

Play Rules for examiNation

This game is primer for (a) kids age 8 and up, (b) apolitical adults who have ignored politics but suddenly realize that it's important to know what's going on and maybe even participate, and (c) adults who have been in a media bubble (echo chamber) and don't actually know other parties' beliefs. The game helps players get familiar with the typical stances that are associated with four main political parties. It is meant as a preparation for moving on to the games that are more fun if players have a nuanced understanding of parties and positions.

Political Party Affiliation or Position

Color*	Party or support base	Stance
green	green party	conservationist, typically but not always liberal
blue	democrat or labor party	social, fiscal, and moral liberal
red	republican party	social, fiscal, & moral conservative
yellow	libertarian party	small government & low taxes, fiscal conservative

* In order of the board progression in the game domiNation, for consistency

Assembly Instructions

If you downloaded the print-and-play version, cut off the outer border of the page. Holding so that the words are upright, cut the cards vertically in a way that each strip has a *Q* and an *A* on it. Fold at the line, and glue the card halves together so that the *Q* is on one side and the *A* on the other. You might use a colored marker to make a color strip at one end for easier sorting, but it's not necessary.

Pre-game Study Suggestions

Use the document titled Core Values of Four Largest Parties as the main study guide for the following exercise. The other guides based on the Nolan chart may also be referred to.

- Separate the 64 cards into 16 sets of four, with each set corresponding to the same political issue
- Turn the A-side up for each card
- Take one set of four and spread the cards out to see the answer on each card.
- First identify which two stances go on the right or left and place the corresponding cards to each side of the page.
- Next, consider the vertical axis. The positions more favoring of the status-quo are likely representing a lower quadrant and a populist or anti-establishment representing an upper quadrant.
- After you have placed each of the four cards next to the quadrant you believe it matches, flip the cards over to see if your choice accurately matched the party you identified.
- Repeat with all sets of cards.

Setup

- **Game pieces:** 64 cards (corresponding to 16 political issues as framed by 4 political parties; if you downloaded the print-and-play version, see assembly instructions section)
- **Player numbers:** 2 to 6 (or up to 24, but players get fewer cards)
- **Winner prize:** By vote, establish a prize or prize options for the winner, such as the winner gets bowed to by all and referred to for the remainder of the day as the Grand Poobah or other such honorary title, gets a stash of pooled real cash, gets their chores done by the others, or other agreed-on prize. Different prizes for each player could be decided on, depending on what each potential winner would want, if all agree to this approach and agree to the prizes.
- **Talk-time limit:** The turn-taker has 1 minute to finish their turn. If they talk over a minute, move on to the next player.
- **Teams:** For players not confident in their political knowledge, the game is best played in teams, to take the pressure off any one individual.

Game Play

- The person whose birthday is coming up soonest (including today) goes first, then play proceeds clockwise.
- **A-side-up:** These are the starter-round play rules. More challenging ones are in the alternative play rules below. The turn-taking player pulls a card from the top of the stack with the A side up. Read that side of the card then state which political party is referred to. If the answer was correct, the player keeps that card. If not correct, the card goes to the bottom of the stack.
- **Game end:** When all cards have been collected, players count their cards. The player with the most cards wins.
- **Game clean up:** Before getting the prize, the winner is responsible for supervising the process of putting all cards in the correct direction (letter *Q* visible) in four stacks with each color separated and back in a card box. Players who do not help should be shunned and chastised as shirking a civic duty to be a good example.
- **Prize forfeit:** By vote the group may decide that a winner will forfeit their prize if they have been inattentive, often absent, not sober, uncivil, suspected of unethical behavior, or failed to complete their duty of supervising the game clean up.

Alternative Play Rules

Alternate rules could be adopted by vote. You can also make up your own rules as a group, but they must be recorded. The following alternatives are successively harder than the default rule for game play.

- **A-side-up jeopardy challenge:** A non-player game master pulls a card from the top of the stack with the *A* side up and reads that side of the card. Players hit their buzzer (or whatever other noisemaker they have) as soon as they think they have the answer, and the first to sound gets a chance to state what is the political party described. If the answer was correct, the player keeps that card. If the answer was incorrect, that player sits out the next question. The other players get to hear the card read further and similarly sound their buzzers as soon as they think they can answer, and sit out the next time if wrong.
- ***Q*-side-up with color stacks:** Stack the cards with cards *Q*-side-up, in the four separate colors. Players can view the questions that are next up and can pick the one the turn-taker prefers to answer.
- ***Q*-side-up:** Pulls a card from the top of the stack with the *Q* side up. Answer the question, then turn the card over and read the answer. If the answer was correct-ish, you keep that card. If too far from correct, place the card at the bottom of the same stack. Another player can challenge the answer as incorrect. Then group vote or an agreed-on authority decides.
- The group can use decision-making that is not democratic, such as various consensus-building processes (if you want a long game), chance (e.g., die roll), or authority figure (e.g., a nearby person not in the game).

Player Information Resources

- Along with the cards are questions you can use for discussion.
- You can add your ideas on the facebook page @politibanter and view others' ideas, such as alternative play rules that others could use.
- See this game's website fractioNation.us. See also https://en.wikipedia.org/wiki/Political_spectrum
- Overview of political positions: <https://www.psychologytoday.com/us/blog/theory-knowledge/201510/basic-map-political-positions>