

PARTY SPIN

A political card game about getting exactly where you need to.



A game by Team Spinning Monkeys

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Party Spin - Rulebook

Premise:

You are in charge of a political party and you have to pick issues for your party platform that will allow you to hit the sweet spot of public opinion and accumulate as much political capital as you can.

Components List



40 x Policy Cards

18x Round Tracker Cards

5x Player Reference Cards

10x Player Tokens (2x in each player colour)

1x First Player Token

1x Capital Score Track

Setup

The Round Tracker Cards are marked with the number of players. From the set of Round Tracker Cards that match the number of players, choose the following number of cards and lay them out in any order you choose to mark the number of rounds in the game:

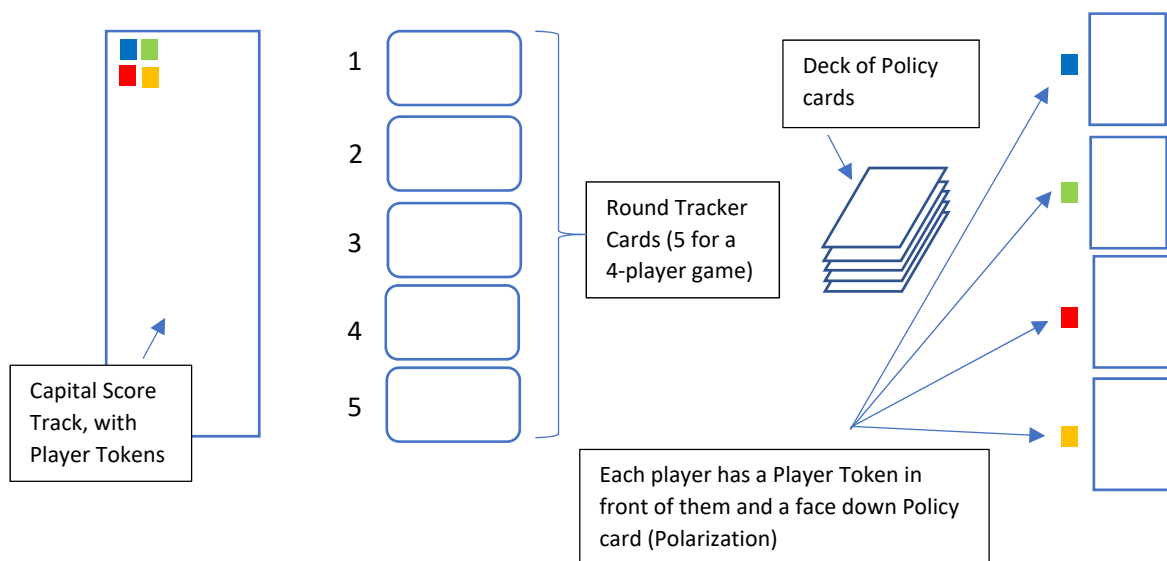
3 Players	6 Rounds/cards
4 Players	5 Rounds/cards
5 Players	4 Rounds/cards

Lay out the score track within easy reach. Each player chooses a set of player tokens in the colour of their choice, and places one on the lowest numbered space on the score track. The other player token is used to remind the player what colour is theirs and can also be used to mark the relative positions in each round.

Shuffle all the Policy Cards in a single deck and place it within easy reach, with space for a discard pile. Deal each player a Policy card face down. This is their first Polarization card.

Give the player who last read a newspaper the First Player Token and you are now ready to begin.

Setup example for 4 players:





How to Play

The game is played over a set number of rounds, depending on the number of players (see Page 1).

At the start of each round, each player will have 1 Policy card face down in front of them (the Polarization). This card is not part of the player's Hand, and players may look at their Polarization card at any time.

Each round is divided into the Picking Phase, and the Scoring Phase:

Picking Phase

At the start of each round's picking phase, deal a number of face down cards into the center of the playing area equal to the number of players. These are the Debate piles.

Then, each player is dealt a Hand of 3 Policy cards from the deck.

Starting with the player with the First Player token, and then going clockwise, each player takes turns until every player has picked a Debate pile.

During each player's turn, they make take **ONE** of the following actions:

- Play a card from their Hand **face up** onto any Debate pile which has **less than 4 cards**, then draw the top card from the Policy deck.
- Play a card from their Hand **face down** onto any Debate pile which has **less than 4 cards**.
- Discard a card from their Hand to look at all cards (face up and face down) in any Debate pile.
- Discard their Polarization card.
- Discard all the cards from their hand to take any Debate pile. They no longer take any more turns during this round. A player may discard 0 cards if they have no more cards in their Hand. In fact, this is the only action they may take at that time. A player may take any Debate pile, even if it has only a single card.

REMEMBER: Each Debate pile can only have a maximum of 4 cards.

Once all players have picked a Debate pile, the Scoring Phase begins.

Anatomy of a Policy Card:



Scoring Phase

Every player adds their Polarization card to the cards from the Debate pile that they picked.

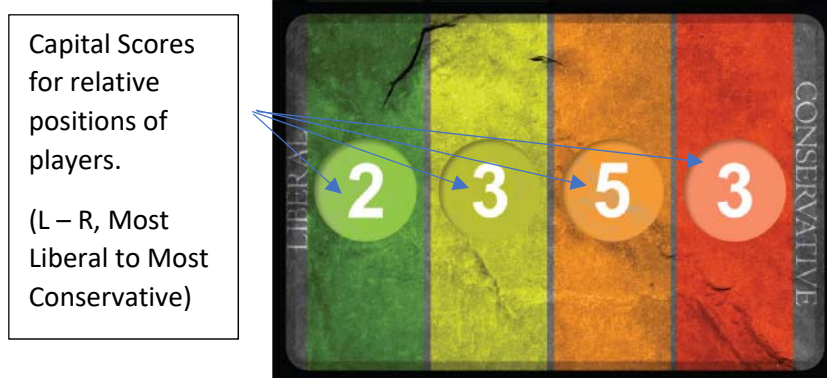
Then, each player tallies the Liberal and Conservative points on their cards.

Each pair of Liberal and Conservative points that they have cancels each other out.

Each player will then gain Capital depending on the Round Tracker card, based on their relative amount of Liberal or Conservative points. The Round Tracker cards show what Capital will be awarded to the player with the most to least Conservative points or vice versa for Liberal points.

In the event of a tie between 2 or more players, each player receives the Capital equal to the lowest Capital score of the tied positions.

Anatomy of a Round Tracker Card:



Once Capital score has been awarded, each player then must choose their highest value Policy card (the player chooses which if they have more than one) that they scored this round to **keep face down as their Polarization** card for the next round. All other cards scored this round are discarded.

Example:

In a 4-player game, the current Round Tracker card indicates that the most Conservative player will get 3 Capital, the second most Conservative player will get 5 Capital, the second most Liberal player will get 3 Capital, and the most Liberal player will get 2 Capital

Player 1 ends the round with 4 cards giving them a total of 5 Liberal points and 3 Conservative points. Their overall total for this round is 2 Liberal points.

Player 2 ends the round with 5 cards giving them a total of 6 Liberal points and 6 Conservative points. Their overall total for this round is 0 points.

Player 3 ends the round with 4 cards giving them a total of 3 Liberal points and 6 Conservative points. Their overall total for this round is 3 Conservative points.

Player 4 ends the round with 2 cards giving them a total of 3 Conservative points and no Liberal points. Their overall total for this round is 3 Conservative points.

Players 3 and 4 are tied for most Conservative, and will each get the lower score of the tied positions which is 3 Capital. Player 2 will get 3 Capital for being the second most Liberal, and Player 1 will get 2 Capital, which is then marked on the Capital Score Track.

Then each player chooses one card each from their scored cards to keep as their Polarization for the next round.

After the end of each Scoring Phase, the First Player token is **passed clockwise**, all the remaining cards in the deck and the discard pile are shuffled together into a new deck and a new Round begins.

The game continues to the next Round, until all the Rounds have been played. At the end of the game, the player with the highest Capital score is the winner. In the event of a tie, the tied players may make any underhanded deal they like (bribery is customary) to determine the winner.