



**On The Board**

**GAME  
INSTRUCTIONS**

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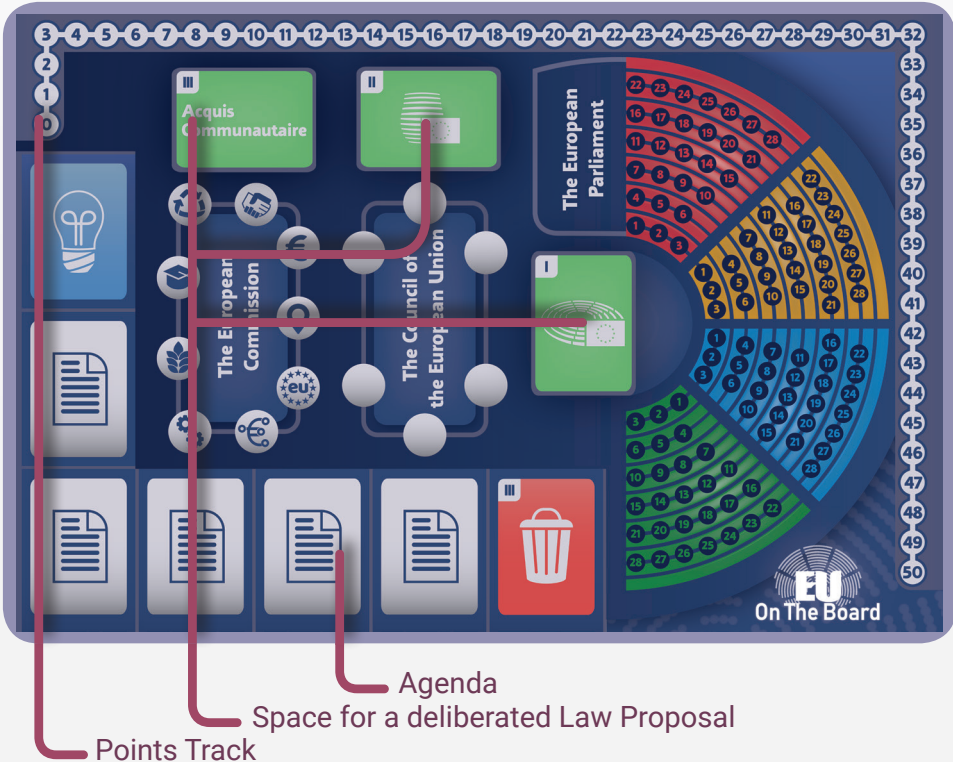
**EUROPE** **4** **YOUTH**

**eurodesk**



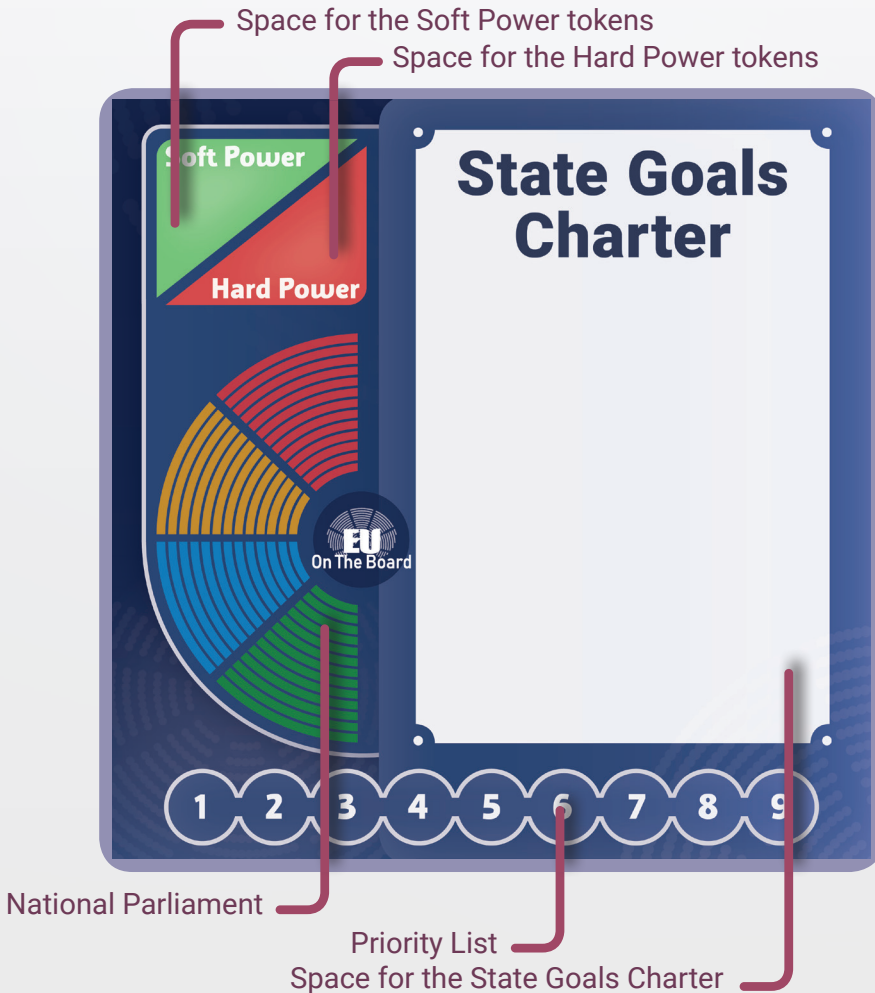
# • GAME COMPONENTS •

## ① BOARD



The board is where the fate of each law proposal will be decided. They first appear on the **Agenda**, then go under deliberations in **the European Parliament (I)** and **the Council of the European Union (II)** to finally be either adopted as EU legislation or rejected (III).

## 2 6 MEMBER STATE CARDS



**Member State Cards** represent countries the players will play as. These cards feature a National Parliament, as well as a space for the **State Goals Charter**. This is where you determine your **Soft Power** (useful for voting in the European Parliament) and **Hard Power** (helpful for pushing through your demands in **the Council of the European Union**). The last item on the card is the State's **Priority List** which is needed to elect commissioners.



## 3 23 LAW PROPOSAL CARDS

\*If the European Defence Force is introduced, this law is supported by the Council of the European Union

### European Border And Coast Guard Agency

Commissioner Responsible for:  
**INTERNAL AFFAIRS**

Supporting Commissioners:  
**PROMOTING OUR EUROPEAN WAY OF LIFE;**  
**STRONGER EUROPE IN THE WORLD**

The EU should support the protection of its external borders by establishing a European Border/Coast Guard and combat human smuggling.

Additional conditions for playing a card

Members of the European Parliament supporting a law

Card's description

These are the proposals that players will consider over the course of the game. You will decide through negotiations with other players whether a given law will be adopted in the EU or rejected. The card has a description, and indicates who supports the proposal, who is the **Responsible Commissioner** and who is the **Supporting Commissioner**. Some cards also have a red box with text. These are additional conditions for playing a particular card.

# 6 STATE GOALS CHARTERS

Points received if supported law is enacted

A Law Proporsal supported by the player

**Member State Goals**

4 points	<b>Climate Protection</b>	Members of the European Parliament supporting a law
COMMISSIONER RESPONSIBLE FOR THE EUROPEAN GREEN DEAL SUPPORTING COMMISSIONERS: Jobs And Social Rights, Economy That Serves People		
3 points	<b>Penalizing Water Pollution</b>	
COMMISSIONER RESPONSIBLE FOR THE EUROPEAN GREEN DEAL SUPPORTING COMMISSIONERS: Agriculture, Economy That Serves People		
2 points	<b>Ban On Digital Currency</b>	
COMMISSIONER RESPONSIBLE FOR DIGITAL-READY EUROPE SUPPORTING COMMISSIONERS: Economy That Serves People		
2 points	<b>Combating Disinformation</b>	
COMMISSIONER RESPONSIBLE FOR PROMOTING OUR EUROPEAN WAY OF LIFE SUPPORTING COMMISSIONERS: Digital-Ready Europe, Innovation, Research, Culture, Education And Youth		
3 points	<b>European Border and Coast Guard Agency</b>	A Law Proporsal opposed by the player
COMMISSIONER RESPONSIBLE FOR INTERNAL AFFAIRS SUPPORTING COMMISSIONERS: Promoting Our European Way Of Life, Stronger Europe In The World		
3 points	<b>Anti-Discrimination Law</b>	
COMMISSIONER RESPONSIBLE FOR JOBS AND SOCIAL RIGHTS SUPPORTING COMMISSIONERS: Innovation, Research, Culture, Education And Youth; Economy That Serves People		
2 points	<b>European Qualifications Framework</b>	
COMMISSIONER RESPONSIBLE FOR JOBS AND SOCIAL RIGHTS SUPPORTING COMMISSIONERS: Innovation, Research, Culture, Education And Youth		
2 points	<b>Data Protection</b>	
COMMISSIONER RESPONSIBLE FOR DIGITAL-READY EUROPE SUPPORTING COMMISSIONERS: Innovation, Research, Culture, Education And Youth		

Points received if opposed law is rejected

Every state is different and cares about something different. The **State Goals Charter** outlines just that. It allows you to receive points in 2 scenarios: 1) if a law you care about is enacted, and 2) if a law you won't accept is rejected.

## 5 54 COMMISSION TOKENS



The **Commission Tokens** will help you choose commissioners. Each player receives 9 tokens, one of each type.

## 6 18 COMMISSIONER PAWNS



Each player gets **Commissioner Pawns** of their colour that they will use to mark on the board the issues that their Commissioners will be responsible for.

## 7 6 COVERS



You can use the cover to hide your **Member State Card** so that other players cannot see your **Goals Charter** and how your pawns and tokens are distributed on your card. There is also a small cheat sheet on the inside of the cover that can help you navigate through each of the game stages.



## ⑧ 60 MEP (Member of the European Parliament) PAWNS



With these, players will mark which parties in the European Parliament will be in the majority and which will be in the minority.

## ⑨ OTHER MARKERS



The remaining markers are used by players to indicate their current score, **Soft Power** and **Hard Power**, as well as their presence in **the Council of the European Union**.

# • PURPOSE OF THE GAME •

Players take on the role of the member states of the European Union. Together, the states are trying to establish new laws in the EU. They each have their own goals and their own interests that they would like to put into force. This can be done through the law proposals. As in real life, however, proposals must pass through several EU institutions where they may be either accepted or rejected.

The player with the most points at the end of the game wins the game. These points can be received over the course of the game for:

- Fulfilling the State Goals – number of points as shown on the **State Goals Charter**.
- Each passed law where at least one of your commissioners serves as the **Responsible Commissioner** or the Supporting Commissioner – 1 point.

4 points



Commissioner Responsible for:

**AGRICULTURE**



Supporting Commissioners:

**INNOVATION, RESEARCH, CULTURE,  
EDUCATION AND YOUTH;**



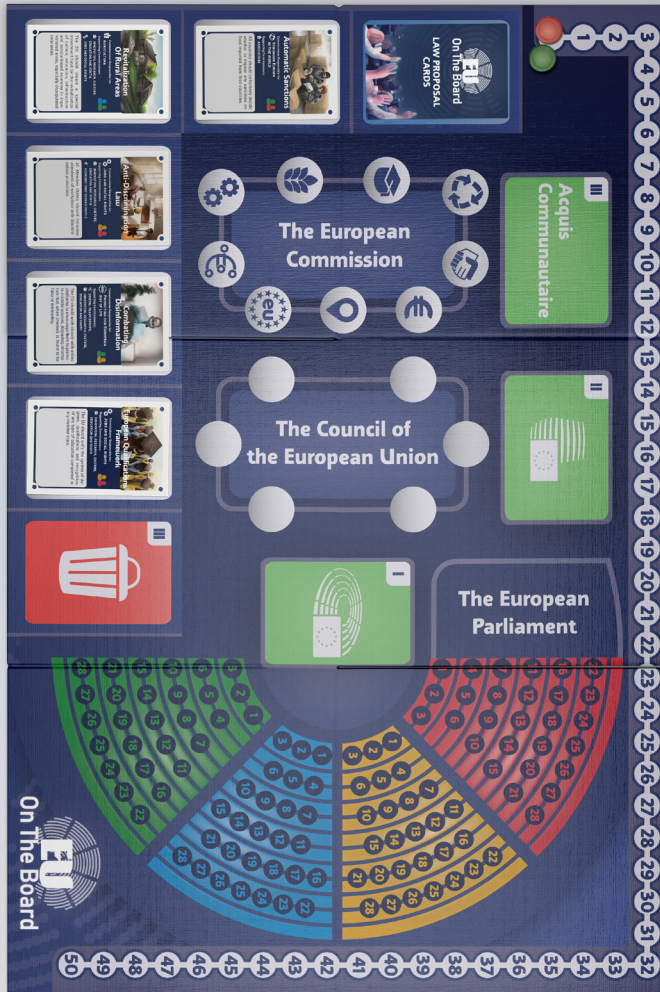
**JOBS AND SOCIAL RIGHTS**



*The points add up if a law is passed that is consistent with your Goals Charter, and at least one of your commissioners has served as the Responsible Commissioner or the Supporting Commissioner for this law.*

# • PREPARING FOR THE GAME •

Players place their markers on the **Points Track**. **Law Proposal Cards** appear on the **Agenda** – 5 cards face up, and the rest face down on the field with the light bulb.



Each player receives at the beginning the following:

- **Member State Card;**
- **Cover;**
- Set of **Commission Tokens** (9 – one of each type);
- 5 markers in one colour to be distributed between **Soft Power** and **Hard Power**;
- 10 **MEP Pawns** in one colour;
- 3 **Commissioner Pawns** of the right colour to mark the respective commissions;
- 1 marker of your colour to be placed in **the Council of the European Union**.



# • FLOW OF THE GAME •

## ① THE GAME CONSISTS OF TWO STAGES:

- Forming the Union Institutions
- Legislative Process

## ② FORMING THE INSTITUTIONS

- EUROPEAN PARLIAMENT

Each player represents a country and starts the game with specific views on certain issues (**State Goals Charter**). Your job is to make your goals come through by approving or rejecting specific regulations. Each player creates their own factions in a configuration that they feel will help them achieve their goals. Players have 4 options to choose from. These are: **Conservatives** (green), **Socialists** (red), **Liberals** (yellow) and **Euroceptics** (blue).



*Be careful not to confuse the colours of the parties in the game with your own colour as a player. Player colours serve only to distinguish you from other players, and that's all.*

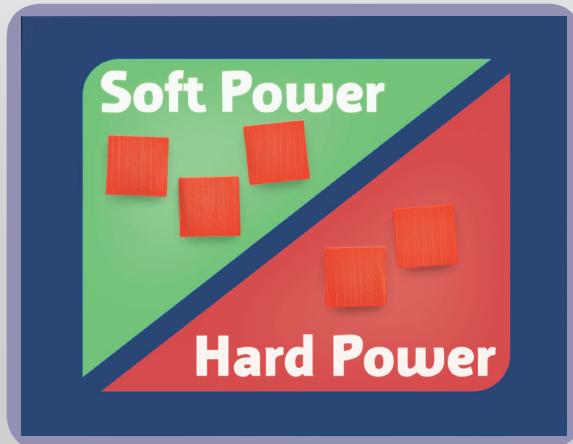
At the beginning, you must also determine your **Soft Power** and **Hard Power**. Soft Power refers to the influence your country has in **the European Parliament** (you multiply your votes by the number of **Soft Power** tokens).



**Hard Power** refers to the influence in **the Council of the European Union** (in the event of a tie when voting in **the Council of the European Union**, you can add the number of **Hard Power** tokens to your vote). **Soft Power** is diplomatic in nature. It represents the negotiating skills of your MEPs and the overall popularity of your country. **Hard Power** can be interpreted as the population of your country, which gives you more power when voting on **Law Proposals** in **the Council of the European Union**.



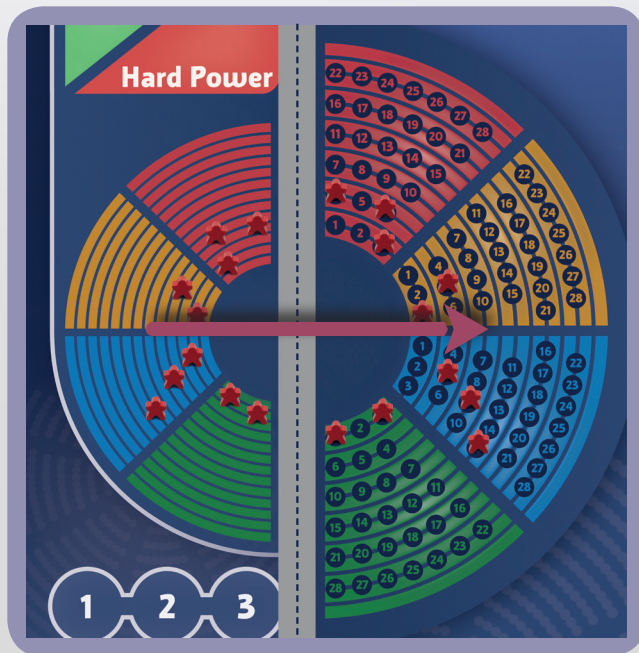
- *Each player draws 1 **State Goals Charter**.*
- *Next, you distribute 10 **MEP Pawns** among the 4 political parties, and 5 **Hard Power** and **Soft Power** markers as you like to the appropriate space on the **Member State Card**, with at least one marker each for **Soft Power** and **Hard Power**.*



Move your **MEP Pawns** from the **Member State Card** to the **European Parliament** field (maintaining the party affiliation from the **Member State Card**). Then, join them together with the other players' pawns. From this point on, the European Parliament is able to express opinions on proposed legislation. The European Parliament is no longer composed of national representatives. MEPs represent the interest of the citizens.



**MEP Pawns** are moved from the **National Parliaments** to the **European Parliament** in exactly the same configuration (according to the colours).



- COUNCIL OF THE EUROPEAN UNION

The Council, depending on the matter under consideration, is composed of the foreign ministers of each European Union member state, or an equal number of ministers of another ministry.



*Each player places one marker of their colour on the **Council of the European Union** field.*

- EUROPEAN COMMISSION

The European Commission is made up of commissioners responsible for specific sectors. Each commissioner has the authority to initiate relevant legislation. This is why every country wants to have “their own” commissioners in charge of sectors that a country deems strategic. The selection of commissioners requires lengthy negotiations leading to consensus among member states.



The selection of Commissioners in the game is based on the **Priority List** on which players place their **Commission Tokens**. If you care about a particular commissioner's portfolio, place one of your tokens on the field with the largest available number. Then, do the same with the lower numbers until you spend all your tokens. Once set up, players check together how many points they have assigned to a particular position. The player with the highest score takes that Commissioner's portfolio and places their **Commissioner Pawn** on the relevant spot on the board. If there is a tie, players must roll the dice. The one with the higher score on the dice can place their pawn. You cannot have more than 3 commissioners when there are 3–4 players, or more than 2 commissioners when there are 5–6 players. You cannot be left without any commissioner either. If this happens, the last of the “debated” commissioners goes automatically to the player who has no commissioners yet.



*When placing Commission Tokens, you might want to take a look at your State Goals Charter for quick overview. There you will see which commissioner will be most effective in helping you achieve your goals.*



- Place your **Commission Tokens** on the **Priority List** on your **Member State Card** in descending order, starting with those you care about most (highest value available) to those you care about least (lowest value).
- Players compare their **Priority Lists**. The player with the highest value for that commissioner can place their pawn on the corresponding field in **the European Commission**. In case of a tie, the dice roll decides.



### ③ LEGISLATIVE PROCESS

- LAW PROPOSAL

When all the institutions are constituted, the EU can start the legislative processes. The European Commission has the leg-



islative initiative. This means that only a commissioner can propose a bill to change the law. That's how it's done:

Each turn, a player may choose one face-up **Law Proposal Card** that is placed on the **Agenda**. You may only select those cards where your commissioner is the **Responsible Commissioner**. You can either discard the proposal card right away (placing it in the trash face up), or put it for a vote in the **European Parliament**. There, MEPs debate the proposal. They discuss what the benefit of such legislation would be, what problem it solves. Players can debate by speaking on behalf of their countries. It's also a good time to discuss whether a given regulation already exists in the EU or if it is just a futuristic vision of the authors of the game :)



- *The dice roll determines who goes first (for the first turn; then you go clockwise).*
- *The player, who is first, looks for a **Law Proposal Card** for which he/she has the **Responsible Commissioner**. If there is no such card, then the turn passes to the next player.*
- *If you find such cards, you may choose one of them and discard it right away by placing it on the trash field, or submit it for further deliberation by placing it on the **European Parliament** field.*
- *If you put a **Law Proposal Card** into the trash, your turn ends. All players whose **State Goals Charter** states that their goal is to defeat this **Law Proposal**, receive points as indicated on the charter.*



John has the highest score on the dice. He has **Responsible Commissioners** for Green Deal and Internal Affairs. Unfortunately, there is no **Law Proposal Card** on the **Agenda** for which any of these commissioners are responsible. Therefore, turn goes to the next player on the left, that is Mary. Mary has better luck. Her **Commissioner** is responsible for 2 sectors mentioned on the cards on the **Agenda**. She can now choose one card and discard it right away, or push it forward to the **European Parliament** for further work. Mary chooses the latter option.



## • VOTING IN THE PARLIAMENT

Players check the number of MEPs in the parties that support a particular proposal. If there are more than those against, the proposal is moved to the **Council of the European Union**. If there is no majority, the player who moved the bill to the **European Parliament** can multiply the number of their **MEP Pawns** (those who support the bill) by their **Soft Power**. If no majority is gained despite this, the proposal is rejected and the player's turn ends.



• *The player checks whether a law proposal has the support of Parliament by counting the MEPs who support it.*

*If there is no support, the player may use their **Soft Power**.*

• *If the proposal has support (or if you've managed to get it through your **Soft Power**), the proposal is moved to the **Council of the European Union** field.*



*Mary (blue player) decided to put **European Qualifications Framework** card for further deliberation. She now checks the number of MEPs who support the proposal. Unfortunately, it appears that the proposal does not have a majority in **the European Parliament**. Fortunately, Mary has her **Soft Power** at level 2, so she can multiply the number of her **MEP Pawns** supporting the bill by 2. This allows the **Law Proposal Card** to be moved on to the **Council of the European Union**.*



- THE COUNCIL OF THE EUROPEAN UNION VOTES ON THE PROPOSAL

Each player can express the opinion of their member state and then vote. If more than half of the players vote in favour of a proposal, it is approved. If there is a majority against, it will be rejected. In the event of a tie, **Hard Power** points (which are added to your vote in that case) may prove decisive. The sum of the votes in favour of the new law must exceed the sum of the votes against, or the proposed law will be rejected. If the law is approved, each player receives points if it coincides

with their state's goals. The **State Goals Charter** says how many points you earn. You can also earn points by approving a law in which at least one of your commissioners is a **Responsible Commissioner** or **Supporting Commissioner** (1 point). You mark your points by moving your marker on the **Points Track**.



*Players vote to approve or reject the law proposal. In the event of a tie during voting, players use their **Hard Power**, adding it to their vote.*

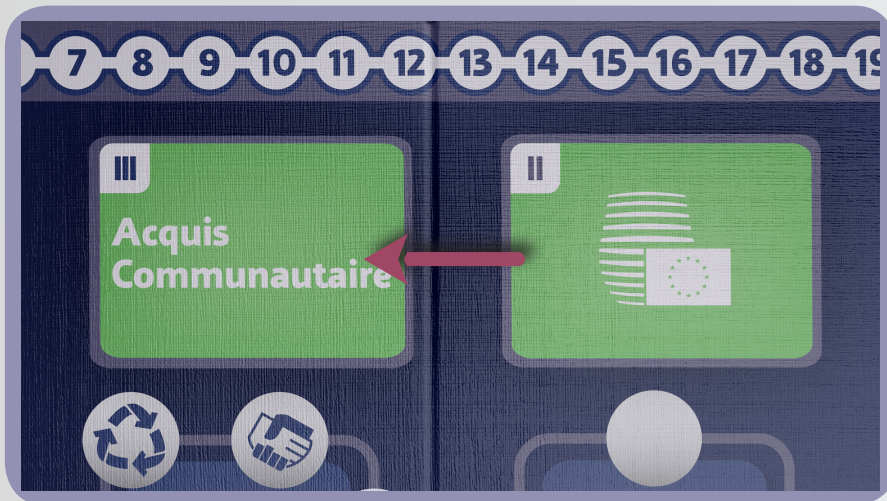


*The **European Qualifications Framework** card is already in the **Council of the European Union**. Now it's time for the players to vote. Mary, John and Mark have decided to vote in favour. Mary supports the bill because it will give her a point for the **Responsible Commissioner**, John because he will get points from his **Goals Charter**. Mark will not receive any points, but the card coincides with his personal views, so he decides to support the proposal. Monica and Frank are against it. They will receive points from their **Goal Charters** if the bill is defeated. Anne is also against the law proposal. The bill doesn't matter to her but she hopes that Monica and Frank will return the favour of supporting their views in the future. It's a tie. Therefore, **Hard Power** points come into play. Mary, John and Mark have more points in total, so the proposal card becomes a new law and goes to **Acquis Communautaire**. John and Mary get their points.*



- FINALIZING THE LAW

If the legislation is approved by the Council of the European Union, it becomes **Acquis Communautaire** – the law of the European Union.



A new **Law Proposal Card** from the stack appears in the empty space on the **Agenda**. The turn goes to the next player on the left. It is now his/her turn to select the next **Law Proposal Card** and begin the legislative process.

# • WHO WINS? •

When players have debated all the **Law Proposal Cards**, the game ends. Check the **Points Track** on the board. The country or group of countries with the most points win.



## GAME COMPONENTS:

- Instructions
- Board
- 6 Member State Cards
- 23 Law Proposal Cards
- 54 Commission Tokens
- 6 State Goals Charters
- 6 Covers
- 18 Commissioner Pawns
- 60 MEP Pawns
- 30 Hard Power and Soft Power Markers
- 6 Markers to place on the Points Track
- 6 Markers to place in the Council of the European Union
- 1 Dice

