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Game Overview

Introduction:

The BIG Party Game is a social party game that focuses on the satirical analysis of politics in today's society. The game is set in an anthropomorphic society to better facilitate the satirical aspirations of the game. Players will role play as different types of animals, deciding where they stand on certain issues and letting their leader know how they feel about different topics. Can the party leaders identify the positions of their constituents? If so, they'll stay ahead in the polls and on election day their party will win the game.

Vision Statement:

Players will create party platforms, elect spokespeople for their party, and attempt to sabotage their opponents all while competing to win the election. Have fun with friends trying to agree on exactly what a Codswallop or Mythinteratest is. Develop a system of understanding so that your spokesperson can reach a consensus on how your party feels about Baboonery and Fandangles so that you will lead in the polls and eventually be the leader of the entire animal kingdom.

Genre:

The BIG Party Game is classified as a social party game and is, therefore, considered to be a mainstream table top game.

Number of Players:

While the game is designed to be played with eight or more people, concessions could be made to facilitate parties of six.

Target Audience:

The BIG Party Game is designed for players twelve years of age and older due to the need of deductive reasoning skills and the ability to grasp abstract concepts. More will be discussed in the later Target Audience Research section of this document.

Unique Selling Points:

- Satirical Analysis of Politics
- Anthropomorphic Theme
- Ambiguity of Content

Game Components

The game components section will describe each asset that will be included and necessary for gameplay. Some will be discussed in further detail in the gameplay section of the document.

What's included?

- Rule Book
- The Poll (Game Board)
- 10 Character Cards
- 40 Issue Cards
- 40 Statement Cards
- 80 Answer Cards (+20 reusable 'Free Response')
- 24 Risk Cards (12 positive/12 negative)
- 6 Risk Tokens
- 4 fine tip dry erase markers
- 8 writing pads and utensils (possible online option)
- 8 voting boards (dry erase pads)

The Poll (Game Board)

The game board is a dry erase surface that is designed as a line chart with the number of turns (20) represented by the X axis and the number of points accumulated (20) represented on the Y axis. Each party will keep track of its point accumulation by drawing a line from its current position in the polls to its new one using their party's colored dry erase marker.



Figure 1: Illustration of completed game with three competing parties.

Game Cards (LINKED: [tabbed spreadsheet of cards](#))

Above is a link to a tabbed spreadsheet with the previously mentioned number of cards created. All cards are to be designed, printed, and cut 2" x 3.5". This is the size of a standard business card. Below are example images of each card. The top image is the front of the card and the bottom image represents the back. A more detailed explanation of the different types of cards and their uses will be given in the gameplay section of this document. (After initial playtest, it was suggested that we color code the different types of cards to help players differentiate between them on the backside.)

Character Cards

The character cards contain an animal, it's trophic classification(carnivore/omnivore/ herbivore), societal class(ruling/middle/working), religion (traditional/radical/nonreligious), political leanings (conservative/liberal/extremist), and policy interests (i.e. social programs for the welfare of all, fiscal responsibility, pro border defense, species segregation). (see linked spreadsheet)

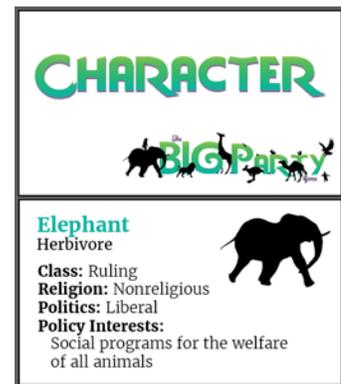


Figure 2: Front/Back of sample Character Card

Each player will receive a character card at the beginning of the game and will take on the role of that animal when drafting positions, answering statements, and voting for leadership. These cards are meant to be the stereotypical representation of that species. This will guide each player as to how they should proceed through the game session, but many of the descriptors leave room for individual interpretation and decision-making.

Issue Cards

Issue cards contain nonsensical words such as Baboonery, Restification, or Parasnorts. (see linked spreadsheet)

Each 'Primary' begins by revealing an issue card. This will become the next plank of the party platform (to be explained in gameplay phase of doc).



Figure 3: Front/Back of sample Issue Card

Statement Cards

Statement cards contain incomplete statements about a number of different topics. (see linked spreadsheet)

During the campaign trail phase of the game, statement cards will be revealed and constituents will use answer cards in their hand to fill in the blanks and complete the statement.



Figure 4: Front/Back of sample Statement Card

Answer Cards

Answer cards have random nonsensical nouns, infinitives, and gerunds on the back of them. (see linked spreadsheet)

These cards will be used by the constituents to fill in the blanks of the aforementioned statement cards.



Figure 5: Front/Back of sample Answer Card

Risk Cards

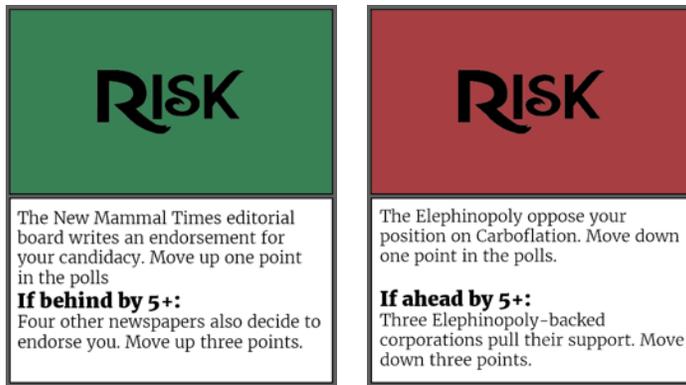


Figure 6: Front/Back of sample Risk Cards. Green = Positive / Red = Negative

There are two types of risk cards. The green risk card contains outcomes that are beneficial to the party that receives it and the red cards contain negative outcomes.

(see linked spreadsheet)

The risk cards serve multiple

purposes. (1) They give a more functional role to the spokesperson/leader of the team, and (2) they serve as a balancing tool between parties during gameplay. The points received from risk cards are additional to the outcome of the turn.

Risk Tokens

These are approximately 3/4" in diameter with a thickness of approximately 1/8". The word 'RISK' will be on both sides. Each team will receive two risk tokens that can be played at any point during the game with the only exception being that they cannot both be played in the same campaign trail phase of gameplay. This will be further explained in the gameplay section of this document.

Writing Pads and Utensils

Each player will have a writing pad and something to write with. The players will use these to write out their unique position on the topic during each primary. There is an option to use an online app like Poll Everywhere which allows participants to use their smart devices to respond to topics and then poll the audience to decide which is the best option. To be explained further during the gameplay section of the document.

Gameplay

The gameplay section will describe in detail the rules, mechanics, phases, and how overall game progression will happen in *The BIG Party Game*.

Overview:

Once the game is setup and the players have received their character cards, the game will progress through four recurring game loops each consisting of a primary and campaign trail phase finally culminating with election day which happens after turn twenty.

The overall goal of the game is to help your party leader stay ahead in the polls and therefore be elected as the leader of the animal kingdom. Each party will create and choose their position on given issues and run their campaign on those issues. This game is meant to be a satirical analysis of political parties within society and how so much of the political language is vague and full of functional references instead of definite meanings. Can your party come to a consensus on the issues and learn how to communicate with one another?

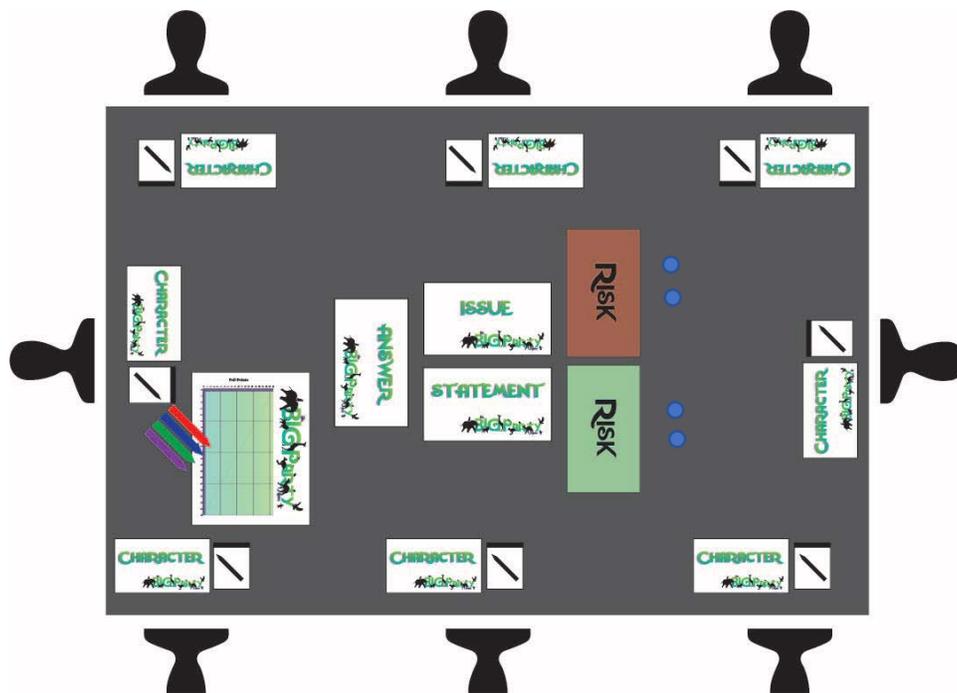


Figure 7: Sample gameplay setup (items are not to scale)

Setup: (illustrated in Figure 7)

- Clear the playing surface.
- Distribute a character card, a dry erase tablet, a marker, and a voting card to each player.
- Decide who will be the scorekeeper by playing a quick round of 'nose goes' and give them 'The Poll' and the different colored dry erase markers.
- Layout the Issue, Statement, Answer, and Risk decks in the center of the table as well as the four risk tokens where anyone can reach them.

- At this point, the party will need to decide how many political parties will be formed based on the number of players. The ideal party will contain a minimum of four people. (e.g., If there are eight people, there will be two parties of four. If there are twelve people or more, then there can be two large parties or three smaller ones.)
- The parties are not formed until the end of the first primary phase of gameplay.
- Now the group will decide on which four turns will be marked as mandatory risk turns. These will be marked with a vertical red line on the Poll.

Game Phases:

Primaries:

The game will begin with the initial primary and the parties will reconvene for another primary after each campaign trail phase of the game. There will be four total primaries before Election Day.

Campaign Trail:

After each primary, the parties will hit the campaign trail. Each campaign trail will address five different statements. This will be explained in more detail below.

Game Progression:

INITIAL PRIMARY

The youngest player will reveal the top issue card and each player will then take a moment to write out their position on that issue keeping their character in mind.

Positions are to remain anonymous. Each position must contain a 'for' or 'against' and an explanation. The party can decide how much time to give in order to write positions. All positions will be handed into the scorekeeper. (S)He will assign each one a number and read them all aloud. Each person will now vote for the top (number of parties) positions by writing the



corresponding numbers on his/her vote board. No player may vote for their own position in the Initial primary, they can however in later primaries. The people that wrote the two positions (or three depending on the number of parties) that receive the highest number of votes will now become party leaders for the first campaign trail phase of the game. Their position will become the first plank in their party's platform. The leader that received the most votes will now read the remaining positions and pick which one they feel is most in sync with their own. The person that wrote that position will now become their first constituent. The other party leader will now do the same thing. This will alternate back and forth between party leaders until all players have joined a party. This concludes the initial primary.

Campaign Trail:

After each primary, the parties will hit the campaign trail. As previously stated, each campaign trail will address five different statements. At the beginning of each turn, every constituent needs to have five answer cards in their hand. One of the party leaders will reveal a statement card and the constituents will have to use their answer cards to best fill in the blanks of the statement in a manner that represents their character and party platform. The submissions will be shuffled up and read aloud by the person to the left of whoever led the last primary (see Figure 9). This will rotate to the left with each new statement. After all of the completed statements have been read aloud, the party leader ahead in the polls will choose a statement he/she believes was submitted by one of his/her constituents. If the leader chooses correctly, he/she will move up one point in the polls; if the leader is incorrect, he/she will stay where they are in the polls. Before the leader chooses, he/she can choose to take a risk. This will, of course, give them an added benefit if correct or could completely backfire if they choose wrong. All points awarded or taken away by a risk card are in addition to the outcome of the turn. Once that leader finishes the turn, the next party in the polls will begin its turn, and so on. At any point, any of the parties can choose to play a 'risk' token which requires the chosen party to risk on its next turn. A party can only play one of its two tokens per campaign trail phase. After each party has finished addressing five different statements, the parties will reconvene for another primary.

Figure 9: Illustration of answer card submissions

REMAINING PRIMARIES

After finishing a campaign trail phase of the game, the parties will participate in another primary. The next issue card will be revealed and all eight players will again write positions on that issue while keeping their character in mind. Again, all positions should remain

anonymous. The player sitting to the left of the scorekeeper will collect all of the written positions, assign them numbers, and read them aloud to the rest of the players. The Party that is currently leading in the polls will vote to choose which position they would like to adopt to become the next plank in their party's platform. If the parties are tied in the polls, the party that had the last risk card will choose first. If the position chosen was written by that party's leader, then that leader gets to stay in their position as the leader and they move up one point in the polls. If it is not, the party may choose whether they are satisfied with their current leadership or not. If not, they can elect new leadership. When the leading party is done with their business, the second party will now go through the same process. After all parties have adopted their new position on the issue and are satisfied with their leadership, the parties return to the campaign trail phase of the game.

(ALTERNATIVE DIGITAL OPTION)

The party can choose to use the Poll Everywhere app online and on their smart devices to submit positions and poll the group to see which position is the favorite. A little more initial setup, but could be more beneficial and easier to keep things confidential. This would definitely be more beneficial with larger parties like classroom environments.

Keeping Score:

After each party finishes its turn, the score keeper will tabulate how many points that party will move up or down in the polls based on the statement chosen (and risk card, if applicable). The scorekeeper will then draw a straight line from that party's current position in the polls to its new position in poll on the line chart. Whichever party is ahead in the polls after round twenty wins the election and is crowned Leader of the Animal Kingdom.



Figure 10: Illustration of completed game with three competing parties.

In the Event of a Tie:

If at any point there is a tie during position/party leader voting, the tie is always decided by character trophic class, then social class, and finally by character mass.

Research

This section will discuss the research behind the decisions made about theme and target audience for *The BIG Party Game*.

Theme:

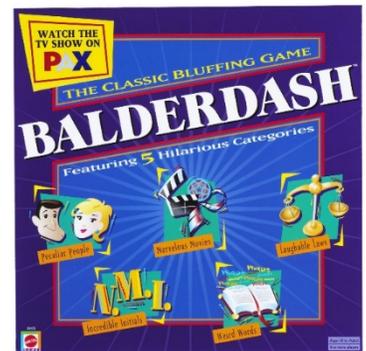
The BIG Party Game is a satirical look at politics. It is meant to analyze the absurdity of the current political climate. When the decision to focus on this topic was made, I chose to employ satire to help better deal with potentially sensitive issues and incorporate an anthropomorphic world to keep the game from feeling too realistic.

Studies have shown that people will be more likely to engage with political issues when they are presented in a satirical format. The game will have a wider appeal due to the implementation of the anthropomorphic and nonsensical aspects of the game.

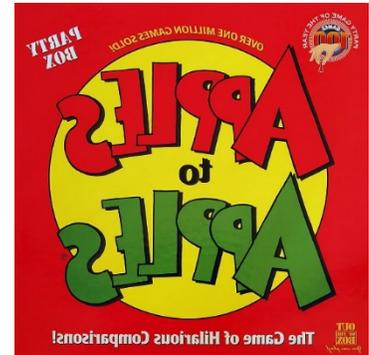
Target Audience:

As previously stated, *The BIG Party Game* is designed to be a social party game for eight or more people. This game will appeal to social mainstream gamers that enjoy relaxing game nights with friends and family.

The following is some of the research done to determine an appropriate age market. An article, written by Kendra Cherry, discusses Piaget's formal operational stage of cognitive development. She states that this stage begins at the age of twelve and lasts into adulthood. It is at this age that children truly begin understanding abstract concepts and that is a necessary skill for this game due to its nonsensical issues and answers that are used during gameplay. In a separate article written by Monica Luciana, Heather Conklin, and Catalina Hooper over their study on adolescent performance on the Iowa Gambling Task test, they discussed the development of the prefrontal cortex of adolescents and its importance in tasks such as decision making and deductive reasoning. Based on the study's findings and



assessment of Cherry’s article over cognitive development, as well as looking at other similar games in the market like Apples to Apples and Balderdash, the game will be marketed for players twelve years of age and older due to its content, theme, and format. I do believe that children as young as nine or ten years old could participate, but due to the need of deductive reasoning skills and the ability to grasp abstract concepts, I set the age limit as mentioned. I also researched several of the content rating systems and read through several different articles and discovered that there is not any inappropriate content for the twelve plus market. While this game is available to a wide market, the best game experience will most likely be had in groups of similar intellect and stages of life.



Appendices

List of Cards

Character Cards

Animal	Trophic	Class	Religion	Politics	Policy Interests
Lion	Carnivore	Ruling	Traditional	Conservative	Fiscal Responsibility, strong borders with strict immigration laws
Bear	Carnivore	Middle	Traditional	Conservative	Pro-military spending, wants to include prey in the draft
Hyena	Carnivore	Working	Radical	Extremist	Against welfare programs for weaker species
Coyote	Carnivore	Working	Radical	Liberal	Supports traditional news sources and free speech
Pig	Omnivore	Ruling	Radical	Extremist	Limited government control, segregated species communities
Rat	Omnivore	Middle	Traditional	Conservative	Privatize education, use public funds for school vouchers
Kangaroo	Herbivore	Middle	Traditional	Liberal	Favors a strong central government and access to a variety of social programs

Rabbit	Herbivore	Working	Traditional	Conservative	The sanctity of life, against the use of litter management
Elephant	Herbivore	Ruling	Nonreligious	Liberal	Social programs for the welfare of all animals
Giraffe	Herbivore	Middle	Nonreligious	Liberal	Free speech protections, prison reform
Sheep	Herbivore	Working	Radical	Conservative	Against military intervention in other ecosystems
Baboon	Herbivore	Working	Nonreligious	Extremist	Favors closed borders, believes in literacy tests for eligible voters

Issue Cards

Whetharabbits	Baboonery	Bletherskate	Fandangle	Skittering
Codswallop	Crabgrass	Nugament	Conesquid	Throping
Reiginvoting	Fanticating	Walpfusings	Primportaine	Reedspicing
Restication	Searkabloons	Glastopperts	Calmnegration	Greenmaking
Expontury	Parasnorts	Carboflation	Hernaduary	Snapflagons
Ownition	Mythinteratest	Elephinopoly	Red	Pitterpattering
Wastfuls	Squirrevotion	Cloverfluff	Squittoon	Diddleskittles
Rollypoling	Sneakadeedoo	Dickapoo	Squidfellow	Hogwashing

Statement Cards

Alternative Medicine is now embracing the curative powers of _____.	_____ is going to be the cause of the world's end.	Federation guidelines now prohibit _____ during international travel.	_____ is a slippery slope that leads to _____.
_____ gets by with very little help from _____.	_____ is having trouble with _____ and would like support.	There needs to be a new _____ on how _____ is taken care of.	In a world ravaged by _____, our only solace is _____.

_____ is a trap!	They said it was crazy! They said we couldn't put _____ inside of _____. They were wrong!	Our educational field trips keep being ruined by _____.	What are teacher's using to inspire the inner city students to succeed?
A recent study shows that _____ is 50% more likely to _____ after finishing their education.	The future president needs to create the Department of _____.	It should be illegal for predators to _____.	What can be done to improve the overall quality of life?
_____ is one of the greatest causes of fatal incidents in _____.	Efforts are being made to _____ the regions from _____.	Make _____ great again.	Read my lips: No new _____.
A little less _____ and a lot more _____.	Free, universal _____ for all animals.	Raise _____ on the _____.	Build _____. The _____ will pay for it.
The fake _____ is a real issue.	They may have _____, but we have _____.	_____ needs to release _____.	Workers need higher _____ and more _____.
Equal rights for _____.	We need a ban on all _____.	We need to stop the illegal _____ from _____ in our regions.	Legalize _____.
The fight for _____ is essential to keeping _____ safe.	We have to put an end to _____.	I despise _____. There, I said it.	We have a situation with _____ that requires immediate attention.

I never understood _____ until I encountered _____.	If it weren't for _____, we wouldn't even be talking about _____.	Having trouble with _____? Try _____!	When you get right down to it, _____ is just _____.
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Answer Cards

Whetharabbits	Baboonery	Bletherskates	Fandangles
Codswallop	Crabgrass Control	Carnivore News Network	Chief Conesquid
Floofyfoof, the famous pop singer	Fanticating	Walpfusings	Primportaine
Restication	Repeal and Replace VetCare	Glastopperts	Skurfufflton County Fair
The Church of Perpetual Sanctuaries	Parasnorts	Carboflation	Hernaduary
Ownition	Mythinteratest	Elephinopoly	The Mothers of Perpetual Sanctuaries
Wastfuls	Squirrevotion	Cloverfluffs	Squittoons
Rollypoling	Sneakadeedoo	Dickapoo	Squidfellows
Hogwashing	Diddleskittle Equality League	Pitterpattering	Snapflagons
Nursing Mothers for Change	Stock Traders on Kennel Street	Animal Commerce Agency	Water Bowl Bar and Grill
Your Average Fido	New Mammal Times Editorial Board	The Animal Rights Coalition	The Animal Entertainment Network
Collusion with Humans	The Litterbox Protection Agency	Birdie Flanders	The Free-Range Animal Society
A Migration Ban	Speciesism	Fowlduggery	All natural food with no preservatives
A ban on leashes and collars	Urinating on fire hydrants	Interspecies mating, which is against the laws of nature	Sniffing butts to say "hello"
Schmoozy-boozy	Litter Control	Free flea and tick medication for all species	The Roblebarbs of the Supreme Veterinary Board
The Zoological System	Scratch and sniff	Diddle with the Biddles	Roll over and play dead

Sticking your head in the sand	Vet-Assisted Euthanasia	Keeping up with the Snuffledragons	Constagramation
The Vetelectoral College	Teat Augmentation, and other body modifications	Trans-Species Hormones	Your average Dickapoo
Quit snoodling the Cloverfluffs	Cross Breeding	Protect the sanctity of mating	Fandangles in heat
Mating season	Prescription heart worm medication	Humping-the-Leg Syndrome	Mating Dysfunction Medication

Risk Cards

<p>You have just acquired a new donor. Move ahead one space in the polls.</p> <p>If you are behind by 5+: Your donor is a billionaire. Move ahead three spaces.</p>	<p>Your speech about crabgrass control was hailed as a success. Move ahead two spaces in the polls.</p> <p>If you are behind by 5+: The speech led to an increase in campaign donations. Move ahead four spaces.</p>	<p>You organized a successful march for repealing and replacing VetCare. Move ahead two spaces in the polls.</p> <p>If you are behind by 5+: The march received national news coverage. Move ahead four spaces in the polls.</p>	<p>The Skurfuffltons have invited you to their County Fair. Move ahead two spaces in the polls.</p> <p>If you are behind by 5+: Your appearance made you seem more relatable to the common animal. Move ahead three spaces.</p>
<p>The Carnivore News Network aired footage of you attending the Church of Perpetual Sanctuaries. Move ahead two spaces in the polls.</p> <p>If you are behind by 5+: The Mothers of Perpetual Sanctuaries endorsed you. Move ahead three spaces.</p>	<p>You are photographed holding a crying baby Cloverfluff. Move ahead one space in the polls.</p> <p>If you are behind by 5+: The Nursing Mothers for Change endorsed your candidacy. Move ahead three spaces.</p>	<p>The stock traders on Kennel Street pay you to make a speech about taxes. Move ahead one space in the polls.</p> <p>If you are behind by 5+: Your tax proposal is endorsed by the head of the Animal Commerce Agency. Move ahead three spaces.</p>	<p>Someone shares a picture of you drinking with the locals at the Water Bowl Bar and Grill. Move forward one space in the polls.</p> <p>If you are behind by 5+: The picture goes viral, which makes you more relatable to the average Fido. Move ahead three spaces.</p>
<p>The incumbent endorses your candidacy. Move ahead one space in the polls.</p> <p>If you are behind by 5+: The beloved incumbent has a 92% approval rating. Move ahead two spaces.</p>	<p>The New Mammal Times editorial board writes an endorsement for your candidacy. Move ahead one space in the polls.</p> <p>If you are behind by 5+: Four other newspapers also decide to endorse you. Move ahead three spaces.</p>	<p>Your latest campaign rally has record-breaking attendance. Move ahead one space in the polls.</p> <p>If you are behind by 5+: The rally is nationally televised. Move ahead two spaces.</p>	<p>Floofypoof, a famous pop artist, recorded a pop song featuring lines from your speeches. Move forward three spaces in the polls.</p> <p>If you are behind by 5+: A dozen other famous pop artists collaborated on the music video. Move forward five spaces in the polls.</p>
<p>You were hacked by the Animal Rights Coalition. Your emails have been released to the public. Move back one space in the polls.</p> <p>If you are ahead by 5+: The contents of the email caused you to lose donors. Move back three spaces.</p>	<p>You were caught in a compromising position with a Fandangle. Move back two spaces in the polls.</p> <p>If you are ahead by 5+: There are pictures of the incident. Move back four spaces.</p>	<p>A video was released showing you making fun of Dittleskittles. Move back one space in the polls.</p> <p>If you are ahead by 5+: The Dittleskittle Equality League has endorsed your opponent. Move back three spaces.</p>	<p>The Animal Entertainment Network released a video of you bragging about seducing Squidfellows. Move back two spaces in the polls.</p> <p>If you are ahead by 5+: The Squidfellows have organized a march at the Capitol. Move back three spaces.</p>

<p>You lost a debate with your opponent. Move back three spaces in the polls.</p> <p>If you are ahead by 5+: The news networks keep replaying an embarrassing gaff at the debate. Move back five spaces.</p>	<p>Your former lover revealed Dickapoo pictures that you shared in private messages. Move back three spaces in the polls.</p> <p>If you are ahead by 5+: The Church of Perpetual Sanctuaries condemned your behavior. Move back four spaces.</p>	<p>You have been accused of multiple litterbox hookups. Move back two spaces in the polls.</p> <p>If you are ahead by 5+: The chair of the Litterbox Protection Agency endorsed your opponent. Move back three spaces.</p>	<p>A confidential source tells the Carnivore News Network that you enjoy interspecies liasons. Move back three spaces in the polls.</p> <p>If you are ahead by 5+: Your three biggest donors withdraw their financial support. Move back five spaces.</p>
<p>Birdie Flanders accused you of profitting from corporate greed. Move back one space in the polls.</p> <p>If you are ahead by 5+: The Free Range Animal Society staged a protest outside of your campaign rally. Move back three spaces.</p>	<p>You are accused of colluding with humans to get elected. Move back three spaces in the polls.</p> <p>If you are ahead by 5+: Your Chief Conesquid's email is hacked, which reveals the details of the collusion. Move back five spaces.</p>	<p>The Elephinopoly oppose your policy on Carboflation. Move back one space in the polls.</p> <p>If you are ahead by 5+: Three Elephinopoly-backed corporations pull their support from your campaign. Move back three spaces.</p>	<p>Your proposed migration ban on Parasnorts is denounced by the Supreme Veterinary Board. Move back two spaces.</p> <p>If you are ahead by 5+: You are accused of Speciesism. Move back four spaces.</p>

References (need to format)

Cognitive Development (Abstract Concepts & Deductive Reasoning)

[Formal Operational Stage of Cognitive Development \(Abstract Concepts\)](#)

[Decision Making and Prefrontal Cortex Development \(Deductive Reasoning\)](#)

[Piaget's Stages of Cognitive Development](#)

Effects of Satirical News Sources

<https://phys.org/news/2017-01-funny-satirical-news-political-effects.html>

Content Appropriateness

http://www.esrb.org/ratings/ratings_guide.aspx

<http://www.mpa.org/film-ratings/>