

# PLATFORM: a game of winning voters

---

## Quick Synopsis

Platform is a fast-paced card game of swaying undecided voters. Take positions on issues in order to win over the most amount of voters you can by the end of the game. But beware, players can steal voters from you, and how consistent your stance on issues is will determine how loyal voters will be.

## Winning!

The player who acquires the most voters wins! In the event of a tie, Iowa Caucus rules: flip a coin.

The game ends when one of these conditions apply:

- All voters are controlled by players
- OR
- After a player reveals the last VOTER card, every other player after plays one last turn.

## Card Types

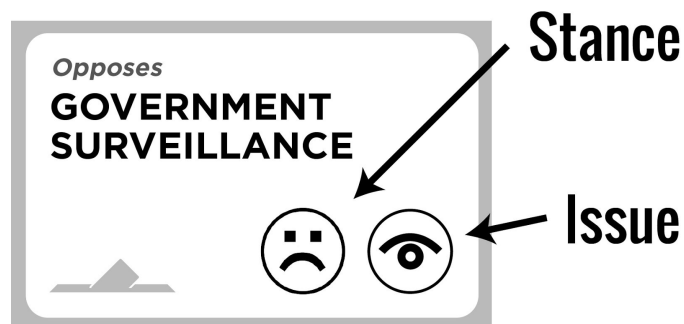
There are two types of cards in Platform:

- **ISSUES:** Each issue card is identified with a unique icon, and is coded with a stance on that issue:

😊 Supports/Increase/Raise

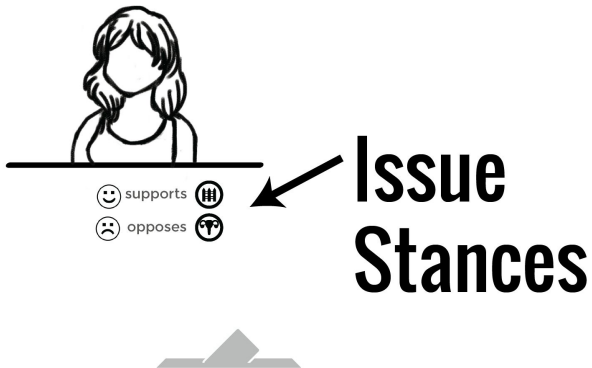
😐 Indifferent to

☹ Opposes/Decrease/Lower



- **VOTERS:** A voter has a stance (supports, indifferent to, opposes) on two different issues.

**Maria**



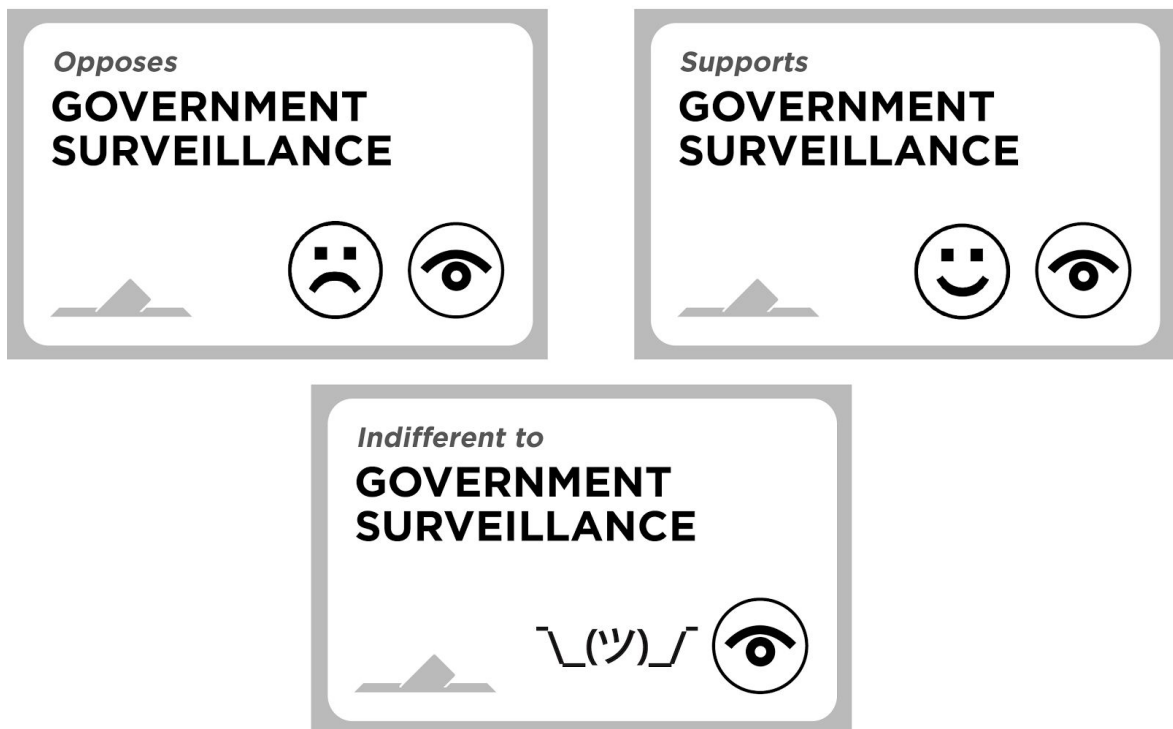
## Starting the Game

- Separate and shuffle the ISSUE and VOTER cards into separate decks;
- Deal four ISSUE cards to each player;
- Draw three VOTER cards and place them face-up in the middle of the game space;
- The player who has voted the most in presidential and off-year elections goes first. If there is a tie, figure out a fun way to break it (ie. test political trivia, dance-off, etc). Turn order is clockwise from the first player.

# A Game Turn, Explained

1. Draw a card from the ISSUE deck **OR** reveal a VOTER card.
  - a. If there are no more ISSUE cards to draw, reshuffle the discarded ISSUE cards.
2. A player may now use one of their ISSUE cards to sway VOTERS. A player cannot have more than one ISSUE card in play that is the same issue. So you can't be both opposing and supporting Gun Control!
  - a. Detailed rules explaining this step are below in the “**SWAYING VOTERS**” section.
  - b. A player can also “flipflop” at this point, meaning they can discard an ISSUE card they have already played and replace it with another card that is the same issue but a different stance. Refer to the “**FLIPFLOPPING**” section for more details.

**Every issue has 3 stances, but you can only have one stance in play at a time.**



3. If a player was unable or unwilling to use an ISSUE card on their turn, they may optionally discard one of their ISSUE cards in order to draw another immediately.
4. If a player has more than five ISSUE cards in their hand at the end of the turn, they must discard ISSUE cards until they only have five in their hand.

## Swaying Voters

Once you have played an ISSUE card to get a VOTER, these two cards are placed in front of you. This means the other players can see your stances and your voters' stances. This also means they can try to steal your voters, if they think they can play ISSUE cards that will more closely align with your VOTER.

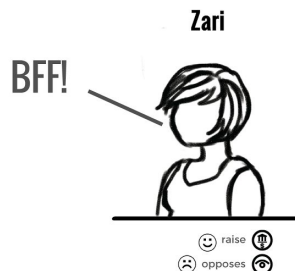
A player can sway (take control) a voter not controlled by another player in several different ways:

- The strongest way the player can sway a voter is by playing an ISSUE card that matches one of the voter's two issue stances:

You want to  
sway this voter



So you want to play  
this to sway that voter

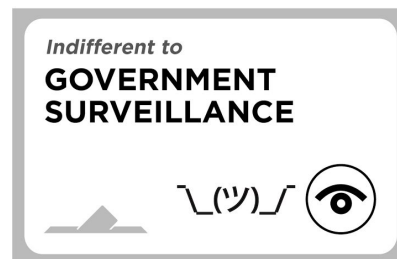


Since Zari opposes  
surveillance, you are  
able to sway her.

- Voters can be swayed by either playing a non-matching ISSUE card stance that supports/opposes the issue, or is indifferent to it. But beware, voters swayed in this manner can be stolen from you in certain circumstances (more below);
  - Example: Player A wants a voter who is “indifferent” to Gun Control, but they only have an issue card that “supports” it. Player A can use that card to sway the voter.

You want to sway this voter

But this is the only card you have that matches issue



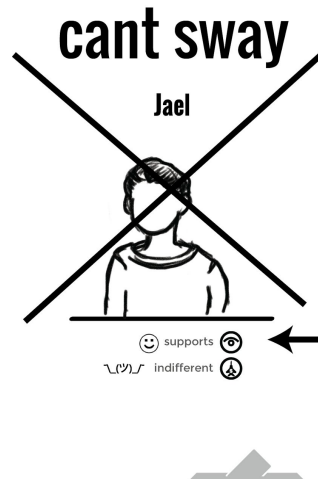
Hmm, I suppose I could support you.



Since Zari opposes surveillance, you are able to sway her. But if someone plays the oppose surveillance card, you may lose her.

- A player cannot sway a voter if they already have an issue stance in play that is in “opposition” to the voter:
  - Example: Player A wants a voter who supports Universal Health Care and has the appropriate ISSUE card to do so. However, that voter supports to Government Surveillance and the player has in play an ISSUE card supporting it. Player A cannot sway that voter unless the player “flipflops” (see below).

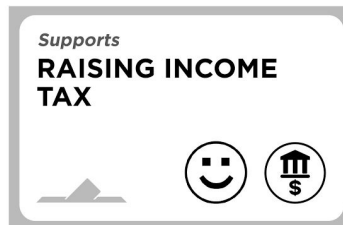
Player has this stance



voter supports it

- When a voter is revealed, if a player already has issue cards in play that match BOTH of the voter's issue stances, you automatically get that voter!

Player has these  
issue cards in play.



A player reveals  
Zari on their turn.



Since you have two issue stances in  
play that exactly match this voter's,  
Zari is immediately swayed.



Finally, a  
candidate that  
really gets me!



# Losing Voters

In Platform, voter support for you is not certain. Other players can steal your voters in certain circumstances and you may lose voters based on the positions you take throughout the game:

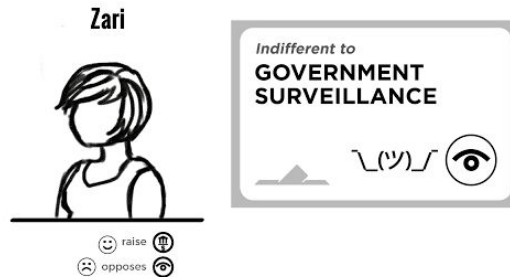
- **STEAL THIS VOTER!** If a player uses an issue stance card to sway a voter, but that card doesn't exactly match up with the voter's stance on the issue, another player can steal that voter if they play an ISSUE card that exactly matches the stance of that voter.

The only caveat to this is if the player whose voter is about to be stolen has an issue card in play that

**MATCHES** the second issue stance of that voter, that player is protected from theft.

- Example: Player A gained control of a voter who is "indifferent" to government surveillance by playing the issue card that "supports" it. However, Player B then plays the government surveillance issue card with the "indifferent" stance, meaning Player B "steals" the voter. But if Player A has an issue card in play that matches that voter's second issue stance, Player B **CANNOT** steal the voter (voter supports Government Surveillance and Player A is supporting that issue).

Remember Zari? She's on Player A's side because you're indifferent to surveillance.



But Player B takes a stance on surveillance, in this case opposing it.



Typically in a case like this, Player B would steal Zari



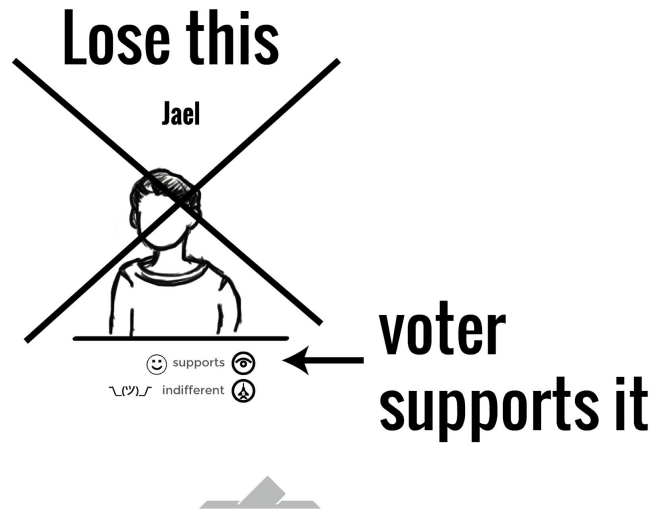
But if Player A has an issue stance card in play that matches Zari's second issue, it blocks the theft by Player B.





- **OPPOSING ISSUE STANCE:** Any time a player plays an ISSUE card that is direct opposition to an issue stance one of their voter's has, the player loses control of that voter and returns it to the common pile.

## Play this



## Flipflopping

A player can on their turn choose to discard an ISSUE card they have in play in order to replace it with a card of the same issue but with a different stance. Should this happen, the player must return any voters they control to the common pile if they no longer possess any issue cards that match up with the voter.

A player cannot discard a played ISSUE card for a different ISSUE card (For example, the player cannot discard “Supports Action on Climate Change” and replace it with “Indifferent to Criminal Justice Reform” to gain a voter who agrees with another stance but opposed action on climate change).

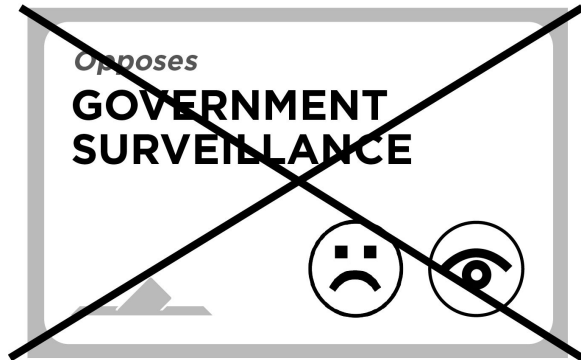
## Player has this stance



## But player wants this



Discard this stance



you had swayed this voter



but your flipflop  
drove them away