

iEU  ECT



# WHAT IF?

Print & Play Board Game on  
Civic Society Engagement

## Rulebook

More information: <https://euelect.com/>



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## WHAT IF?

Print & Play Board Game on Civic Society Engagement

Rulebook  
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## Contents

Introduction.....	3
Components of the board game.....	5
Definitions.....	7
The Game in a Nutshell.....	8
Main Rules.....	9

# WHAT IF?

## INTRODUCTION

**Welcome to What if, a game that brings the European Union closer to you!**

Have you ever wondered **how the decisions made in the EU impact your daily life** as an European citizen? **This game lets you dive into the decision-making process**, where players act as representatives of their imaginary nations, navigating the complexities of EU politics.

Created under the **iEUElect project within the Erasmus+ Programme**, “What if” is more than just a game - it's a hands-on experience in democracy, where your voice matters!

With **engaging activities like presenting plans, debating, voting, and predicting outcomes**, you'll gain a deeper understanding of how policies shape the EU's future.

Will your plan win the majority vote? Play to find out and make your mark on this journey through European governance!

To find out more visit our website: <https://euelect.com/> or our social media pages: **@ieuelect on Facebook and Instagram.**





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# Scan to discover WHAT IF game



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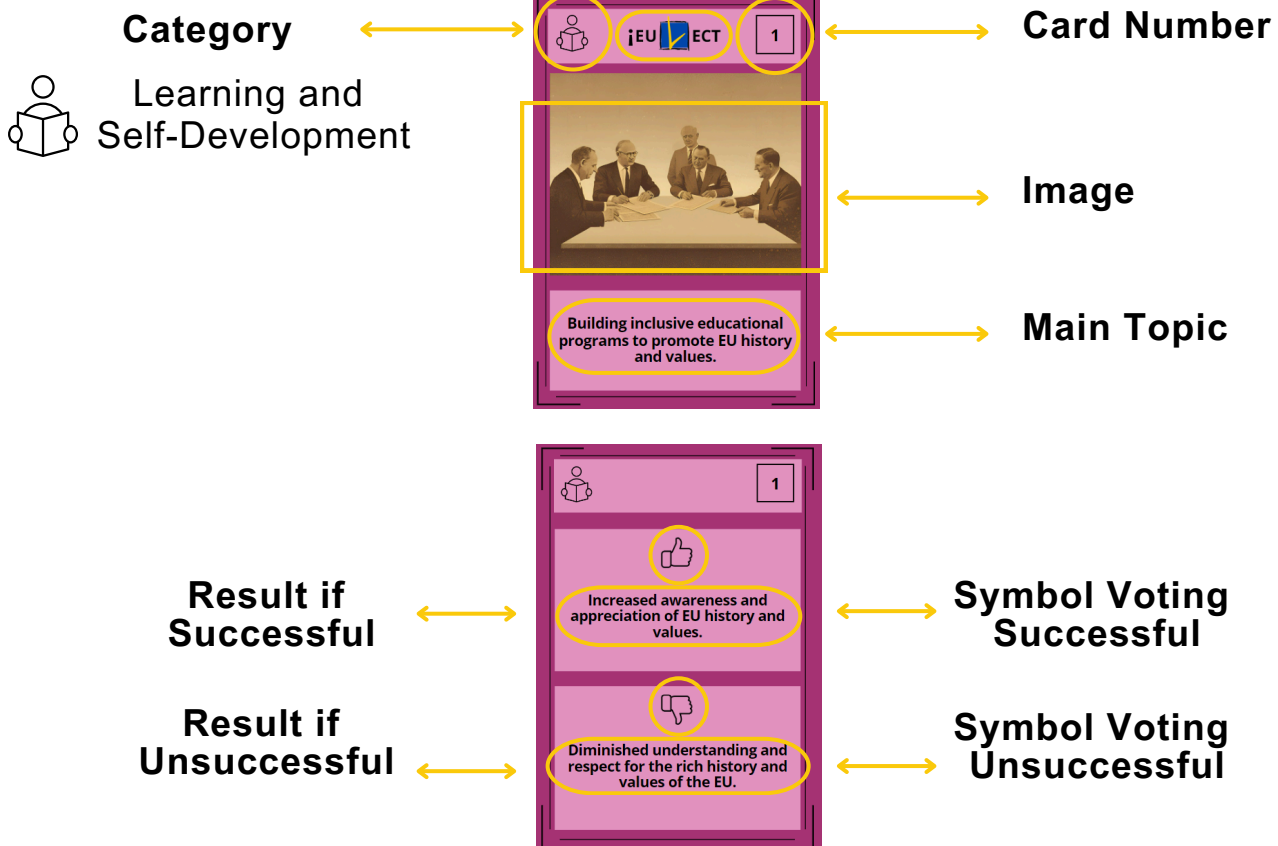
@ieuelect



# COMPONENTS OF THE BOARD GAME

## GAME CARDS (PLANS)

Logo



## FIRST PLAYER INDICATOR

1 First Player Indicator





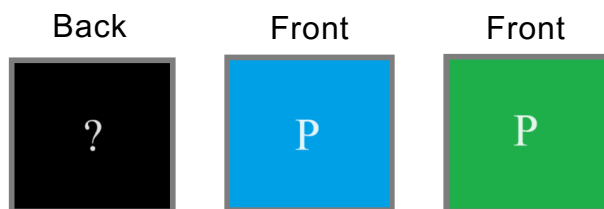
## VOTING TOKENS

1 token of each color per player



## PREDICTION TOKENS

1 token of each color per player (front colored, back marked with question mark and black color)



## VOTING BOX

1 container allowing players to cast their votes in secret, and retrieve them for a final counting



## 6-SIDED DIE

1 normal 6-sided die







## DEFINITIONS

### SPEAKER

One of the two players to present a card's topic during a round.

### FIRST PLAYER INDICATOR

The player who takes the first lead in the turn, and they hold the First Player Indicator.

### PLAN

The idea that is being promoted by each of the two Speakers in each round.

### OUTCOME

The card's Outcomes when Voted for or not Voted for.

### TOPIC CATEGORIES

The card's thematic category, and main indication on which cards should be matched during a game's round.

There are **6 thematic categories**:



**Learning and Self-Development**



**Health and Well-Being**



**Environment and Sustainability**



**Community Role**



**Equality and Inclusion**



**Digital Transformation and Innovation**



## THE GAME IN A NUTSHELL

The **WhatIf** game is played in a series of rounds equal to the number of players, between 7+ players.

During each round, **two players take the role of Speakers** and will **select one card each from the same Category deck**, and present it to the other players who in turn will try to predict which Plan would be voted more by the players. The **Speakers subsequently present arguments** to show why they believe the players should support them and their Plan.

The **players will then vote on the Plan** they wish, by adding an appropriate color token (green/blue) in the voting box, or a vote of indifference by adding a black token in the box. The player with the majority of votes will then read the **positive Outcome** (indicating the Outcome of their Plan being fully implemented), or the **negative Outcome** (indicating the Outcome of their Plan not being implemented).

Lastly, each player **scores points depending on their success in predicting the Plan** with the most votes, and on the actual Plan being voted for.

Play proceeds until all players have the chance to be the First player and propose a Plan.



# MAIN RULES

## PREPARATION

The players **take their seat around the table**, ensuring they all have a player to their left and right. Place the **cards in the middle of the table**, split into categories (marked by both color and symbol), nominating each in turn with numbers “1-6”. Choose a player to be the starting First player and place in front of them the First Player Indicator.

## GAME PHASES

The game round is split into the following phases:

### 1. Announcement & Prediction Phase

- Category Selection
- Topic Announcement
- Prediction
- Topic Promotion

### 2. Voting Phase

### 3. Resolution & Scoring Phase

- Resolution
- Scoring

## Announcement & Prediction Phase

### Category Selection

The **First player rolls a 6-sided die** and selects two cards from that category. The player to their left chooses one of the cards, and the First player keeps the second card. The **First player and the player to their left become „Speakers” for the first round**. In case the category does not have sufficient cards, the First player chooses a new category.



## Topic Announcement

The **First player will read their card's topic** and the next player will similarly read their card's topic.

## Prediction

Each **player who did not promote a Plan will secretly select one** of the players who they believe will gain the most votes. They should place the token face down (question mark side up) in front of them, keeping the other in their hand.

## Topic Promotion

Once all players are done with the Prediction, the **First player will in short explain** why they believe there is a need to implement their Plan, **within 60"**. The next player will similarly do the same, again within 60".

## Voting Phase

**Each player who did not submit a Plan will vote the First player's Plan** (placing a Green token in the box) **or the next player's Plan** (placing a Blue token in the box), or indifference (placing a Black token in the box). They should keep the other tokens in their hand, with the spare Prediction token.

## Resolution & Scoring Phase

### Resolution

The tokens in the box are revealed, and the **Plan with the most votes is put into action**. In case of a TIE, for every **2 votes of indifference, add 1 vote to the First player's Plan**; if there is still a tie, shuffle one green and one blue token and randomly select one to be implemented as if it had the most votes.



The player whose Plan received the most votes **reads the “Voted for” Outcome** (thumbs up), while the other player reads the **“not Voted for” Outcome** (thumbs down).

## Scoring

At the end of each round, each player gains the following amount of points cumulatively:

- **1 point if they voted for the winning Plan** (each player other than the Speakers)
- **1 point if they failed to predict the card voted for** but the winning Plan received at least 1 point from indifference tokens (each player other than the Speakers)
- **1 point if they predicted the card voted for** (each player other than the Speakers)
- One of the below (**Speakers only**):
  - **0 points** if they received 0 votes
  - **1 point** if they received 1-3 votes
  - **2 points** if they received 4-7 votes
  - **3 points** if they received 8+ votes

***Example:** Josh, as a Speaker, has received 4 out of 8 votes and his Plan is thus voted for. The remaining votes were cast to Susan, the second Speaker, and 2 votes were cast to indifference. Josh gains 2 points, and Susan gains 1 point.*

*James and Helena predicted Josh as the winner and voted for Josh; they each gain 2 points. Harriet and Alexandra voted for Josh but predicted Susan as the winner, so they only gain 1 point for voting, and 1 extra point as the votes of indifference go to the winner!*

*Bill and George voted for Susan and predicted Susan, so they get 1 point each again due to the indifference. Lastly, Mary and Bob voted for Susan and predicted Josh, so they gain 1 point each.*



## GAME END

If the game has ended (**all player had the chance to be the first Speaker**), proceed to **totaling the points and indicating the overall winner or winners in case of point ties**. The player/s with the most points are considered the winners. Otherwise, the holder of the First Player Indicator passes it to the player to their left and a new round begins.

## WHAT IS NEXT?

Feel free to visit the game's Discord server <https://discord.gg/aWpx8pr3Ne> to post your ideas and discuss with other players your views and practices for the game.