separately. Secondly with 9 or more players you are playing with 2 or 3 decks of Power Cards and players in a team must decide together (or vote) whether or not to use the power. Thus you are allied with your teammate but you are also, at the same time, in direct competition with them. In short: you are frenemies.

Game Setup

The game master (or owner of the game) randomly selects teams by taking one of each player's Supporter, shakes them up in his hand and pull one out and places it randomly on the Politics tile. They consult the following chart to determine on which Politics the extra player's Supporter go on:

of Players – Supporters/Politics – Power cards

- 6** – 2 extra on 2 opposites - Use 1 Deck of Power Cards
- 7** – 2 extra on 2 opposites and 1 centrist - Use 1 Deck of Power Cards
- 8** – 2 on each of 4, **no** centrist - Use 1 Deck of Power Cards
- 9** – 2 on each of 4, one centrist - Use 2 Decks of Power Cards
- 10** – 2 each on 4, two centrist - Use 2 Decks of Power Cards
- 11** – 2 each on 4, three centrist - Use 2 Decks of Power Cards
- 12** – 3 each on 4, **no** centrist - Use 3 Decks of Power Cards
- 13** – 3 each on 4, one Centrist – Use 3 Decks of Power Cards
- 14** – 3 each on 4, two Centrist – Use 3 Decks of Power Cards
- 15** – 3 each on all 5 Politics – Use 3 Decks of Power Cards

Coalition Phase

When a Coalition takes control of a Faction Tile they can each get a Power Card if there are

enough to go around, otherwise they need to decide who gets a Power card and who does not. The maximum number of players who can get a card is 3 players (only in games with 12+ players).

Using Powers

Player in a Coalition must **jointly** decide on whether to use the power or not, if there is three of them they can take a vote, majority rules. If only two players are on a Power Card and cannot agree, the player with the most Political Capital (if a tie then the one with the most Influence) decides when and if to use the power, but then they must give one political capital to the other player (and neither gains any from the bank).

- **Justice** still breaks all ties, but the players take turns doing so. The player with the most Political Capital goes first, then the others who hold the card in turn. If the players who have ownership of the Card change in any way, it begins again, with player with the most Capital. If there is a tie, the form Head of Justice decides between the tied players.
- **Bureaucracy** decides which team moves first, second etc... but unless specifically requested not each individual player (which would take too long).
- **Money** works the same but all players who hold the card can use Money during the turn at any point they choose.
- **Media** all players who hold the card can block one player on one arrow during promotions.
- **Voters** is able to move +6 Supporters instead of just +3 in games with 9 or more players. (All owners of the Card can move 4 Supporters) – or can take a Political Capital, up to each of them independently.
- **Activists** works the same, all owners of the card can move 1 Supporter – or can take a Political Capital. Its up to each of them to decide when independently.
- **Lawmakers** still picks two Law Card, but if there are two players with the card, they each get to pick one. If there are three players and are taking too much time to come to agreement, the Game Master will force them pick randomly (and thus each get a Political Capital) after one warning.
- **President** still picks one Law Card, but by the players together. If the players cannot quickly agree on which one the Game Master will force them to pick randomly after one warning.
- **Maverick** works a bit differently. If there are 8-11 players you will have two Maverick Card in play, if there are 12-15 you will have three. The 2-3 Players with the least Political Capital + Power Cards get this card. All the player may use their power during Voting at the time of their choosing.

Voting

Voting works as normal, each player secretly picks a Ballot card, and then gets to vote Influence. Player do not vote as Teams, but are free to vote however they want as an individual. The Game Master should just keep track whether the yes or no team is ahead and by how much, rather than keep track of exact total Influence bet. “Yes is up by two... No is up by one” As per standard rules, the players on the winning side gets a Political Capital if they bet at least

one Influence, and the individual player who bet the most Influence gets to keep the Law Card. All the players who are on a Politics or have a Power Card are affected by the Law Card if it passes, all of them have to either add or remove two Supporters from the tiles.

Winning

Resolve the End Game as normal, first figuring out whether there is more Unrest or Order or a tie. Allot Accomplishments as normal as well, a team can NOT win an accomplishment together. First you calculate which player or team wins first, average each player a teams Political Capital, round-up. The player or team with the most wins. If a team wins the player with the most Political Capital on the winning team is the overall winner, if they have a tie the player with the most Influence wins.

OR

Player with the most political Capital from the Two top teams wins the game.

1,2 or 3 players get the End Game bonus, depending on the number of players in the game. See the chart.

9 or More Players – Team Play

In each team only one player make sit down at the table at one time, and can speak to table in “negotiations”. Other standing players can talk to each other around the table, but not to the table. The youngest players go first then the oldest, or divide the teams however you see fit (and how you think would be fun) as the Game master.

Each player takes turns until the last turn (or last two turns if it is a team of three) then the player with the MOST Political Capital gets to sit at the table, justice breaks tie unless they come to their own agreement.

The seated player makes all decisions for the team, but individual team members still place and move their own pieces, play their own ballot cards and influence. However, they cannot speak to the table and can only whisper in the ear of their team member.

The seated player holds all of their Power Cards, which they hold in common, and makes all decisions as per their use. However in ALL other ways the two players are individuals and make their own decisions. Remember, however, they must first win together as a team before they can win separately as an individual. All the players in the team benefit from the Power Card if it is NOT used, and if it is used they all benefit as well.

- **Justice** – the Lead player always breaks ties.
- **Bureaucracy** – the lead player always decides timing.
- **Money** – Each player on the team may double their Influence on one vote.
- **Media** – Each player may block one other player on one arrow if the Lead player decides to use this power.
- **Voters** – Each player can move 4 extra supporters on Arrows if the Lead Player decides to

use this Power.

- **Activists** – each member may move 1 Supporter, if the Lead player decides to use the power.
- **Lawmaker** – the Lead Player alone decide how to use this power.
- **President** – The Lead player alone decides how to use this power.
- **Maverick** – Each player on the team gets to block another player Influence if the Lead Player decides to use this power.

Secret Agenda Cards

Secret Agenda cards add a whole new level of deception and strategy to game play in Democracy. Each player is randomly given one face down card at the beginning of the game, which they keep a secret as long as they wish. They can show all the other players their cards, some or none.

The Secret Agenda cards represent the true loyalties of the “character” each player is playing and describe a secret mission the player should accomplish. If the player manages to do so at the end of the game you get a bonus. Other players will try to guess what your cards is in order to stop you, but that isn't easy.

In the future we will be including a few new Secret Agenda cards with each Scenario Decks. Our goals is to keep this game fresh and stimulating via new content. We expect that most of these decks will be Print on Demand mail order, or print your own PDF's, but if we get the chance we will include some of them in UPRISING, our first supplement.

- **Wizard of Wall Street** – If you control both Money and Bureaucracy on **Phase 1: Allotments** of a turn you get +2 Influence.
- **Demagogue Beguiler** - If you control Activists and Media on **Phase 1: Allotments** of a turn you get +2 Influence.
- **Vampire Hedge-fund** – If you control both Bureaucracy and Lawmakers on **Phase 1: Allotments** of a turn you get +2 Influence.
- **Right Wing Bogeyman** - If you control both Justice and Voters on **Phase 1: Allotments** of a turn you get +2 Influence.

- **Pirate Website** – You immediately get 1 Influence if any Law Card that is anti **Media**, **Voters** or **Activists** (word is listed in Red) is passed.
- **Dark Horse Candidate** - If Unrest and Order **tie** at the end of the game (End Game), you get +4 Political Capital
- **Giant Investment Bank** – If there are more Order cards than Unrest cards in players
- **Barbarians at the Gate** – If there are more Unrest cards than Order cards in players hands on **Phase 1: Allotments** of a turn, you get +2 Influence.
- **Political Chameleon** - Once per turn, on one vote on a Law Card, you can declare yourself to be a centrist (instead of one of the four Quadrants) **or** one of the other Quadrants instead of your own.
- **Muckraking Crusader** - At the end of each turn give away 3 Influence to any player you wish (or divide the 3 Influence between multiple players).
- **Zombie PAC** – If on **Phase 1: Allotments** of a turn you have more Political Capital than any other player, you get +1 Supporter.
- **Witch Hunter** – If you are the Maverick on **Phase 1: Allotments** of a turn you get + 2 Supporters.
- **Policy Wonk** – If you have more Neutral Law Cards (they don't say either Order or Unrest) than any other player you get +2 Influence on **Phase 1: Allotments** of a turn.