

★ BE RESPONSIBLE ★

**YOUR
VOTE!
MATTERS**

FOLLOW THE RULES

★ VOTE! ★

In VOTE! players are members of two opposing parties in parliament: Democrats and Republicans.

The game set contains::

- 10 loyalty cards (6 democrat cards and 4 republican cards);
- 50 event cards;
- 10 ability cards;
- 20 token sets (10 public support token sets and 10 budget token sets);
- 2 special role tokens (President token and Prime-minister token);
- 2 dices.



Loyalty card
"Democrats"
x6



Loyalty card
"Republicans"
x4



Event cards
x50



Ability Cards
x10



Budget Points
x10



Public Support Points
x10

BASIC CONCEPTS

Loyalty card – a card that is given to each player before the start of the game and determines his team membership (Democrats or Republicans).



VS



Player Points – Each player has two types of points: Budget Points and Public Support Points. During the game, they can vary from 0 to 10. Usually, all elements associated with the player's points are indicated by these icons.



BUDGET
POINTS



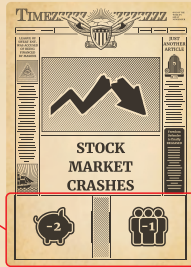
PUBLIC
SUPPORT
POINTS

If one of the player's score indicators becomes 0, then the player is eliminated from the game. If both indicators of at least one player become equal to 10 at the same time, then the team of this player wins.

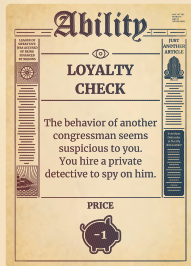
Event cards are the most numerous cards in the game. They are the main tool of the game, they are handed out to the players, they are exchanged by the players in the Discussion Phase and beyond. Such cards contain their name, picture, and player points modifiers.

RULEBOOK

For example, the player points modifiers presented on this card mean that the player will receive -2 to budget points and -1 to public support points.



Ability Cards – cards that have the same back side as the event cards, but allow their holder to do something special under certain conditions. For example, the presented card allows its owner to check the team membership of any other player, while losing one budget point. For details, see the "Ability Cards" section.



GENERAL CONCEPTION

At the beginning of the game each player gets a role: Democrat or Republican. Democrats are in the majority, but they don't know for sure who is who; Republicans are in the minority, but they know each other in advance.

Then, for each player, his starting Budget and Public Support Points are determined using the formula one plus a six-sided die roll. Each parameter has its own cube with a corresponding icon on it. For example, player A rolls his dice, the budget die rolls 3, the public

support die rolls 5; this means that the starting value of his budget points is 4, and his starting value of public support is 6. The values of these parameters during the game can vary from 0 to 10 and cannot become less than 0 or more than 10 under any circumstances. If at least one of the indicators of one player drops to 0, he is eliminated from the game, leaving his party affiliation in secret, and the event and ability cards in his hand are discarded.

OBJECTIVES

VOTE! – it is a team game, so it is not an individual player that wins, but one of two parties. The party wins if no member of the opposing remains in the game. The party also wins if one of its members gains 10 points of the budget and public support at the same time.

PREPARATIONS

Combine the Event and Ability cards into a separate deck, shuffle and place it on the table. In the following, for the sake of simplicity, the term "Event Cards" will include Event Cards and Ability Cards, unless otherwise noted. Deal three cards from the event deck and one loyalty card to each player. For accuracy, use this table:

Players	5	6	7	8	9	10
Democrats	3	4	4	5	5	6
Republicans	2	2	3	3	4	4

When each player receives a loyalty card, all players must familiarize themselves with their roles in secret from other players, after which Republicans must become acquainted with each other in secret as well. For simplicity, select a responsible player and follow these directions:

- All players close their eyes;
- Republicans open their eyes and remember each other;
- Republicans close their eyes;
- All players open their eyes. If **suddenly something went wrong**, then now is the time to tell about it. (For example, a player who should not have opened his eyes did it. Or a player who should have opened his eyes did not open them).

Then the player with the **LOWEST** total budget and public support points sum becomes the President. If there are two or more such players, then the one with the **HIGHER** indicator of popular support becomes the President. If there are still two or more such players, then the president is chosen by lot. Then, give the President special tokens to identify the President and the Prime Minister.

GAME

VOTE! is played in rounds. Each round consists of several phases: Government election phase, Discussion phase and Consequence phase.

Government election phase

At the beginning of each round, except the first, the President's token moves clockwise to the new player, who becomes the new President.

Appointment of the prime minister

The President chooses his Prime Minister and gives him the Prime Minister's token. The President can discuss candidacies for the Prime Minister with the rest of the players.

Players who were President and Prime Minister respectively in the last round **cannot be nominated**

for the position of Prime Minister in the current round. If there are 5 players left (or initially there were), then only the player who was the Prime Minister on the last turn can not be nominated but the former President can be. There is also a special rule governing the situation in which the candidacy of the Prime Minister does not gain a majority of votes in favor. We will consider it separately below.

Time to VOTE!

After the President has selected a candidate for Prime Minister, players can discuss the proposed option until everyone is ready to vote. When voting, the answer options **are only** "for" or "against". **All players must vote**, including the President himself and the candidate for Prime Minister.

If during the voting there is a draw or the majority of the players voted "against", it means that the elections have failed. The Prime Minister candidate and the President lose their positions, and the President's token moves to the next player clockwise. However, a player who was President in that round is not considered a former President and may be nominated for the position of Prime Minister.

If elections are failed three times in a row, then as a result of disagreements in the government, unrest ensues in the country. Each player places a **RANDOM** card from his hand face up, and its modifiers are applied to the player who placed it, and the cards themselves are discarded. A random card is chosen as follows: the player places the cards in his hand face down on the table in front of him, and the player to his left chooses one of these cards. After that, any player gets the opportunity to become the Prime Minister in a new round.

If during the voting the majority of the players voted "for", then the candidate for the Prime Minister becomes the Prime Minister and the government begins its work.

Discussion phase

During the Discussion Phase all players put forward topics for discussion based on events taking place in the country; The Prime Minister decides which ones are worth considering, and the President appoints those responsible for considering the events.

All players place one Event card from their hand on the table face down in one pile. Then the Prime Minister

looks at them and selects a certain amount for transfer to the President, and discards the rest. Please use this table for accuracy:

Players in the game	3*	4	5	6	7	8	9	10
Cards given to Prime Minister	3	4	5	6	7	8	9	10
Cards given to President	3	3	3	3	4	4	5	5

*see SPECIAL RULES FOR PLAYERS LEAVING THE GAME.

Attention! The number of cards dealt depends on the number of players remaining in the game and NOT on the number of players who have been in the game from the beginning.

Then the President consecutively openly leaves one of these cards for himself, returns one to the Prime Minister, and gives the rest to other players of his choice at the rate of one card to one player. These cards are laid face up. Players who receive cards in this way apply the modifiers indicated on the cards to their points, and then discard them. The exception is Ability Cards: if a player receives an ability card from the President, then he DOES NOT apply its modifiers to himself and DOES NOT discard it, but puts it in his hand. Players MAY NOT transfer cards in their hands to each other in any other way.

The President, Prime Minister and other players can discuss which cards the Prime Minister should discard and which ones to keep, as well as which card should be dealt to which player by the President. However, the last word and decision which cards to discard and which ones to keep remains with the Prime Minister, and the last word and decision which card to give to which player remains with the President.

Sometimes, some players learn information that other players do not know, for example when the Prime Minister sees which Event cards players have placed, or when a player uses the Loyalty check ability. The player always **has the right to lie** about his knowledge. The exceptions are situations when the last Republican is out of the game (he must tell the Democrats that they have won), or when any player gains 10 budget and public support points respectively at the same time (he must reveal his party affiliation so that it becomes clear which party have won).

Attention! If two or more players gain simultaneously in one round 10 points of budget and public support, then the winner is the party of the player who received the event card from the President FIRST.

Consequence phase

Attention! Budget and public support points modifiers are applied to the player SIMULTANEOUSLY. For example, Player A had 9 Budget Points and 10 Public Support Points before the President distributed Event Cards. The President gives Player A an Event Card that modifies the Budget Points by plus one and the Public Support Points by minus two. Thus, after applying the event card modifiers, player A simultaneously has 10 budget points and 8 people support points, respectively, i.e. his party DOES NOT win.

After the players have applied the modifiers of the event cards dealt by the President and discarded them, all players remaining in the game and having less than three cards in their hand draw them to three. At the beginning and at the end of each round, each player must have three cards in their hand, no more and no less. If a player has more than three cards in his hand at the end of a round he must discard excess cards by his choice.

If the event deck runs out of cards, the discard is shuffled and forms a new event deck.

ABILITY CARDS

If one or more players have Ability Cards in their hands, they can use them in the appropriate phase of the round if they can pay for them.

Ability Cards can be used once per game each. Some event cards, for example, "Loyalty check", are initially present in the game in duplicate. This means that each instance of such an ability card can only be used once. After use, the ability card is sent to a separate discard and IS NOT shuffled when a new event deck is formed.

Loyalty check

The player using this card loses one budget point and chooses a player to check. The selected player must give the player who used the ability his loyalty card. The player who used the ability looks at the loyalty card of the selected player, and then must return it to the owner of the card. The player who used the ability must tell the other players the truth or either lie about the results of the check, but he cannot remain silent. This ability can be used by the player **at any time during the game**.

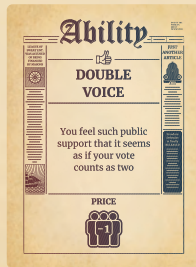


Double voice

The player who used this card loses one public support point, but when calculating the voting results, his vote is counted as two.

For example, Player A, as President, proposes Player B for the Prime Minister position. Players A, B and C vote "for", and players D, E and F - "against". Under normal conditions, elections fails. But player C uses a Double voice card and thus 4 votes for and 3 against, and player B becomes Prime Minister.

This ability can only be used by the player **during a vote**.



Transfer of presidential powers

The player can use this card **only if the round in which he was the President has ended**. The player who used this card loses one point of budget and public support respectively and can appoint another player as the next President bypassing the general queue.

For example, player A was the president. Player B should become the next president, but player A does not trust him and uses the Transfer of presidential powers card to appoint player C as the next president. Thus, on the next turn, player C becomes president, and the next one after him is the one who is sitting next clockwise.



Eliminating another player

The player who used this card loses five Budget and Public Support Points respectively and chooses a player who is then eliminated from the game according to the usual rules, regardless of his Budget and Public Support points. Attention! A player can use this ability even if he has exactly five budget and / or public support points respectively. In this case, he is also eliminated from the game according to the usual rules.



Canceling an applied event card

This card can only be used by a player **if he is not the President or Prime Minister and has received an Event Card from the President during the Discussion Phase**. In this case, the modifiers indicated on the received card are not applied to this player, and this card is discarded according to the usual rules and the ability card is sent to a separate discard.



Loyalty change

The player who used this card loses three points of the budget and public support respectively and changes his loyalty card to the opposite one, leaving both loyalty cards in secret. From that moment on, he is considered to belong to another party, but no one, except himself, knows which one. Attention! You can use this card only if **at least one player has already been eliminated from the game**. The player who used this card must put it on top of his loyalty card so that no one forgets that he has changed his loyalty.



TACTIC AND STRATEGY TIPS

Everyone should introduce themselves as a democrat. Democrats have the majority of votes, so they can easily block any player who openly admits to being a Republican. There is no advantage for a Republican in open play. In addition, Democrats should always tell the truth, as lying can put their team at a disadvantage and undermine already shaky trust in each other.

Democrats benefit from slowing down the game and calmly discussing the available information and the emerging situation. Republicans, on the other hand, should speed up the game as much as possible and confuse other players.

Ask other players to explain their actions. This is especially important during the election of the Prime Minister, the distribution of event cards by the President and the use of abilities by the players.

Remember that conversations between players are not only unforbidden, but are also allowed in any phase of any round. Correct communication and coordination of actions is the key to victory for both teams. However, Republicans should not openly discuss their Republican affiliation.

SPECIAL RULES FOR PLAYERS LEAVING THE GAME

If there are three players left in the game, then the position of the Prime Minister is abolished as unnecessary. Each player in turn becomes the President, all players put one event card and the President redistributes them.

If there are two players left in the game, then the party of the player with the highest total budget and public support points wins. If both players have the same number, then the party of the player with the most public support points wins. If both players have the same number of public support points, then modifiers of one random card from his hand are applied to each player until the total number of points or the number of public support points for one player is greater than that of the other. If in this way all the cards from the hands of both players were applied, and the winner is still not revealed, then both players must draw one random card from the event deck and apply its modifiers to themselves until the total number of points or the number of public support points of one player will not become larger than the other's. If the winner is still not identified, then the players must draw a random card from the deck until the total number of points or the number of public support points of one player is greater than the other's.

★ GOOD LUCK! ★

**LEAGUE
OF
SWEAT**

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