

PARTY POLITICS

A GAME FOR 4-8 PLAYERS
BY GRAHAM RUSSELL

RULES V0.11.U



Party symbols (above) and issue symbols (below) appear on cards. These symbols have no effect on their own, but other cards can make cards with certain symbols worth more or unable to be played.



Foreign
policy



Social
issues



Economy



Environment

You're a candidate for office, and like many politicians, your goal is to advance your agenda. You can do this by getting elected, but even just getting your party in power can help your cause. In this game, you'll be competing with partisan rivals in primaries, but also working with them in general elections to make sure the other party doesn't win.

COMPONENTS:

70 capital cards, 8 bluff cards, 8 success tracks, 1 score track, 9 cubes, 1 ✓ token, 2 nominee tokens

SETUP

Shuffle up a number of bluff cards equal to the number of players, making sure that the symbols are of an equal number. (See "Independent" if playing with 5 or 7.) Each player randomly takes one and joins the party (Stars or Stripes) indicated by the symbol. (It's recommended that parties sit together around the table, so adjust your position now.) Players always keep this card.

Give each player a cube and success track. The player who most recently shook someone's hand starts the game with the ✓ token. Then, shuffle the capital cards and deal three to each player.



PLAYING THE GAME

The game is played through a series of seven Elections.

1: POLITICAL CLIMATE

Each player draws a capital card. Flip the top card of the deck and place it beside the draw deck to form the Political Climate area. The effect on the card remains in place until the end of this Election. Starting with the player with the ✓ token and proceeding clockwise, each candidate (player) may play one card from their hand beside this card and add that effect to the Political Climate for this Election. When all players are done, proceed to the Primary.

2: PRIMARY

Starting with the player with the ✓ token and proceeding clockwise, candidates of each party make a bid by placing any number of cards face-down in front of them. (Players that do not wish to bid any capital cards must play just the bluff card to indicate that a bid is made. Bluff cards may also be played with other cards to obscure the total number of cards in a bid.) Once all candidates have placed bids, the bids are revealed and the numbers in the top left are totaled to determine your vote total. (Political Climate cards may affect this total.)

The highest vote total in each party takes the nominee token and draws two cards. (Ties are broken in clockwise order, starting with the player with the ✓ token.) If you do not bid any capital cards, you are not running and ineligible to win, and any time there is no candidate running for a nomination, the vacancy is not filled.

All capital cards used to bid are discarded, and any who chose not to run may draw a card from the deck.

3: GENERAL

The winning candidates from each Primary face off in this phase, but everyone bids.

Bids from each party are tallied and totaled, and the party with the most votes wins the Election. (Ties are broken in clockwise order, starting with the player with the ✓ token.) The candidate with the nominee token earns Success equal to the ✓ value on the turn track, and other party members earn the lesser value. Then, the winner takes the ✓ token.

The Political Climate cards are placed in the discard pile and play continues with a new Election.

GAME END AND SCORING

When the deck runs out, shuffle the discard pile to form a new deck and continue. In the event a card is to be drawn and both the deck and discard pile are empty, all players must immediately discard a capital card (if possible) and a new deck formed by shuffling these cards.

Once the seventh Election is complete, the game ends. The player with the most Success wins! (In case of a tie, the player with the most votes remaining in his or her hand is the winner. If a tie remains, all tied players share victory.)

INDEPENDENT (5 OR 7)

When playing with an odd number of players, randomly choose one player to be the Independent and give him or her bluff cards of both parties. Each turn, before the Political Climate phase, the Independent places one bluff card face-up, indicating the party with which they are caucusing. (This can change from Election to Election.) The Independent participates in that party's Primary and contributes to its bid in the General, but gains one fewer Success (minimum 1) if the party wins and that player isn't the nominee.

VARIANTS

Partisan leanings: Cards of your party are worth +2 in the Primary. Cards of no party are worth +2 in the General.

Playing with 3 players: Remove the following cards from the deck: A Return to Civility, Unity Ticket, Opposition Research, Skeletons in the Closet, Done Before Super Tuesday, Bow Out Early, Flip-Flop, Time For A Change, Entrenched, Appeal To The Base, Free-For-All. Place Free-For-All in the Political Climate for the duration of the game.

Playing with 9-12 players: Shuffle two copies of the game together! (If 9 or 11, see Independent rules.)

CREDITS

Game design, graphic design: Graham Russell
Lead playtesters: Jeremy Freeman, Ross Knight
Special thanks: Eugene Russell, the Game Designers of North Carolina and playtesters like you!

CONTACT

You can email issues and feedback to us at partypolitics@colorninja.com, or check out colorninja.com/partypolitics for more ways to talk to us.