

# MATERIALS

## INCLUDED:

- Template
- Board
- Wheel
- Player Tokens
- Gems of Knowledge
- Example Activist List
- Activist Tokens
- Rules & Info

## REQUIRED:

- Spinner
- Coin
- Cutting Tool
- Manilla Envelope
- or Other Storage

## OPTIONAL:

- Glue
- Cardboard
- Your Own Movers
- Your Own Gems
- Pen or Permanent Marker<sup>†</sup>
- Small Stickers or Labels<sup>†</sup>

<sup>†</sup> Req'd if not using paper activist tokens

## ASSEMBLY:

- Cut out Board and Wheel
- If adding cardboard backing, cut out Template
- Cut out Mover Tokens (under Template)
- Use scissors or pen to poke hole in white dot of Wheel
- Cut 4 small notches to accomodate spinner
- Attach Spinner
- Cut out Gem tokens
- Cut out Activist tokens, or label Activist stickers
- Fold Gem and Mover tokens:
  - Fold solid lines in a "mountain fold" — crease towards you, edges away
  - Fold dotted lines in a "valley fold" — crease away from you, edges towards you

# OBJECTIVE:

Earn the most Gems of Knowledge by the time all players have traversed the board. Gems are earned by successfully convincing the majority of the players that your chosen activist belongs in the category you spun.

# GAMEPLAY:

Flip a coin or roll dice to determine play order. Play moves counter-clockwise until any player has reached the inner ring; play moves clockwise from then on.

Begin on **START**, and when it is your turn, flip a coin & then advance in the direction of the arrows: 1 space for heads, 2 spaces for tails. Follow any directions on the space where you land.

If instructed to Spin, spin the wheel and find an activist that you can rationally argue for placing in that category. This is not balderdash, and if your arguments are deemed to be bogus after 3 rounds, a majority vote can eliminate you. Take your time to form your arguments, and don't be afraid to look up citations. Your sources must be valid (in general, the other players must agree they're empirical) and your arguments sound, lest you possibly not score, or be eliminated. If you are playing with idiots, troll them & win. If your argument is accepted by the majority, you can then place either a sticker with that activist's number or name or a paper activist token on the wheel.

Argue fairly, using historical information — and citations if need be — to make your persuasive argument, and then debate if challenged. Debates can take as long as needed. Use stickers & save the wheel for personal reference, or use paper tokens to keep the wheel fresh.

# RULES

- Research may be conducted at any time
- All debate is positivist and rational, meaning that it aims to affirm the objective truth
- Any player who has been deemed by the majority to give fallacious arguments over three turn cycles is eliminated
- Eliminated players may assist with other players' research
- You may use or add alternate activists; #81-160 are included for this purpose
- Modifications are encouraged on this game; if you find a successful mod, please share with the public and the game designers
- This version of the Wheel of Faction is never to be sold, and doing so would constitute a violation of the included license (read: it's a crime to sell this — copyright infringement)
- Enjoy! And remember, the unexamined life is not worth living