

DEMOCRACY SAUSAGE RULEBOOK



OVERVIEW

Welcome to the campaign trail! You have been hired to run a presidential campaign for a political candidate you truly believe in. Over the course of the campaign, you will woo voters, raise funds, recruit volunteers, secure support, run opposition and get out the vote to secure as much support as possible in the states that matter. You will place support in different states across three zones, with the electoral value of states increasing in each zone. When the polls close in each zone, you will count the vote for those states and the winner will take all of the electoral votes for that state. At the end of the game, if you have the candidate who has secured the most electoral support, congratulations! Your candidate is now president-elect!

Throughout the game you can use volunteers or advertising to boost your name recognition and upgrade your campaign performance.

SET UP:

PIECES

100 Support cubes (25 of each colour)

Volunteers

- 30 1 Volunteers
- 10 5 Volunteers

Money

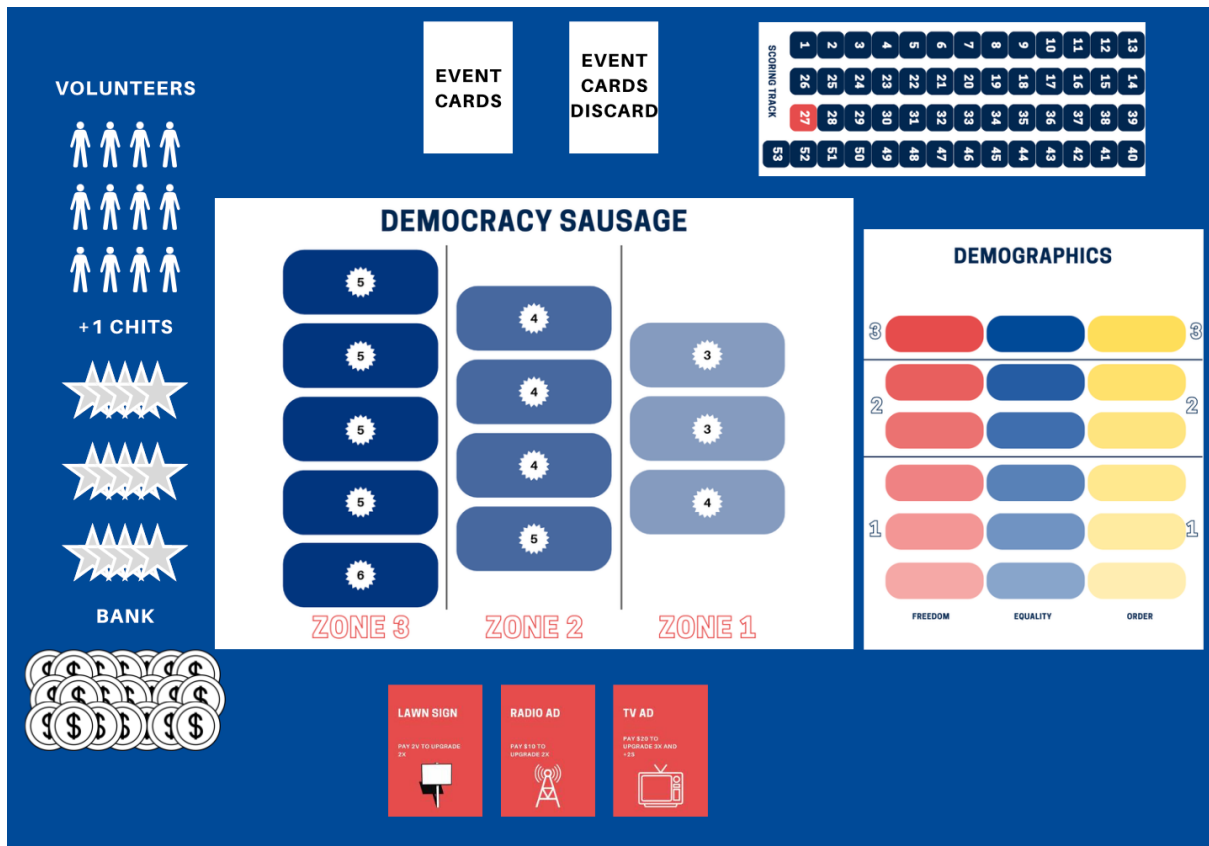
- 40 \$1
- 20 \$5
- 10 \$10

24 Player dice (6 of each colour)

16 Action tokens (four of each colour)

24 Action trackers (6 of each colour)

26 +1 stars



Lay the map in the middle of the playing area. Players set up their player boards with cards flipped to “Level One” for all action abilities. Place an action progress tracker on the starting square (far left) of level one for each action.

Each player starts with two action tokens, one player die and a choice of \$2 or two volunteers. They should have two additional action tokens and place the remaining three at the bottom of the Demographics board, below the starting space for each track.

Make a communal pile of volunteers, +1 chits and have a communal bank.

Separate the event cards into piles for 1, 2 and 3. Shuffle each of these piles. At the bottom of the 1 pile, place the Polls close – Zone 1 card. At the bottom of the 2 pile, place the Polls close – Zone 2 card. At the bottom of the 3 pile, place the Polls close – Zone 3 card. Stack these piles together with 1 on top and 3 on the bottom.

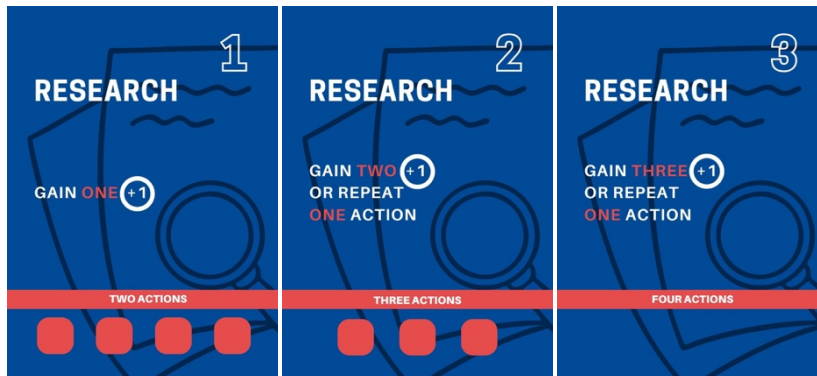
ACTIONS:

You begin the game with two actions per turn (unlock additional actions by upgrading Research). On your turn you place an action token on the action card you choose and roll your player die to determine how successful you were (unless the card indicates you do not need to roll). If you have any +1 chits, you may spend as many of these as you want to modify your roll.

Place your second action token on a different action (unless you have the option to repeat an action) and follow the same steps as with your first action.

RESEARCH

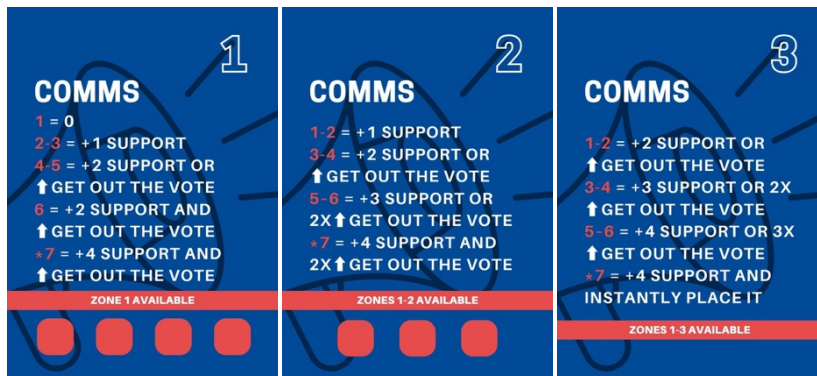
This action allows you get an edge by gain anywhere from one to three +1 chits, depending on the level. On levels two and three you have the option of repeating an action from your turn instead. **Upgrading Research unlocks one additional action per turn on level two and two additional actions per turn on level three.**



COMMS

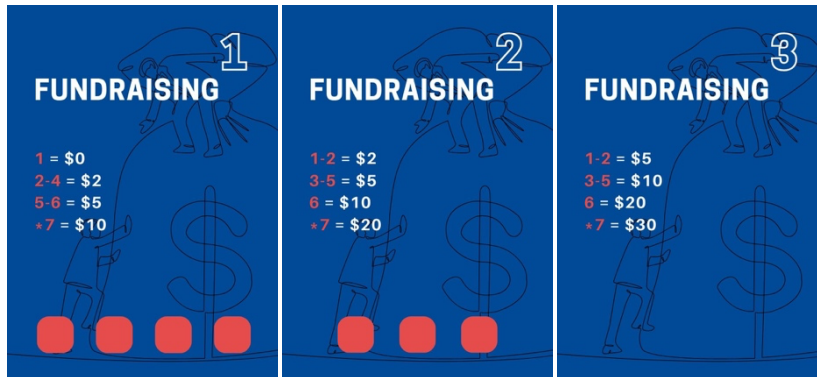
This action is the primary method of gaining support. You will win hearts and minds by getting the message out about your candidate and what they believe in. As you earn support, add the corresponding number of cubes to your “Supporters” area to await mobilisation.

Upgrading Comms unlocks the different zones for placing support. On level one, you can only operate in Zone One. On level two, you can operate in levels one or two. On level three, you can operate in any zone. However, after polls close in one zone, you find out the results for those states and no further support can be placed.



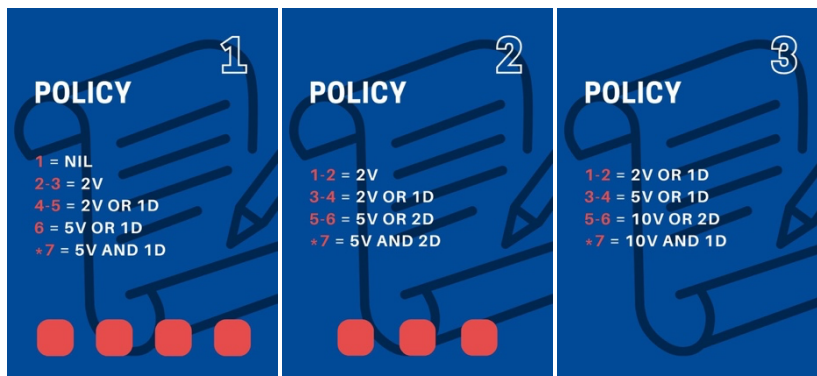
FUNDRAISING

This action gets you money which you can use to both buy advertising (for upgrades) and place support. It often takes larger amounts of money than volunteers, but significant benefits can come with big spending.



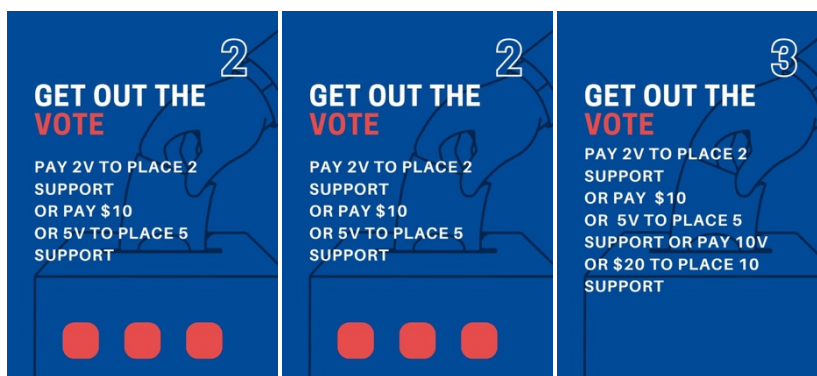
POLICY

This action attracts volunteers to your campaign and helps win support among key demographics.



GET OUT THE VOTE

This action is where you mobilise your support to get people to the ballot box. Spend volunteers (or money, on the upgraded levels) to get people to the polls and place support cubes for your candidate in states you choose in the zones you have unlocked.



OPPO

This action is where you can play offence and impact opponents, while gaining support for yourself. However, there is risk involved, so be careful, because that attack ad you run may backfire. In multiplayer games, the person playing the Oppo action must choose which player will be impacted by their action, but they can do this after they roll the dice.



ADDITIONAL ELEMENTS

DEMOGRAPHICS

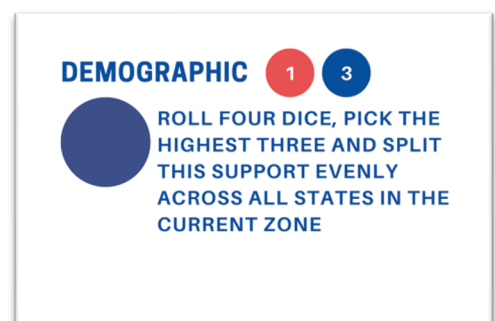
There are separate demographic cards and a demographic board that can earn you different support in specific polling zones.

At the start of each polling zone, you will receive two random demographic cards. You can look at these, choose one and discard the other. The circles on the top right of each card indicate the minimum zone your tracker must be in for that track (freedom, equality or order) on the Demographic board. When the polling zones close, if your demographic markers are in the correct zones to fulfill the requirements, you receive the bonus states on the card.

Demographic cards are one time use, but if you are unable to fulfill a card in the current zone, you may hold onto it as an option for a future zone, if you choose to discard the two new demographic cards you receive (after reviewing them).

On policy actions, you may have the choice of +1D or +2D. These refer to the Demographic track. You can choose to move your marker up once on a track for each +D you receive. +2D actions can be split across two different tracks.

When resolving Demographic cards at the end of a round, resolve any cards with a Freedom trait first, then Equality and then Order. Resolve cards starting with the player who is lowest on the relevant tracker and ending with the player who is highest. If two players are tied, they are resolved in reverse turn order.



This Demographic card requires its holder to have their marker within at least the level 1 zone for Freedom and the level 3 zone for Equality.

ADVERTISING

Once, at any point during your turn you may pay to advertise, which boosts your candidate's name recognition and incrementally increases your impact. Choose one, two or three action upgrades based on the ad you run and move your action tracker up one step. If you upgrade from the last step on one side of a card, progress to the next level of advancement and place your tracker on the first square of the second side (or anywhere if you have unlocked level three).

Lawn sign: Pay two volunteers (2V) and upgrade one ability one step.

Radio ad: Pay \$10 for two upgrades (can be different or the same ability).

TV ad: Pay \$20 for three upgrades (can be different or the same ability) and gain two support.

Note: If you get money or volunteers on your turn to purchase advertising, you may do this at any point, even between actions. However, you can only perform one advertising action per turn.

EVENT CARDS

Event cards are used to track rounds. Each event card (except for polls closing) comes with some benefit or challenge for that round. Events should be resolved by all players at the beginning of the round unless they apply to a specific step in the player turn (e.g. +1 to all dice rolls).

HOW TO PLAY

Randomly select first player.

Flip the event card to reveal the impact for all players that round.

First player places action tokens on player board one at a time, resolving each action after placing. Actions may not be repeated, unless allowed by an upgraded Research action. When resolving an action, roll the dice to indicate the strength of the action, if indicated on the card. If rolling bonus dice, roll these with your normal die and you can pick which number to use for the corresponding action. Once bonus dice are used once, place them back in the supply.

A player may advertise at any point during their turn to upgrade actions.

Play then moves clockwise to the next player to complete their actions.

After all players have completed actions, the round concludes and the event card for the next round is flipped.

POLLS CLOSING

When a red "Polls Closing" card is revealed it signals the end of the round. Players will each have one turn, after that, the polls will close for the relevant zone. When the polls close, resolve Demographic cards as outlined above. Then tally the votes in every state and the candidate with the most support in each state wins the electoral votes for that state, winner-take-all (no split or preferential votes).

If there is a tie in any state, the tie will be broken by a recount:

1. Eliminate all players except the ones tied for the most support.

2. Any top candidates get one die and roll them to break the tie.
3. The top players keep rolling until the tie is broken, eliminating any players who receive a lower roll during the process.

GAME END

After the polls close in Zone Three and electors are counted, the player with the most electors wins and becomes the next president!

Note: A plurality can win, you do not need an outright majority (50%+1).

CONCESSION SPEECH

If one player secures 27 electors and there will be no way for another player to win, the losing player may choose to offer a concession speech to stop the tally and end the game.

EVENT CARDS

Campaign bus: You're working hard to get out the vote, but every day is a repeat of what you've done the day before! On this turn, every player has the opportunity to repeat one action on their turn. This does not count as an extra action. It is just the chance to place two action tokens on the same action, if they choose. (i.e. a player may play fundraising for their first action and choose to play fundraising again for their second action of their turn.)

Campaign email: You sent around a fundraising email and got a modest response. All players receive \$2 this turn.

Campaign promise: Your candidate announced a new campaign promise that is quite popular with certain groups. All players receive two volunteers.

Campaign strategist: You've hired an outside expert who has given you some very helpful advice! All players get to do one free upgrade this turn.

Computer virus: Someone clicked a link they shouldn't have! No one can perform any research actions on their computer until this is resolved.

Debate: Your candidate made it to the debate stage and got a big boost in sharing their message and winning support. Each time, all players get to upgrade their Comms action one time this turn. There are two of these cards in the event deck.

Major endorsement: You secured a significant endorsement that is boosting your campaign! All players can add 2 to all dice rolls during their turn. (i.e. If you rolled a 2, it now counts as a 4).

Minor endorsement: You secured a small, but meaningful endorsement. This will give you a boost! All players can add 1 to all dice rolls during their turn. (i.e. If you rolled a 2, it now counts as a 3).

One-off donation: Someone found your candidate at an event and gave them a one-time donation. All players receive \$5 this turn.

Oppo brief: Your opponent received important and sensitive information about your candidate's weaknesses. This limits what you are able to do effectively this turn. All players have one fewer actions this turn.

Party convention: It's time for your big party convention, but it has thrown off your normal sequencing. This turn, reverse the normal player order.

Public gaffe: Oops! Your candidate misspoke in a public appearance. You'll need to give it a little time while you run some media training with your candidate. No players can do a Comms action this turn.

Public tragedy: Something very sad has happened and the nation is mourning. No one can do Oppo actions this round.

Rally: You've held a big rally and your supporters are locked in! All players get to upgrade their Get out the vote action one time this turn. There are two of these cards in the event deck.

Reporting error: Turns out your team made a mistake with the financial accounting. No fundraising this turn while you get things sorted out.

Scandal: Your candidate has been linked to a scandal! You'll need to lay low this turn. You cannot advertise until the next round.

Severe weather: The weather is terrible today so you can't run your normal get out the vote activities. No one can do a Get out the vote action this turn.

Staff infighting: Your team are having issues which is limiting your ability to work effectively. This turn, you cannot upgrade any abilities through either advertising or through actions on cards. You need to get things resolved with your team before you'll be able to build your capacity again.

Surrogate interview: One of your most high profile supporters has done a media blitz to promote your candidate. This just locked in some important votes! All players get to place two support from their available pile onto the board for free this turn.

Website crashed: You've got a great website with details of your policy stances. However, it's down today and no one can check and see what your policies are. No one can do Policy actions this round.

TERMS:

+XD = Move your token/s up the Demographic track X number of times.

+XS = Add X support cube/s to the "Supporters" area.

-XS = Take X support cube/s from the "Supporters" area and return them to your supply.

+XV = Take X number of volunteers from the Volunteer supply.

↑ = move ability up number of steps indicated. If no number is specified, move the ability up one step.

OP = Opponent. The person playing the action can choose which opponent it applies to.