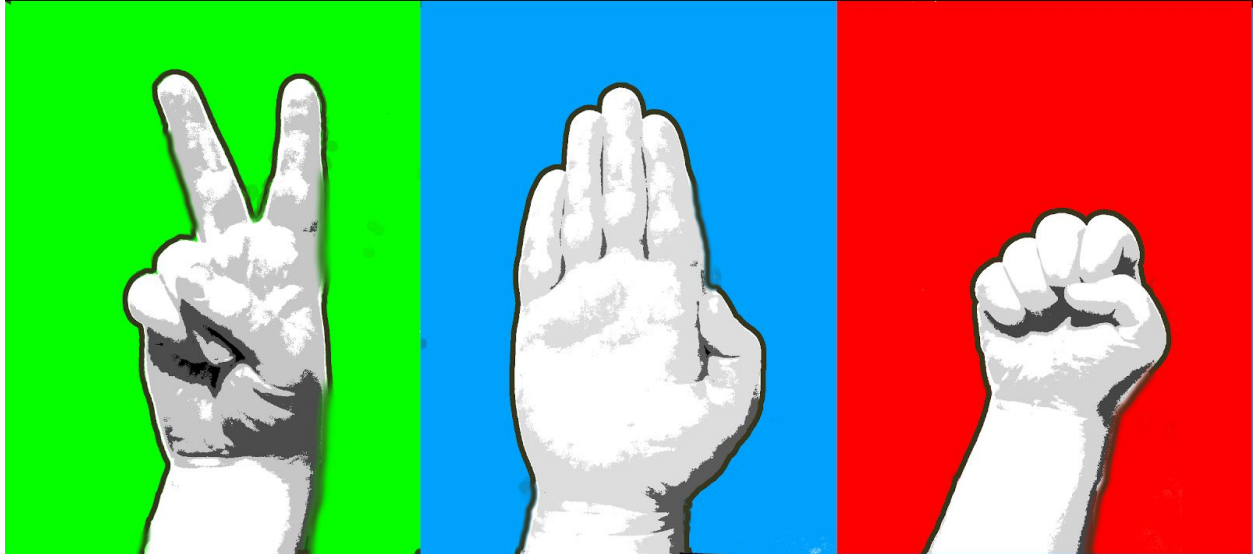


RITE-OR-RONG



Social game about rituals of politics

There are two major parts - The Election and The Revolution.

Recommended for 30 or more players.

Requirements: cards of three colors - red, green, blue. Half of them marked with a star, the other half marked with a circle.



The Election -----

Setup

- Every player receives a random card.
- Color of the card represents one of three political opinions - red, blue or green.
- Player inspects his/her card and keeps it secret.

All players are political candidates.
Gameplay consists of multiple election rounds.

The Elections

- Players vote all at once with their right hand, showing any of the three symbols:
 - closed fist = red
 - victory = green
 - open palm = blue
- They can vote unrelated to their card color.
- Votes are counted.
- Only those who voted for the most voted symbol can vote in further elections.
- Elections continue, until only two active players remain.

Final Election

- Candidates may hint to which symbols they represent.
- All players raise their left or right hand, voting for first or second candidate.
- Candidates reveal their colors.
- Winning candidate wins the game. In case of a tie or both candidates sharing the same color, both are winners.
- Players having the winning color show their cards to prove they are a part of the winning party.

Revolution -----

Winning color from the previous round is now a ruling class. Remaining colors form the working class.

Setup

- All players secretly look at a hidden symbol on their card - star or circle.

Star is a corrupt, circle is a revolutionary.

Players now represent their symbols (characters), not parties (opinions).

Gameplay consists of a chain of accusations.

Starting player is the president - winner of a previous round.

Propaganda

- Accuser selects a target player (other than the previous accuser).
- Accuser can look at the card of his target.
- Accuser then makes a statement: can be silent, announce the class and character, or lie.
- All active players give thumb up or down to vote for target's freedom or arrest.
- Target reveals the card.

- Target becomes the accuser for the next round.
- In case of an arrest, target makes no further participation to the game.

Final Conditions

- If all the corrupts (stars) of the **ruling party** are arrested, revolution wins.
- If all the revolutionaries (circles) of the **ruling party** are arrested, corruption wins.