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RULES

Background: Welcome the year 1980 and the Communist Party of the USSR. You are a budding young politician with endless ambition and cunning, trying to become President of the USSR at any *verbal* cost. Gain the trust of other party members by sharing true secrets about other members and then use this trust to disseminate false rumors to gain status within the party until you are the President. But beware, every other member of the party can be just as cunning and ruthless as you. Keep your allys close, and your enemies closer.

Objective: Gain status until you are the first to reach 25 points, becoming the next president of the Communist Party of Russia.

Play: Game is played in rounds, each round consisting of two portions: a recess session and a voting session. Points can be earned or lost during each session in different ways. The length of each session is determined by consensus among the players.

Recess Session: During this time, party members are able to mingle freely with fellow party members to either form alliances or discuss gossip/spread rumors.
Alliances
1. Forming (+1 point): You make an alliance by exchanging a secret with them. The secret can be either true or false, about you or about someone else. The only caveat is that if you are telling them a true secret about yourself, *it actually has to be a true secret about yourself.* Typically, the very first alliance is formed by exchanging a secret about oneself, since no-one has information about other players yet. Once you and your ally have exchanged a secret, you both gain a point for the alliance. Alliances can only be formed during a recess session.
2. Breaking (-1/1.5 points): Just as alliances can be forged, they can also be destroyed, so be sure to keep your allies close. Alliances can only be broken during a voting session and are announced to the whole party. The person in the alliance to initiate the brake during the voting round only loses the bonus from the alliance (-1 point), but the person broken-off with receives a penalty as they lose (-1.5 points). There is no limit to the number of times an alliance can be formed and broken.

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Spreading Rumors: There are no rules for the manner in which you spread rumors other than those above, just be strategic about what kinds of rumors you are spreading, who you are spreading them about, and who you are spreading them to.

<u>Voting Session</u>: During this time, party members must gather at a meeting area to formally and publicly discuss rumors disseminated during the voting session.

Format: A voting session follows a particular protocol for voting on rumors, ordered as follows.

1. Initiation: An initiator brings up a rumor for the party to vote on.
2. Voting: Each party member votes on whether they believe the rumor, disbelieve it, or wish to abstain from voting. If the vote is tied, or more than half the party abstains from voting, then the rumor is tabled for the round and can only be readdressed in subsequent rounds. Party members vote by raising their hands and keeping them raised until the validity of the rumor is revealed. Those who believe the rumor raise their hands flat (in high-five position). Those who abstain raise their hands in a fist, and those who disbelieve the rumor do not raise their hands. Neither the initiator or the person that the rumor is about is allowed to vote. Points are awarded to the initiator based on the outcome of the vote.
3. Reveal: The person who the rumor is about reveals whether the rumor is true or false and points are awarded to party members based on whether they voted correctly or not.
4. Points: Awarded to the spreader of the rumor (secretly) and the subject of it.
5. Next Rumor: The protocol repeats itself with the next rumor brought to the voting floor by an initiator.

Points/Rumors: Rumors are spread during recess sessions and brought to a vote during voting sessions. Points for rumors are achieved at four stages.

1. Initiator: The person who brings the rumor to the voting floor is awarded points based on the proportion of party members which believe the rumor. If more than half the party believes the rumor, then the initiator receives (+1 point), if less than half the party believes the rumor (more than half *dis*believes the rumor), then the initiator loses (-.5 point). The initiator is not allowed to vote on the rumor they initiated, nor is the person whom the rumor is about. If the vote is tied, or more than half the party abstains from

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voting, then the rumor is tabled for the round and the initiator receives no points. A tabled rumor can be brought to a vote again in any subsequent voting session by anyone and that party member will receive the points of the initiator.
2. Party Members: Those who correctly believe true rumors and disbelieve false rumors are awarded (+.5 point) and those who incorrectly disbelieve true rumors and believe false rumors are penalized (-.5 point).
3. Spreader: The person responsible for spreading the rumor receives points according to the point chart based on whether the party believed or disbelieved the rumor and whether or not the rumor is true or false. The spreader of the rumor keeps the points they gain or lose to themselves.
4. Subject: The subject of the rumor receives points for a rumor about them according to the point chart based on whether the party believed or disbelieved the rumor, whether or not the rumor is true or false, and whether or not the rumor is positive or negative.

Status: Accumulating a certain amount of points allows a player to reach a new level of status, which comes with a bonus benefit to that player. A player can use their status benefit *only once.* If a player reaches a status and then falls below the necessary points for this status, they still retain the ability to use their perk if it has not been used. Required points to unlock new levels of status are shown in the table below.

Status	Points	Achievement
Party member	0	None
Senior party member	10	Initiate 1 Rumor with no Penalty for Disbelief
Cabinet	17	No Penalty for 1 Negative Rumor
President	25	Win