

# CRISIS

## In Democracy

A board game by Kenyan Burnham

### Synopsis

*"You are a citizen living in a democracy who both influences and is influenced by the discourse of your fellow citizens. You have your own background, identity, and experience that culminate into how you understand reality. However, you live in a functioning democracy, where other citizens are also engaged in maintaining (or growing) their view of reality. There's an abundance of other worldviews floating around in public discourse, and you are constantly being exposed to new experiences, opinions, and facts. How will you reconcile these other worldviews while expressing your own?"*

This is the Crisis in Democracy.

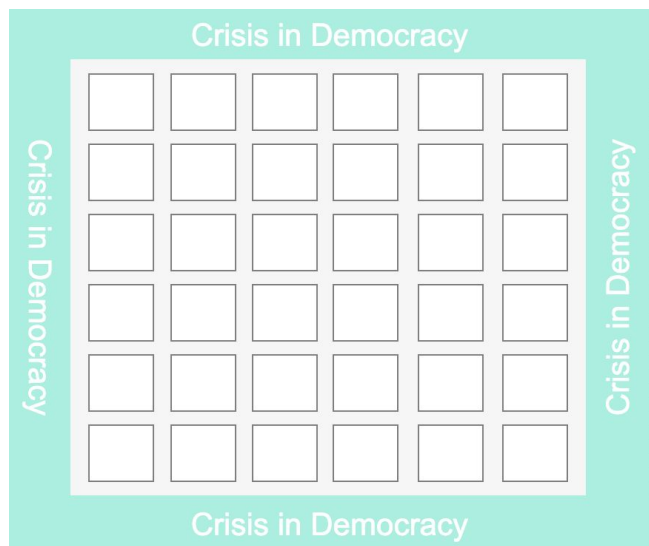
## Overview

*Crisis in Democracy* is a board game where players must influence and maintain their own reality and others through discourse. Player's must reconcile these discrepancies to maintain their own world view.

Simultaneously, other players are trying to convince them that their reality, worldview, and stances are in fact the "correct" ones. Players will try to fulfill their reality card so that their worldview can be realized.

## Game Components

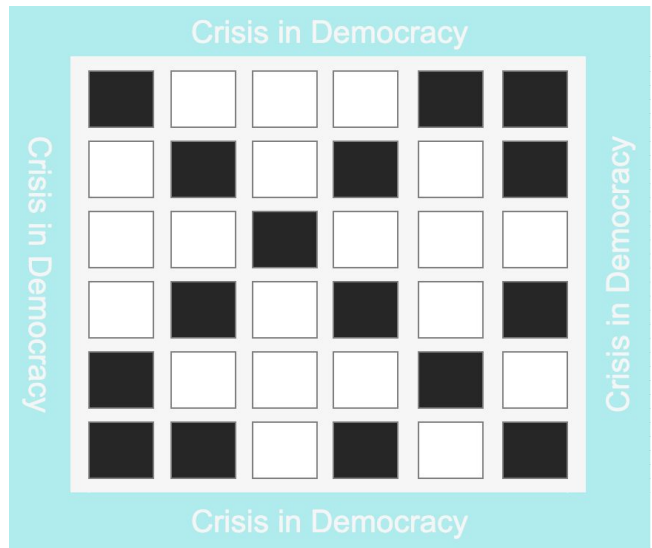
*Player  
Cards* × 6



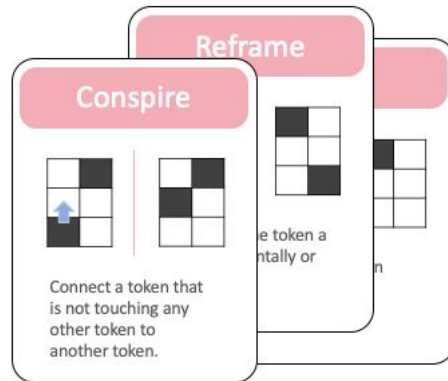
*Player  
Tokens* × 36



*Reality  
Cards* × 6



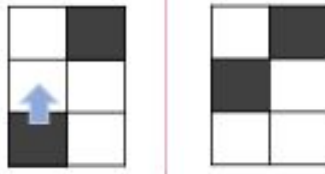
*Ability  
Cards* × 30



### Ability Cards - Explained

Each player (maximum of 6) has 5 ability cards. Below is a description of each ability card, using the **salmon** player cards as an example.

## Conspire



Connect a token that is not touching any other token to another token.

### Conspire Ability Card

This card allows players to move a token already on their board to “touch” another token already on the board.

Tokens can be placed vertically, horizontally, or diagonally as long as they are adjacent in one of these directions to another token.

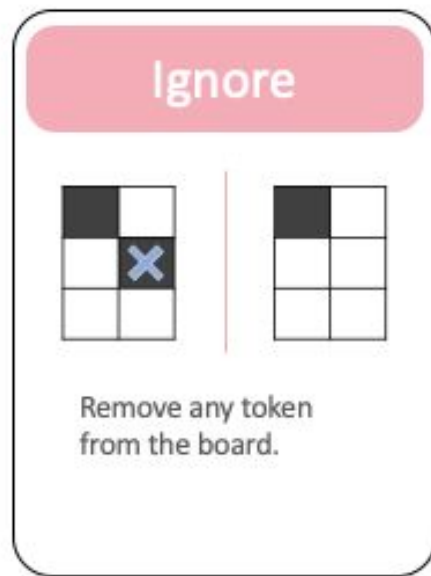
## Reframe



Move any one token a space horizontally or vertically.

### Reframe Ability Card

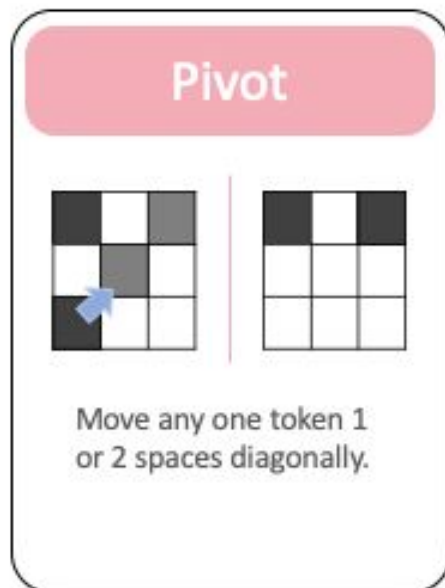
This card allows players to move a token that is already on their board. The token can slide vertically or horizontally one space in any direction.



### *Ignore Ability Card*

This card allows players to remove any one token off of their board.

Pro-tip: This card can be advantageous if a player wants to lower how many points the other players can make. (See Exposure Scoring)



### Pivot Ability Card

This card allows players to move a token one or two spaces diagonally in any direction.



### Redo Ability Card

Allows players to play an ability card again, even if it has been played during the round.

Pro-tip: This card is perfect for situations where a player wants to repeat the same ability twice.

## Game Setup

Each player gets the following.

- 1 x Player Cards
- 1 x Reality Cards
- 36 x Player tokens

The group as a whole should use a piece of paper to score points in the various scoring phases.

## Game Play Summary

The game will consist of the Preconceptions, Exposure, Exposure Scoring, Dissonance, and End Scoring Phases.

The Preconception and End Scoring Phase are only performed once by the whole group.

The majority of the game happens in the Exposure, Exposure Scoring, and Dissonance Phases.

Below is a summary of each phase.

### Preconception Phase

*Players start the game with preconceptions.*

Each player places 2 tokens on any part of their board.

### Exposure Phase

*Players are exposed to other worldviews.*

Each player exchanges their boards with the player to the right (counter-clockwise). Player's place one token on their neighbor's board, wherever they desire. Player's exchange the boards in this manner until the board has returned to its owner. Player's score points after receiving their board back

### Objective

Players are trying to place tokens where they think it will not match that player's Reality Card. However, Players don't know what each other's reality card looks like, so it's mostly guesswork.

## Exposure Scoring Phase

When players get their boards back, they add the number of tokens that currently match their Reality Card and they subtract every token that doesn't match their Reality Card.

Players individually announce the points in counter-clockwise order.

If the number is **NEGATIVE**, then all players receive **TWICE** that number of **POSITIVE** points, except the player currently scoring. This indicates that the other players were able to temporarily influence a player's worldview.

If the number is **POSITIVE**, then all players receive **NEGATIVE** that number of points, except the player currently scoring.

If the number is **EQUAL**, then the player that is currently scoring is awarded **FIVE** points.

If a player inadvertently fulfills a Reality Card during this phase, meaning that the Player Board has a token for every place that the Reality Card indicates, then the game is over and end scoring is completed after Exposure Scoring Phase is completed for that round.



## Dissonance Phase

*Players try to rectify other worldviews into their own.*

Players are able to perform one of the following actions up to the number of players in the game:

**Readjust:** Play a card to readjust or remove a token on their board.

**Reinforce:** Place a token on their board wherever they want.

## End Scoring Phase Conditions

*Players run out of steam for discourse or they simply won't change their mind.*

Play starts over from the Exposure Stage until one of the following conditions is met by any player:

**Inelasticity:** A player fulfills their Reality Card; they declare it and everyone stops.

**Note:** Players only have to ensure that the same token pieces on the Reality Card are on their Player Board. Extra pieces on the player board do not affect the player's ability to end the game. However, extra pieces are worth negative points (see Exposure Scoring Phase).

Glossing: A player runs out of pieces and the game ends by default. The player has run out of steam and just can't participate.

## End Scoring Phase

When the game ends by any of the conditions met above, players score their board and add that number to previously scores from Exposure Scoring Phases.

End scoring is as follows:

- Score **POSITIVE** points for every token indicated on the Player Board the matches Reality Card.
- Score **NEGATIVE** points for every token on the Player Board that does not match the Reality Card
- Score an additional **FIVE** bonus points if every token on the Reality Card is realized on Player Board.
- Score an additional **TEN** bonus points, if the only tokens on the Player Board are those described by the Reality Card.

And that is *Crisis in Democracy*!

Good Luck and Happy Gaming!