

## **Chile, 1988**

**Players:** 2

**Materials:**

- 1 Board
- # Si Alliance Pink Player Tokens
- # No Alliance Green Player Tokens
- 1 Issue Deck
- # Campaign Fund Tokens
- 2 Player Boards
- 1 Calendar Tracker
- 1 Public Fund Dish
- 1 Initiative Token

**Objective:**

To be the player with the most of the **Votes** at the end of the game.

**Abstract**

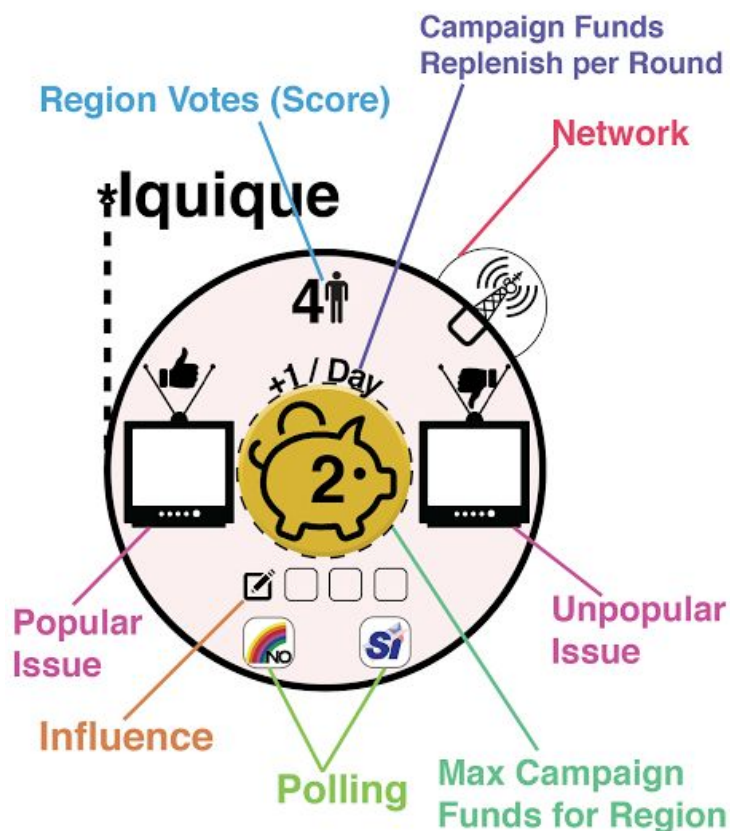
It is the year 1988 and the Chilean national plebiscite is coming in 10 days! After 16 years of dictatorship, General Augusto Pinochet is calling to a national referendum to be held on October 5th to determine whether he should extend his rule for another eight years or not. Two campaigns start battling through the country to convince the Chilean people, the alliance of “Si” and the alliance of “No”.

Who will get the most influence out of the regions? Who will convince more people? Who should rule from now on?

The game is played over 10 rounds called **Days**. Players take turns during these days taking **Actions** to increase their **Influence** over a **Region** in an effort to control it and maintain control of **Regions** in order to have the most **Votes** from those **Regions** at the end of the game to win.

**Set-up**

This is an example of a **Region's** layout:



1. Each player chooses an **Alliance** to play as and takes all of their Alliance's **Player** tokens and places them in the **Player Tokens** space on their Player Boards.
2. The **Si Alliance** player places 2 **Player** tokens on the **Iniquique Region** and 3 **Player** tokens on the **Valparaiso Region's Influence Tracks**. The **No Alliance** player places 3 **Player** tokens on **Concepcion Region** and 2 **Player** tokens on **La Serena Region's Influence Tracks**. These are open **Regions** and both players place 1 **Player** token on their designated **Polling** space on each of these starting **Regions**.
3. Shuffle **Issue** deck and draw 20 cards without looking at them. Place one card face down on the each of the two **Ad** spaces of each **Region**.
4. Each player lays out one of each of the 9 **Issue** cards and selects 6 of them as their Alliance's **Issues** and places them on the designated squares on their Player Board.
5. Place the number of **Campaign Fund** tokens on each of the empty **Campaign Fund** spaces of each **Region** according to the number on the **Region**.

## Rules

1. Whoever's hometown is geographically closest to Chile goes first.
2. The game takes place over a series of **10** rounds or **Days**, with both players taking turns each **Day**. If it's decided that the Si player will go first, they will go first at the beginning of **Day 1** and then turn order will alternate at the beginning of each subsequent **Day**.
3. At the beginning of each **Day** both players **Fundraise** from the **Regions** they control. Control is determined by whichever player has the most **Player** tokens on a **Region**. You may only take up to 3 **Campaign Fund** tokens, but can decide from whichever of your controlled **Regions** to take them and how many you take from each.
4. Both players then decide which **Actions** they will take for this **Day** by placing 1 **Campaign Fund** token on each **Action** they wish to take in the circle next to that **Action**. Each **Action** can only be used once per **Day**. Once all **Actions** are decided by both players for the **Day**, they are locked and cannot be changed for that **Day**. If you decide on an **Action** and for any reason cannot actually play it, you forfeit that **Action** and lose the **Campaign Fund** token you paid for it. After an **Action** is played, place the spent **Campaign** fund token back to the **Public Fund** dish.
  - a. **Campaign Fund** tokens do not all have to be played as **Actions**, you may choose to save them for a later **Day** in the space marked **Campaign Funds** on your Player Board.
5. On your turn, you take any one of your **Actions** in any order and play it. Then the other player will take one of their **Actions** in any order. Play alternates between both players with each taking an **Action** until both players have played all of their **Actions** for that **Day**. The **Initiative** token is passed back and forth between players as they alternate taking **Actions** to show who is currently taking an **Action**.
6. At the end of each **Day**, players replenish any **Campaign Fund** tokens that were **Fundraised** according to the number required on each **Region** tile. Players then flip the **Calendar Tracker** to the next **Day**.
7. At the end of the 10th **Day**, the player who controls the majority of the **Votes**, based on the **Regions** they control, wins. **Region** control is determined by which player has the majority in each **Region**.

**Actions:**

1. **Poll:** Place a **Player** token on your alliance's polling space on any **Region** that you have not polled yet. Look at the face down **Issue** cards on that **Region**, but leave them face down. Once you have polled a **Region**, you can look at that **Region's Issue** cards at any time, but cannot reveal them to the other player. Once both players have polled that **Region**, both **Issue** cards become public and are turned face up for the rest of the game.
  - a. **IMPORTANT:** All other **Actions** cannot be taken on a **Region** until it has been polled by at least one player. Only the player who has polled the **Region** can take **Actions** there until both players have polled there.
2. **Buy Network:** Purchase a network in a **Region**. If you buy a **Network** you place one of your **Player** tokens in the **Network** space on the **Region** you are buying it in. If you own a **Network** the other player cannot play **Negative Advertising** in that **Region** unless they buy the **Network** for themselves. When you put **Player** tokens onto a **Region** with one of your **Networks**, you can add one extra **Player** token to one other **Region** that you also have a **Network** in. This can only be done to one other **Region** regardless of how many **Networks** you currently own once per **Day**.
3. **Takeover Network:** Takeover an opponent's **Network** for 2 **Campaign Fund** tokens, but only if you gain control over that **Region**.
4. **Run Positive Advertising:** If one of your **Issue** cards matches the **Popular Issue** card (denoted by a thumbs-up on the **Region**) of a **Region** you wish to take this action in, place 2 of your **Influence** tokens on that **Region's Influence Track**. If the **Influence Track** is full, remove the necessary number your opponent's tokens and put yours in its place.
5. **Run Negative Advertising:** If one of your opponent's **Issue** cards matches the **Unpopular Issue** card of the **Region** you wish to take this action in, place 2 of your **Player** tokens on that **Region's Influence Track**. If the **Influence Track** is full, remove the necessary number your opponent's tokens and put yours in their place.
6. **Issue Shift:** This can be played one of two ways:
  - a. Switch one **Issue** card with another **Issue** card from a **Region** with your **Network** on it to another **Region** that you also own a **Network** in.
  - b. Change one **Issue** card with another **Issue** card from your Player Board. You draw a new **Issue** card to replace the one you used to change.
7. **Draw Issue:** Draw an **Issue** card from the **Issue** deck and switch it with one of your **Issues**.

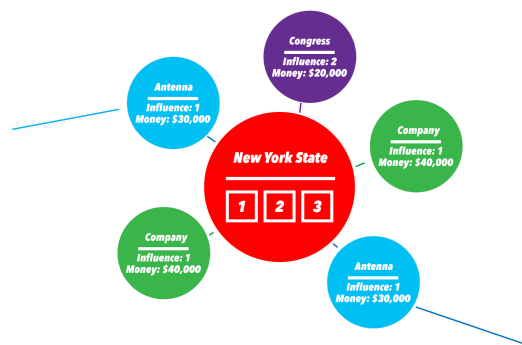
### Sample Turn

1. The **Si Player** chooses to **Fundraise** from the **Iniquique Region** for 3 **Campaign Fund** tokens. The **No Player** chooses to **Fundraise** from the **Concepcion Region** for 1 **Campaign Fund** tokens and 2 **Campaign Fund** tokens from **La Serena**.
2. The **Si player** chooses to **Buy Network**, **Run Positive Advertising**, and **Poll**. The **No Player** chooses to **Poll**, **Run Negative Advertising**, and **Buy Network**.
3. The **Si player** plays **Poll** in the **Punta Arenas Region**. They learn that the **Popular Issue** in this **Region** is Education and the **Unpopular Issue** is Civil Rights.
4. The **No Player** plays **Buy Network** in the **La Serena Region**.
5. The **Si Player** has Education as one of their **Issue** cards, and they decide **Run Positive Advertising** on **Punta Arenas Region** and places 1 of their **Player** tokens on **Punta Arenas Region's Influence Track**. Because **Si Player** has at least 1 **Player** token on this **Region** they now control it and can use it in later **Days** to **Fundraise** from, unless they lose control of it to the **No Player** at some point.
6. The **No Player** plays **Poll** in the **Punta Arenas Region** as well. Now this **Region** is open so both **Issue** cards are flipped face up for the rest of the game.
7. The **Si Player** plays **Buy Network** in the **Punta Arenas Region**. Once they buy another **Network** in later **Days** they can add one **Player** token to the other **Region** where they have a **Network** any time they add **Player** tokens to one of those **Regions**.
8. Finally the **No Player** plays **Run Negative Advertising** on the **Concepcion Region** because its **Unpopular Issue** is the same as one of the **Si Player's Issues** and places 2 **Player** tokens on its **Influence Track**.
9. Since both has now spent all of their **Campaign Fund** tokens and can no longer take any **Actions** so they end their turn. The **Day** ends and the players flip the **Calendar Tracker** to the next **Day** and replenish the used **Campaign Fund** tokens on the board according to the number on the **Regions** they were taken from.

In the beginning of our process, we knew we wanted to make a game with a political theme. Initially we were going to design a game experience that would be a legacy type game that would be played over 5 days. After determining that the scope of such a project would be too difficult to execute well within our development time frame, as well as the difficulty of playtesting and presenting such a project, the idea was abandoned. The desire for a political theme though remained, and was carried through the rest of the design process.

Our next few design iteration attempts included creating a game that took cues from card based games like Cards Against Humanity where the play would revolve around a rotating judge deciding which players had the best solution to an issue card that the judge plays.

We also tried to make a game that centered around social mechanics with Diplomacy as a guiding example. Another prototype we tried involved four players representing four parties in a historically fictional United States. This design is where the ideas of States (now called Regions), Influence, and Networks (then called Antennas), as well as the beginning of what would be our final board design, were first introduced to our project. Here's an early example of a 'State':



In this game players built up their 'political machines' by purchasing the spaces around the center circle and placing Influence tokens according to what they owned. Issue cards were introduced here as well with each state having the Popular and Unpopular Issues just as the final design does.

Eventually the game became the final iteration presented here. We reduced the player number to two, made the game based around a set of Actions players could take in order to shift the Influence in each State (Region). The game was also narratively re-skinned to be about an actual historical event that occurred in Chile in 1988 where two campaigns battled it out to convince the Chilean people to vote yes (Si) or no on a referendum about whether or not the dictator Pinochet should remain in power for another 8 years. The game was given a fixed number of turns, with players deciding their Actions at the beginning of each turn and executing them one at a time over alternating turns during the course of a round or Day. The game ends at the end of the 10th Day and the player with the most Votes from their controlled Regions wins.

## Images

