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A feel of Hegemony

A short game using Hegemony cards

Introduction

Ever felt like the world is not functioning at its best? Ever felt like the logical solution was not being followed? What if YOU were a part of the decision-making team?

A feel of Hegemony is a short educational game, made to work within the constraints of an educational classroom. It is best used in classrooms of 20+ persons, but not limited to this number. A trainer/moderator/facilitator educated in political science should take the role of Game Master. The game lasts between 20-30’.

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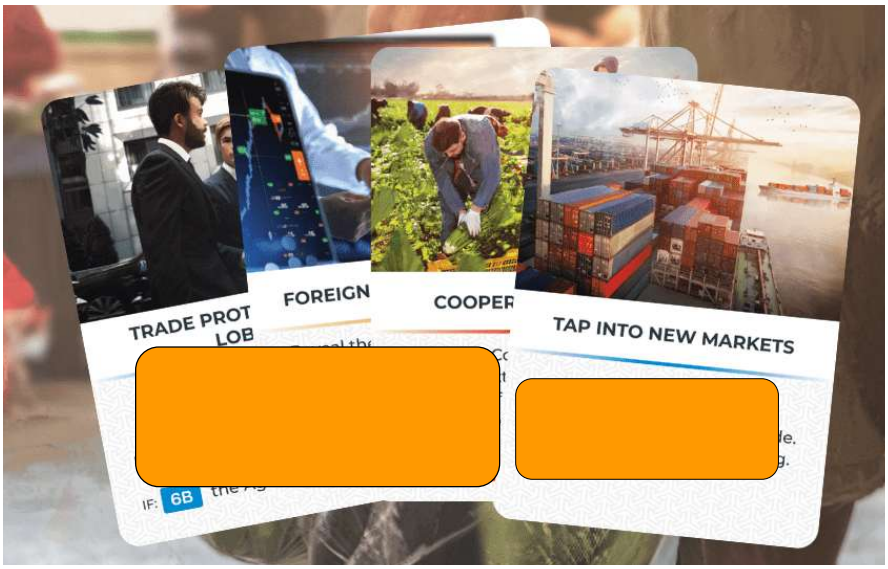
Components

Player Cards

Four decks of 16 cards each from the Hegemony board game, (red, blue, grey, yellow). Each group of players takes the role of the societal force represented by their deck.



Event Cards

The events deck of cards from Hegemony, representing the issues the players will be called to try and solve.

Game Board

A board showing the dynamics of the politics and used to mark the results of the players

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Markers

Markers in the color of the players' decks which are placed on the game board to represent the source of the final decision made.

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The game in a Nutshell

Players are split into 4 societal forces and grouped together. The Game Master (GM) assigns each group their relevant deck of cards, and takes the deck of Event cards. The GM reveals one Event, and each group decides and proposes one card as a solution to the issue. The groups debate and each member decides to vote for the prominent solution (regardless of group). The GM resolves any draws (any way they believe, even adding their vote; only in draws), and then places cubes of the relevant card color to the game board, explaining the potential effects. After a set amount of repetitions, the game ends and the GM explains the current status and how it affects each societal force, thus indicating if one group or another benefits more.

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Setup

- Split the players into 4 Societal Groups
- Distribute the appropriate player decks to the groups
- Place the game board, markers and Event cards near the GM

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Main Rules

Section of most important aspects of the game

The Round

The round is split into the following phases:

1. Event Reveal
2. Card Selection
3. Policy Promotion
4. Voting
5. Resolution

1. Event Reveal

The GM reveals an event, and explains it (if necessary).

2. Card Selection

Each group chooses a card from their hand and places it in front of them, face-down, according to what they believe would best benefit the Event and their group.

3. Policy Promotion

Each group in a random order presents their chosen card and explains what benefits it will yield for the particular Event. At the end, each chosen card is placed face up in order, from 1 to 4.

4. Voting

The players vote individually (personally, not as group and using their personal beliefs) by revealing their chosen number simultaneously (e.g. by holding out an equal number of fingers)

5. Resolution

The GM places a marker of the winning color to each relevant aspect on the game board and explains the effects. If the predetermined number of rounds has been reached, the game ends, and the GM explains the current “society status” to the players based on the majority of votes on each aspect. Otherwise, a new round begins.