

RULES OF OCCATERRA

CREATE YOUR IDEAL WORLD!

WELCOME TO THE LAND OF OCCATERRA - THE ISLAND OF ENDLESS OCCASIONS!

In order to use them, you will need a power. You have to create a political party, a social movement or a religious community, come up with your own ideology and defend it through a debate system.
 Be careful! Here everyone pursues their personal goals, no matter what it takes...

Goal of the game : score the most reputation points by establishing unconditional political power and recognition of the island's inhabitants.

Card composition of the game:



Resources
35 tokens



Laws
44 cards



Ideologies
5 cards



News
35 cards



Race
35 cards



Map
8 puzzles



Discrimination
2 cards



Suppression
16 cards



Legal protest
16 cards



Illegal protest
16 cards



PREPARING FOR THE GAME: BASIC GAME MODE

ALL PLAYERS ARE RESIDENTS OF THE SAME ISLAND...

- 4) *On the field in front of the players lies a map of the island, laid out on it:*
- *Legal Protest Deck*
 - *Suppression Deck*
 - *Discrimination cards*
- All decks are laid out face down.*

FROM NOW ON, PLAYERS ARE REPRESENTATIVES
OF THEIR RACES...

- 2) *Each player is randomly given a race card. Players are evenly divided into five teams - five races.*

EACH RACE HAS A NEED FOR A CERTAIN RESOURCE...

- 3) *Each race is given 7 resource tokens.*

EACH RACE IS GOING TO CREATE ONE PARTY...

- 4) *Players must now create their own party. The party must have: a name, a slogan, an idea, a plan and a coat of arms. The party can depict all this on paper, or fix it verbally. Give players 10 min for it.*

PARTIES ENTER THE POLITICAL ARENA...

- 5) *Once the parties are created, each party presents itself and then proposes its own program for the distribution of resources on the island - they do it in such a way that the majority of the inhabitants will want to vote for it.*





GAME PROGRESS:

1. **THE PARTIES** present themselves. After the presentation of the parties' programs, voting takes place. Each resident of the island has one vote (if he has not been limited in his rights before). The election is won by the party with the most votes.
2. **THE WINNING PARTY** becomes the government and places the resources of all races on the map, determining by themselves who gets how much of the required resources.
3. **OPPOSITION** - it includes only those who did not vote for the chosen party, as well as only those who did not get resources at all. The opposition may start protests. To protest, one card is taken from the "LEGAL protest decks" (the player who took the card can put it on the map of the island or refuse his protest). A protest card will invalidate the resource below it on the card if the government does not take action.
4. **THE GOVERNMENT** takes action in response to the protest - it takes a card from the "suppression deck", reacts to the protest or ignores it, at its choice.
5. **TO EVALUATE** the effectiveness of the card, players look at the price of the dice (drawn on the card).
6. **IF THE GOVERNMENT** failed to "kill" the protest card by its measures, the protest is considered effective and the resource card under it will not be taken into account in the scoring.





7. **PLAYERS** who voted for the government but lost their resource can join the protest. After declaring his protest, the player draws a legal protest card.

8. **THE STATE** again reacts to the protest - draws its card of suppression of the protest.

9. **THE GOVERNMENT** can also resign at any time. In this case, it does not receive points for elections. Opposition parties receive +10 points each. The rest receive points if the resources they need are left on the map.

10. **IF 51+ PERCENT** of the players were involved in the protest or on the map 4 out of 7 districts are covered by the protest - impeachment is announced.

11. **DURING IMPEACHMENT**, the score is reset to zero since the last vote. The government is considered to have failed in its task. The score remains the same. Nobody gets points during this government.

12. **IF THE IMPEACHMENT FAILS**, the round is scored. Government gains +20 points for elections. All parties get +10 for each of their resources left on the map after protests.

13. **THE NEXT ROUND** of play begins. Parties again offer their programs.

VICTORY :

The game ends when the game time appointed by the host ends. Then the points are counted. The party with the highest number of points wins.





RACE NEEDS (RESOURCES)

Elves need **nature reserves and forests**.

Orcs need **hunting grounds**.

People love **comfort** and they need **houses and cottages**.

Dwarves love **technology** and need **mines and factories**.

The aliens need **minerals** and **fuel for their technology**.

DURATION OF THE GAME

2 hours or by **agreement**.

MAP

Seven areas are marked with numbers on the map.

One resource can be placed in one area.

For each resource placed, the party gets **+10 points**
(unless impeached or they lost the
resource due to protests).

POINTS:

Those who did not vote for acting government lose **-20 points**

Victory in election **+30 points**

For one resource **+10 points**

If 2 races vote for government **+20 points** to those, who vote.

If 3 races vote for government **+15 points** to those, who vote.

If 4 races vote for government **+10 points** to those, who vote.

Losing to government in debates **-5 points**

In case of winning during protest, “-“ on
the law cards becomes “+”





HARD MODE

To make the game more interesting and more difficult, you can use the hard mode...

IDEOLOGY CARDS

After the races have gathered into political parties, each team draws one card from the “ideology deck”, determining the ideology of their party.

The parties present their ideologies along with the party program by reading the data from their card to all players.

Use knowledge of your own and other people's ideology in creating a political program, playing a political game and debating.

Remember that this is a role-playing game, which means that you have to play as a supporter of your ideology!




SYSTEM OF LAWS

A deck of laws is laid out face down on the table. From this point on, every turn after the distribution of territories,

the government lays out on the table 3 *random cards* of laws from the “deck of laws”.

Laws influence the balance of points.





DEBATE SYSTEM

* A red deck of “illegal protest” is laid out on the table. **Before protesting**, the opposition chooses one law to debate:

— **The protester explains** the problem of the chosen law. —
3 minutes are given for this.

— **The government analyzes** the arguments and —
substantiates the law.
3 minutes are given for this.

— **The attacking side can counter-attack** the —
government's arguments.
1.5 minutes are given for this.

— **The government has the last word** to defend itself. —
1.5 minutes are given for this.

— After the end of the debate, the players (or the facili- —
tator) **have the opportunity to ask** their
questions to both sides.
Each side gets **1 minute** to answer the questions.
The facilitator keeps time.

— **After answering all the questions, the players conduct an —**
individual anonymous vote for the side that is more
successful in the debate.

If the majority vote belongs to the government, the
opposition gets **-5 points** and continues to protest with the
“illegal protest” deck, if the majority votes for the
opposition, then the opposition gets **+15 points** and has the
right to continue the protest with
the **“legal protest”** deck.





ISLAND NEWS!

LOOK, SOMETHING HAPPENED HERE!

If you want to know what is happening on the island, to keep abreast of political events, economic news and emergencies in the regions of the island, you can use the deck of the news publication “OCCATERRA NEWS”.

The deck is laid out face down, the government draws one card from the deck after distributing race resources across the island.

** The creators of the game are not responsible for the consequences of your rule of the island...*

In case of disputes and misunderstandings in reading these rules, players have the right to change, supplement or cancel any paragraph of the rules, through debate and voting, taking responsibility for the life of the island and the game.

IF YOU WOULD LIKE TO CONTACT THE ORGANIZATION, ASK A QUESTION, OR WANT TO BUY THIS GAME, YOU CAN CONTACT US:

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