

# Tabletopia Variation

## Introduction

If you are playing this on Tabletopia, thank you for playtesting the game and getting a taste of the fun that is That's Politics, Baby! Since this game is designed for a party setting, I wanted to offer some notes on how to operate it as a Tabletopia variation in case there was some confusion about the random extra pieces and bags.

Remember that this game is not completely finished and we are still sanding out the rules and things. Please let me know if you have any questions or concerns or see anything in the game that needs fixed. You can email me directly at [protos1games@gmail.com](mailto:protos1games@gmail.com)

Thanks!

## White Discard Bag

If, at any time, you wish to discard something in order to get it out of the way, there is a white bag for you to do so. This could be helpful to discarding:

- Unused Pawns
- Unused Victory Point Counters
- Unused Party Cards
- Discarded Stance Cards
- Your hopes and dreams

## Up to 8-Player Setup

This game is designed for 3-8 players. However, if you want fewer players, it's super easy to make it that way.

Each player has corresponding colored pawns, Victory Point counters, and player selections. This is to help coordinate which player is which. When each player draws their party, it helps to place the Victory Point counter onto it to help differentiate who is who.

Additionally, there are 8 green and 8 red cubes in the bags next to the party plaques. Each player should take one of each and put it on their party card.

Once you have set it up for your number of players, you may discard any remaining player-related pieces from the game.

## Victory Point Counters vs. Pawn Movement

Since this is Tabletopia, I wanted to give players an option for how they score points in this game. There are two ways: Victory Point Counters and Pawn Movements

Victory Point Counters are the tokens that start at 0. Each player should take one to mark themselves if they so choose. Additionally, if players decide to, they can gain points on the counter when they gain points in the game. First to 7 points wins!

Pawn Movements are the intended way to gain points. Pawns move along the track from the outside of the auditorium inward. Upon landing on 7 points, that player wins!

### **Voting**

Voting might be a little confusing since it's hard to simulate hiding a cube in your hand. However, the easy way around this is everyone should coordinate when they will vote and all at once, players should grab and toss their cube into the center.

### **Hybrid Play**

If you want to play this game at home and simply use Tabletopia as a backdrop, you can! Simply use the stances as the cards each player draws, and have your own point counters and voting cubes. Optionally, one moderator may manipulate the pieces on the board themselves.