REFORMER

Welcome to Reformer, a social deduction game about politics and institutions. As a member of the cabinet, it's your role as a player to bolster your faction as you either attempt to support the president in reforming the government towards your preferred direction or try and build strength strategically before scoring power

Game winning conditions:

The game ends from the following conditions

1. Reform progress reaches either 1 (capitalist victory) or 7 (communist victory)
2. Stability drops to 0 or less, in which case the president's team loses
3. A game ending card is triggered, in which case effects depend on which card
   a. Military Coup: General's faction wins
   b. Arrest President: The faction opposed to the president wins
   c. Credit for economic boom: Finance minister's faction wins

Core game mechanic: Voting

Reformer is a social deduction game with voting based rounds. The president decides the course of action in relation to an event, and this comes with a cost to enact it.

The cabinet then provides their support via playing cards from the cabinet deck (cabinet members should start the round with 5 cards)

Each cabinet card has an associated value between 1-5. If the combined value of the 4 minister's cards exceed the value of the enactment cost, then the decision is enacted and the reform scale progresses in the direction of the decision (capitalist vs communist).

If a decision fails, then stability decreases by an amount determined depending upon the event (1-3)

Game setup:

1. Set Stability to 5, set reform progress to 4, set all institution strength values to 3

2. Create an alignment deck of alignment tokens. There should be 3 communist tokens and 3 capitalist tokens

3. All players draw from an alignment deck. Discard the last token without looking at it

4. Select a president, this can be at random or by decision of players

5. The president appoints other players to the following roles
   Economy Minister, Military Minister, Police Minister, Civil Service Minister.

Round Sequence:

Event selection and Decision Selection:

1. The round starts with the president drawing two cards from the events deck, they do not have to reveal these cards. Choose 1, discard the other

2. The president picks one of two decisions based upon the event

Cabinet Members Vote.

3. Each minister chooses a card to play, this is kept hidden until all ministers have chosen.

   *Note that for a card to be counted towards enactment cost, and the associated ministry must be at a power level to enable it (as detailed in resolution).

   ex.) to play an economy card of value 3 the economy institution must have at least 3 power at the time that the card is resolved.

Cabinet Support Resolution:

4. Once all ministers have decided, the cards are revealed.

5. Resolve cards in value order from lowest to highest. In the event of tie the stronger institution resolves first, if both institutions are tied the president can decide who resolves first

6. For a card to be counted, its ministry must have the same power level as the card (ex, a police card of value 3 only has any effect if the police ministry has 3 power at time of resolution). If a card is valid, and played by its associated minister, resolve its effects. If it's invalid, then flip the card over

   Ex 1. The police minister plays an Economy 3 card, while Economy is at 3 strength. The card counts as 3 towards enactment cost with no other effects

   Ex 2. The police minister plays an Economy 3 card, while Economy is at 2 strength. The card is flipped over and is not counted towards enactment

   Ex 3. The police minister plays a police 3 card, while economy is at 3 strength. The card counts as 3 towards enactment cost and also has its effect (ex the card is Open Investigation proceed to increase Police power by 1, and decrease another institution's power by 1)

7. Sum up the value of valid played cards. If they sum up to equal to or greater than enactment value, the policy is enacted. Resolve its effects. If not, reduce stability by indicated amount

End of Round Cabinet Meeting:

8. Cabinet Ministers may at this point trade cards freely. While trading cards, it is not necessary for other players to see what you are trading.

9. Once trading is finished, any cabinet minister may decide to discard their entire had to draw a new one

10. All ministers should draw until they have 5 cards

11. The president may end the round by resigning and exchanging the presidency for control of a ministry. Reduce this ministries power by 1 and draw a new hand

Quick Summary on Game Roles:

The President

Strategy:

The President's job is to steer the government in response to various events and set the pace and progress of reforms. As the president, try and assess if you can gather the support you need while trying to empower those you understand to be your allies

Powers:

- Selecting Reforms: At the beginning of each round, the President selects a reform to attempt to pass. Reforms push the government toward capitalism or communism, and they require sufficient institutional support to enact successfully.

- Resignation: At the end of any room a president that determines himself unable to maintain support can take over a ministry at the cost of passing on presidential power.

Cabinet Ministers

Strategy: Cabinet Ministers walk a fine line between cooperation and competition, as they aim to influence reforms and maintain stability while moving the government toward their hidden allegiance. Ministers must both assist and resist, based on their goals, often interpreting signals from the President and other ministers to gauge allegiances and plan their moves.

Powers:

- Agenda support: it's up to the cabinet to support the decisions of the president. The cards you play thus represent critical support

- Ministry Powers: the cards you play can also represent your ministry throwing it's weight around. At high levels this can end the game and secure victory.

- Card management: the ability to build a strong hand, through exchange or drawing, represents a key part of throwing your institutional weight around