

PARTY in POWER

THE TONGUE-IN-CHEEK CARD GAME OF POLITICS, STRATEGY and POLITICAL STRATEGY

Welcome to Election Season, with the ruling Party In Power (PIP) plotting to maintain its stranglehold over local politics; however, they're facing several gutsy Opposition Parties this time around, who are eyeing representation in Parliament – or even a Constituency or two...

CONTENTS

	Qty
Rules Sheets (this)	5 Sheets
Card Listing Sheets	2 Sheets
General FAQ Sheet	1 Sheet
Grassroots Deck	400 Cards
(PIP) Talent Deck	80 Cards
(PIP) Action Deck	80 Cards
NCMP Cards	40 Cards
Constituency Deck	30 Cards
Victory Points Cards	16 Cards
(PIP) Minister Cards	15 Cards
Party Cards	11 Cards
Momentum Card	1 Card
	673 Cards

OVERVIEW

Party In Power may be played by two to ten players, though it works best with three to six. One player is randomly selected to play the Party In Power, which is usually represented by the Party of Power.

The PIP holds Elections for each Constituency, and pits its Candidates from the Talent Deck against Opposition Candidates drawn from the Grassroots Deck. If the PIP wins, the best-performing Opposition Party has the consolation of being allowed Non-Constituency Members of Parliament (NCMPs).

At the end of the game, scores are tallied, with Victory Points (VPs) given for Constituencies won and NCMPs held. The Party with the most Victory Points, wins!

SETUP

Shuffle all Decks well. The PIP places the Minister Mentor, Prime Minister, Senior Minister and ten Cabinet Ministers in his Talent Pool. Then, the PIP draws six Candidates from the Talent Deck, and adds them to the Talent Pool.

The Momentum Card is given to the Opposition Party with the highest Registration Number. Beginning with that Party clockwise, each Party draws five cards from the Grassroots Deck, and adds them to his Asset Bank (or hand).

GAMEPLAY

An Election is held for each Constituency, and the game continues until all twenty-seven Constituencies have undergone, in order, a Campaign Day, a Nomination Day and a Polling Day.

1. CAMPAIGN DAY

The PIP reveals the top card from the Constituency Deck. Each Constituency card shows the name of the Constituency, the number of Parliamentary Seats offered (one, if not stated), its Prevailing Issue and Incumbent Advantage.

Beginning with the PIP clockwise, each Party may override the Prevailing Issue by playing a Candidate card of higher Popularity, or the same Popularity but higher-ranked Suit (any Candidate may be used to override the original Prevailing Issue). After all other Parties have passed, the Prevailing Issue for this Election is set, and Nomination Day follows.

The rank order of the Issues (Suits) is, from highest to lowest: Employment (Spades), Immigration (Hearts), Taxation (Diamonds) and Security (Clubs).

2. NOMINATION DAY

The PIP draws and adds Candidates from the Talent Deck to the Talent Pool, until the number of non-Minister Candidates in the Talent Pool is at least the number of Seats offered by the current Constituency.

Next, the PIP may draw one card from either the Talent Deck or the Action Deck for each Opposition Party, and add these cards to the Talent Pool. The Talent Pool may hold a maximum of ten non-Minister Candidates, and one Action card for each Opposition.

While the public Grassroots Deck has a number of cards less than twice the number of Opposition Parties, the PIP draws from the top of the (private) Grassroots Deck and adds the card, face-up, to the public Grassroots Deck.

Then, beginning from the Party with the Momentum Card clockwise, each Opposition Party drafts a card from either the public Grassroots Deck or the top of the (private) Grassroots Deck. This procedure is repeated until each Opposition Party has drawn three Grassroots cards¹ in total on Nomination Day. Each Opposition Party may hold a maximum of seven cards in its Asset Bank.

Each Opposition Party then decides whether to contest for the Constituency, by concealing its Party Card either face-up (yes) or face-down (no). All Party Cards are revealed at the same time, and Polling Day follows.

3. POLLING DAY

All Opposition Parties which had decided to contest the Election at the end of Nomination Day must Submit at least as many Grassroots cards as there are Seats, face-down. If a Party does not have enough cards, it must still Submit as many as possible (though it will almost certainly be disqualified later).

¹ Refer to the General FAQ Sheet for the exact number, which depends on the number of Parties

After observing the number of cards Submitted by each Opposition Party, the PIP Submits its own Team, composed of as many Candidates as Seats, as well as any number of Action cards (applied immediately) from its Talent Pool. The PIP must have a Minority Candidate or Minister in the Team when contesting a GRC, if possible. If not, the PIP loses five Votes.

The Submitted cards from the Opposition are then revealed, and Votes are counted, beginning clockwise from the Party holding the Momentum Card. Any Reaction cards are applied in an order chosen by their owner. If an Opposition Party has insufficient Candidates, or does not have a Minority Candidate in the Team when contesting a GRC, it is disqualified.

Each Candidate gets as many Votes as his Popularity, an additional Vote if his Favoured Issue matches the Prevailing Issue, and a further Vote if the Candidate is a Party Leader with an affiliation matching the Party that played it. A Party's total Vote count is the sum of all its Candidates', which may be further affected by Action and Reaction cards. The PIP's Votes are also adjusted by the Incumbent Advantage.

If the PIP wins (as usual), it keeps the Constituency card, and the Opposition Party with the most Votes gets the Momentum Card, as well as one NCMP for an SMC, two NCMPs for a Four or Five-Seat GRC, and three NCMPs for a Six-Seat GRC. Ties are broken by the number of Grassroots Helpers (spare Candidates), then by possession of the Momentum Card, then by Party Registration Number (lowest wins). If an Opposition Party wins, it keeps the Constituency card, gets the Momentum Card, and no NCMPs are distributed.

SCORING

At the end of the game, the PIP gets one Victory Point for each Seat won. Each Opposition Party gets eight Victory Points for each Seat won, and one Victory Point for each NCMP. The Party with the most Victory Points (including any obtained during the course of the game) wins!