

Parties vie to get the most votes each round to win control of the contested area. At the end of the game, the Party with control of the most areas wins the game. A round consists of the following steps:

- 1) Draw cards
- 2) Give Speeches
- 3) Vote
- 4) Determine controlling Party.

Players split up into 3-5 Parties, with as close to an equal number of people in each Party as possible. Each player gets a set of their Party cards to use during the game.

Decide on how many game rounds you want to play, then take the appropriate voting area cards shuffle them together and place the deck face down on the table.

3 Rounds: Region cards (Purple).

5 Rounds: District cards (Orange).

7-9 Rounds: Constituency cards (Green). Split Island and Capitus constituencies into East/West and North/South divisions (respectively) for 8 and 9 round games

Shuffle the Policy cards and the Theme cards and place them face down next to the deck of area cards for the game.

Shuffle together candidate cards for all Parties taking part. Deal out candidate cards into a line.

At the start of each round a player from the Party at the end of the line of candidate cards is the Returning Officer for the round.

The Returning Officer turns over the top area card - this is the area contested for the round.

They also turn over the top Policy card and top Theme card, displaying them to all players. For simpler games, use the title of the Theme card, where players can use the options as inspiration. Alternatively, the Returning Officer rolls a dice, and the theme for the round is the specific option rolled.

Each round, one player from each Party will be their Party's Representative for the round and must give a speech to the other players. The speech will detail their Party's stance on the Policy drawn for the round and should incorporate the Theme.

Speeches should last 1 minute (one turn of the timer), but if they are shorter, other players can ask the Representative questions about their Policy stance.

Party Representatives give their speeches in order, starting with the Party at the front of the line of Candidate cards, and ending with the Party at the end of the line. The Returning Officer can also be their Party's representative.

For games with more than one player per Party, players take it in turns to be their Party Representative.

After the last speech has finished, the Returning Officer declares voting open.

A player votes by placing the "I am voting for..." card corresponding to the Party whose Representative they thought gave the best speech (of course, "best" is highly subjective) face down on the area card for the round.

Once everyone has played a card, the Returning Officer counts the votes received for each Party. The Party with the most votes wins the round and takes the area card for the round.

The Returning Officer then moves the Candidate card at the front of the line of Candidate cards to the end of the line, and returns Party cards to the players. Note, abstain cards are not returned - they are a one use only vote.

When two or more Parties have an equal number of votes, for a game round, follow these steps:

1) Any players who did not abstain or vote for a leading Party must resubmit their vote. This cannot be for a non-leading party.

2) If this is unable to resolve a tied result, then any players who abstained must resubmit their vote. This cannot be for a non-leading party.

3) If this is unable to resolve a tied result, then all players must resubmit their vote. This cannot be for a non-leading party.

4) If this does not resolve a tied result, then return to step 1 and keep following these steps until a leading party is determined.

Vote ME! -Online Version

This online print and play version is a stripped down version of the full game. We have only provided the area cards for a 5 round game - so the game will typically take 30-45 minutes to complete (depending on how verbose the players are in between rounds). Instead of 15 Policy cards and 15 Theme cards, we have provided 8 of each - which ought to give a decent amount of variation to your games.

Clearly, when playing online, you cannot hand a card to anyone (unless you have some incredible mystic powers....), so we have reduced the "voting cards" to 3. Thus, instead of handing the cards to the Returning Officer, players all reveal the Party they want to vote for to their camera (or types, or orally declare) when the Returning Officer requests players to declare their vote. The Returning Officer then counts the votes and declares the winner as usual.

RULES

- 4 -
GIVE SPEECHES

VOTE
ME

RULES

- 3 -
DRAW CARDS

VOTE
ME

RULES

- 2 -
SET-UP

VOTE
ME

RULES

- 1 -
PLAYING
THE GAME

VOTE
ME

RULES

- 6 -
RESOLVING
TIES

VOTE
ME

RULES

- 5 -
VOTING

VOTE
ME



COASTUS



INDUSTRIUS



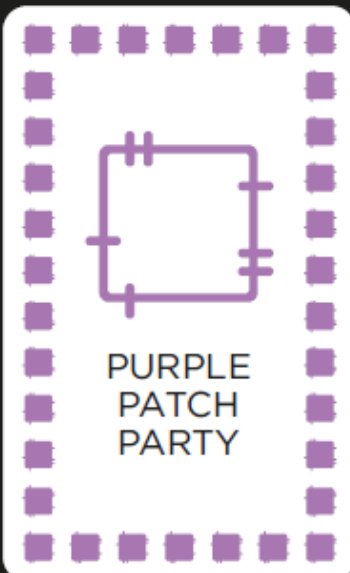
THE MOUNTAINS



CENTRUS



THE ISLAND



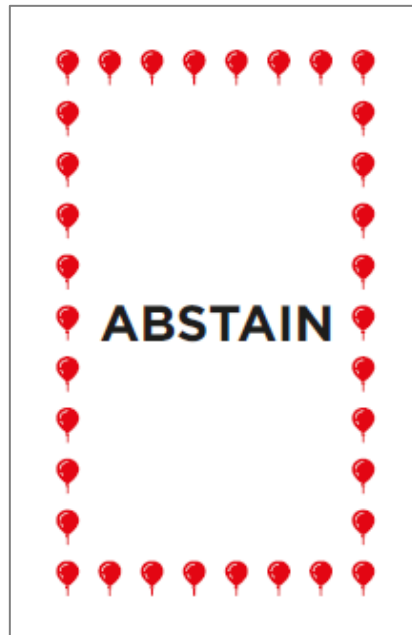
**PURPLE
PATCH
PARTY**



**BLUE
BUTTERFLY
PARTY**



**GREEN
APPLE
PARTY**



A decorative border of small icons, including a butterfly, a person, a building, a square, a circle, and a leaf, arranged in a rectangular frame.

HEALTH

VOTE ME

A decorative border of small icons, including a butterfly, a person, a building, a square, a circle, and a leaf, arranged in a rectangular frame.

HOUSING

VOTE ME

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DEFENSE

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TAX

VOTE ME

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EDUCATION

VOTE ME

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ENVIRONMENT

VOTE ME

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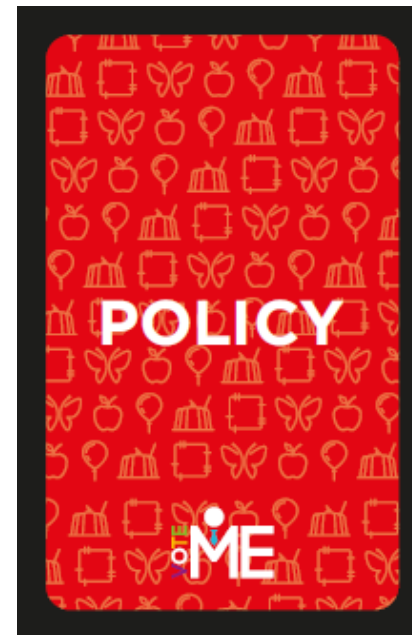
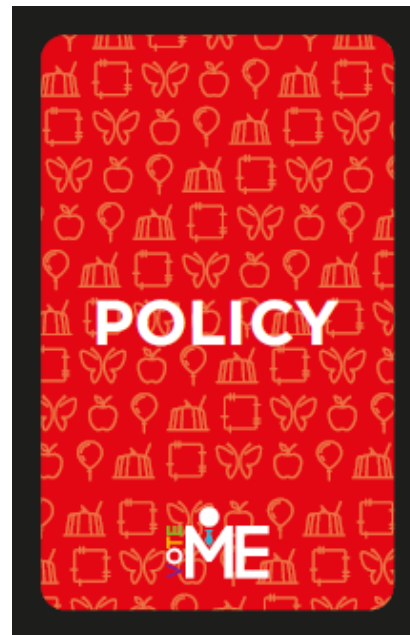
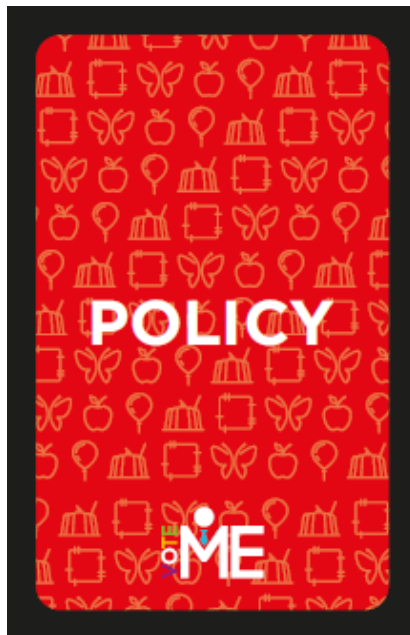
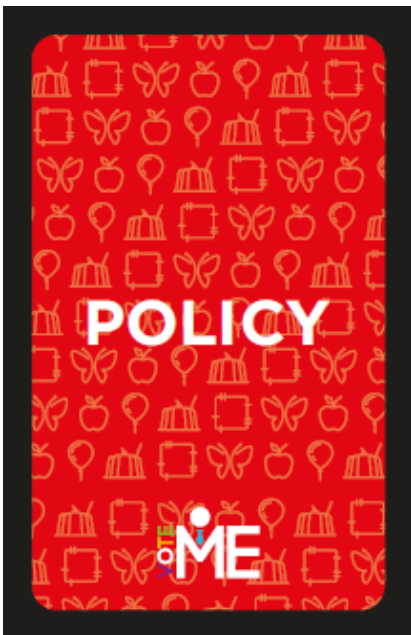
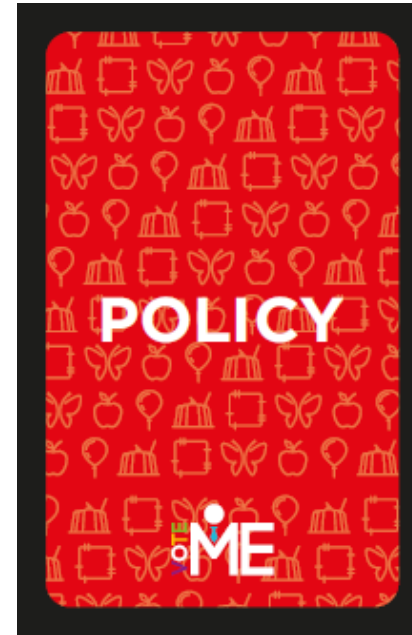
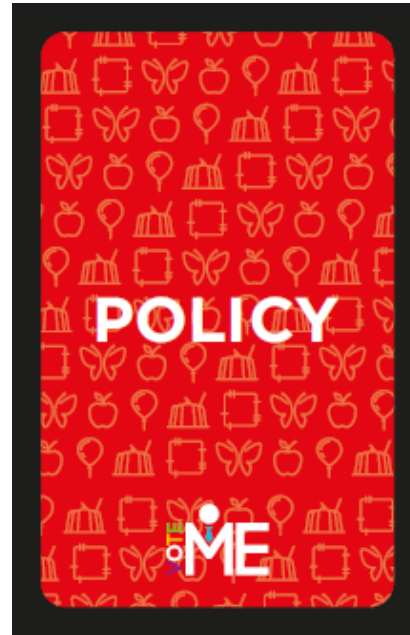
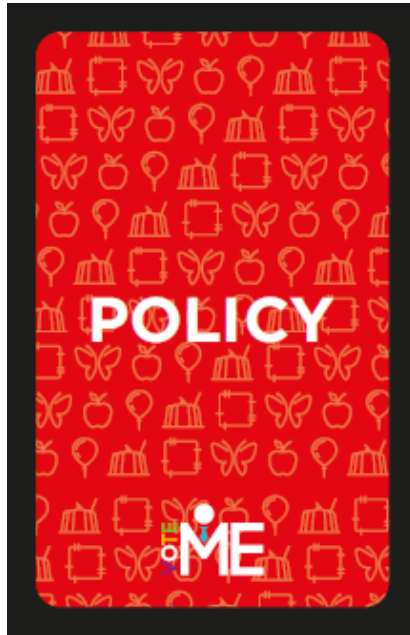
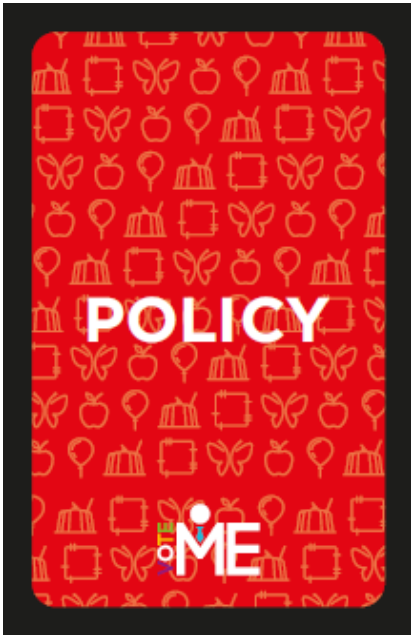
**FOREIGN
POLICY**

VOTE ME

A decorative border of small icons, including a butterfly, a person, a building, a square, a circle, and a leaf, arranged in a rectangular frame.

TRADE

VOTE ME





CHARACTERS

1. SUPERHEROES
2. SUPERVILLAINS
3. CARTOONS
4. BOOKS
5. CELEBRITIES
6. TV/FILM



ANIMALS

1. BUGS (e.g. insects)
2. REPTILES
3. CATTLE
4. JUNGLE
5. PETS
6. EXTINCT



WEATHER

1. SUNSHINE
2. RAIN
3. WIND
4. SNOW
5. CLOUD
6. STORMS



AGES

1. BABIES
2. CHILDREN
3. STUDENTS
4. ADULTS
5. PARENTS
6. PENSIONERS



TOYS

1. STUFFED ANIMALS
2. DOLLS
3. ACTION FIGURES
4. JIGSAW PUZZLES
5. CONSTRUCTION
6. GAMES



MAGIC

1. PEOPLE
2. ITEMS
3. SPELLS
4. POTIONS
5. CREATURES
6. PLACES



HOUSEHOLD OBJECTS (FOUND IN:)

1. KITCHEN
2. BATHROOM
3. LIVING ROOM
4. BEDROOM
5. GARDEN/GARAGE
6. OFFICE



MEDIA

1. TV
2. FILM
3. MUSIC
4. RADIO
5. THEATRE
6. LITERATURE



