

# That's Politics, Baby!

## The Non-Partisan Parody Political Party Game

Premise: Many average Joes are running for office with strange and unusual political stances. Candidates from various zany parties must give their reasons for voting for and against the proposed laws.

Players: 3+

Time: 15 minutes per player

## Contents:

- Deck of Political Stance Cards
- Rulebook
- 8 Red Voting Cubes
- 8 Green Voting Cubes
- 8 Colored Pawns
- Small Game Board
- Game Box
- Swing State Die
- Hourglass

## Setup:

1. Place the game board into the center of the play area.

2. The Political Stances deck is shuffled and placed in the center of the play area.
3. Each player receives a set of one red and one green voting cube.
4. Each player receives a pawn of their choice of color, which they will place onto the game board on the starting space.
5. Roll the Swing State die (D6) to determine who goes first.
6. Place the Swing State die near the play area.
7. Optional: Each player will draw one random card from the Political Parties deck. This is the political party that the player will be representing for the rest of the game.
  - a. Alternatively, players may choose their own political parties from the deck at will.
  - b. The political parties are just for fun unless the players decide to play by the Approval and Disapproval advanced rules.
8. Give the Opposing Candidate plaque to the first player.
9. Give the Supporting Candidate plaque to the next player clockwise of the first player.
10. Gameplay moves stereotypically clockwise.

## Order of Operations:

1. The player clockwise of the Supporting party candidate (referred to as the Reader) draws a card from the Political Stances deck and reads the stance aloud.
  - a. The reader may add any flair to the reading of the card as they so desire.
  - b. There is also an optional narrative section at the bottom of cards if they wish to read it. This

narrative is to assist in thoughts about the stance or add humorous notes for the fun of it.

2. The Opposing party candidate gets 10 seconds to think about a 30-second speech. Once they are ready or time is up, the Reader will flip over the hourglass that counts down their 30 seconds. The Opposing candidate gives a short speech as to why this political stance should be opposed.
  - a. For example, if the stance is “Ban Chest Hair” then the Opposing Party talks about why they oppose the ban on chest hair.
3. After the Opposing candidate is finished, the Reader rereads the card for the Supporting candidate. The Supporting Candidate get 10 seconds of preparation, after which the Reader flips the hourglass, and then the candidate commences a 30-second speech as to why the stance should be supported.
  - a. For example, if the stance is “Ban Chest Hair” then the Supporting Party talks about why they support the ban on chest hair.

Note: Speeches may include anything pertaining to their stance, including the specifics of the law, the law in practice, repercussions of failure to fulfill the law, the socio-economic benefits of the law, etc. as they see fit. There is no boundary and no limit to what the candidates can say.

4. All non-Candidate Players are allowed to discuss the stances and arguments if they so choose, but discussion must be kept to a maximum of 30 seconds.
5. After both candidates have given their speeches, all non-candidates (including the Reader) may now vote for their

favorite candidate by placing one of their voting cubes (red for Opposing and green for Supporting) in their closed hand.

- a. Players are allowed to vote for either player for any reason or abstain from voting by not using a cube if they so choose.
6. All at once, the players will reveal their voting cubes (or nothing, if they abstain) to show their votes.
    - a. If a majority of the players voted for one candidate, that candidate wins.
    - b. If the players tie in votes, the Reader rolls the Swing State die to determine the winner.
      - i. A roll of 1-3 gives the win to the Opposing Party.
      - ii. A roll of 4-6 gives the win to the Supporting Party.
    - c. If all players vote to abstain, then there are no winners this round.
  7. Whichever candidate wins scores two points and moves their pawn toward the center by two spaces.
  8. The losing candidate gains one point if there is at least one vote for them. If there are no votes for the losing candidate, they do not score any points this turn.
    - a. If the winner is determined by the Swing State die, then the loser does still gain one point for losing as normal.
  9. The Supporting and Opposing plaques move to the next player clockwise of whoever had them, thus establishing the candidates for next turn.

- a. That's Politics, Baby!

## Complaints:

In an attempt to be proactive, our electioneering team has come up with a FAQ to help with some common complaints about this game.

1. What if one player never votes for anyone, manipulating the game so they receive more votes?
  - a. That's Politics, Baby!
2. What if someone doesn't talk about the stance at hand?
  - a. That's Politics, Baby!
3. What if people are picking on me and not voting for me, even though I have a good argument?
  - a. That's Politics, Baby!
4. Leaving the winner of the vote to the Swing State die is unfair and undermines the voting power of the rest of the people.
  - a. That's Politics, Baby!
5. The current system of the game is dumb and unfair and nothing is being done to change it and it doesn't feel like my opinion is being heard.
  - a. That's Politics, Baby!
6. The narrative on the stance cards are not always true and even give false information sometimes.
  - a. That's Politics, Baby!
7. Candidates can say whatever they wish, even if it seems like it would go against what their party believes.
  - a. That's Politics, Baby!
8. Add your own complaint here:

---

---

## Message from the Makers:

Thank you so much for playing That's Politics, Baby! We had a ton of fun making this and presenting it to you for your enjoyment.

If you want to keep track of what we are doing or send us a message with ideas or comments, you can find us at any of the following social media platforms:

Facebook: [www.facebook.com/protos1games](http://www.facebook.com/protos1games)

Email: [protos1games@gmail.com](mailto:protos1games@gmail.com)

Reddit: [protos1games](https://www.reddit.com/r/protos1games)

And remember... That's Politics, Baby!