

Kilonzo: Mightiest of Games

A Guide to the Kenyan Political System

The Kilonzo experience allows you to compete as a presidential candidate in the Kenyan political system, gaining influence around the country throughout the five years leading up to an election. The candidate who has the most influence at the end of the five years is declared the president - which means they are allowed to bash their hands on the table and scream "KILONZO!!" as loud as they please. In the event of a tie, the candidate who has the majority of influence in the most regions is elected. This may or may not mirror with pinpoint accuracy the actual Kenyan political system in which there may or may not be a president elected.

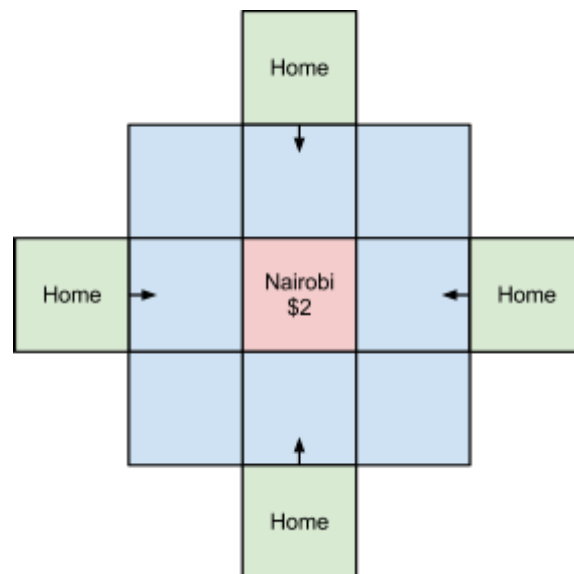
Ingredients

Democracy doesn't appear out of thin air, you're going to need:

- 1 Kilonzo board
- 1 D6
- 1 Deck of Kilonzo cards
- 4 Candidate tokens
- 60 Poker chips with 4 different colours (15 of each colour)
- 40 Bright pink pretty crystals

The Country

An accurate map of Kenya has been painstakingly reproduced with amazing attention to detail. Kenya is of course a 3x3 grid of regions with four extra home regions around the outside. Nairobi, the capital of Kenya, sits in the middle and provides twice the funding (we'll get to that later).



In the Beginning

Each player places their candidate on one of the home regions, only one candidate can start on each home region. If there are fewer than four players, some home regions may remain unused. It is possible - however not recommended - to experience Kilonzo with only a single candidate. Doing so will not provide the deep understanding of Kenyan politics that the multiplayer experience provides.

Each candidate starts with \$2 of campaign funds and 2 influence chips on their home region. Influence is represented by poker chips and there is no limit to the total amount of influence a candidate can gain. Money is represented by bright pink pretty crystals.

The Law

The following laws must be adhered to:

- The last influence chip on a candidate's home region cannot be lost.
- A region cannot hold more than a total of 3 influence chips.
- Influence is lost and gained in the region the candidate occupies unless otherwise stated.
- Regions are adjacent to all surrounding regions (diagonal included). The only exception to this is the home regions which are only adjacent to the region directly beside them.

Failure to adhere to these rules could mean that you don't gain an accurate understanding of Kenyan law and therefore cannot truly understand how Kenyan politics work. The experience would be ruined. Just don't do that.

The Campaign Format

Campaigning is undertaken by each candidate in turns of a clockwise nature. Each time a candidate takes his or her turn, a year of their campaign passes. There are 5 years in the campaign. For those of you without a calculator nearby, that means that each candidate gets 5 turns.

There are three phases to a turn:

1. Funding (see *Funding* below).
2. On the 1st, 3rd and 5th years of the campaign a card is drawn which comes into effect immediately.
3. Take action! (see *Winning the People* below).

Funding

At the start of each turn, the candidate gets \$1 for each influence chip on their home region and an additional \$1 for each other region that they have majority influence in. The capital of Kenya, Nairobi, in the center region, provides \$2 of funding instead of \$1.

Winning the People

The following are the actions you can take each turn to convince the Kenyan people that a vote for you is a vote for Kenya. Any combination of these actions can be taken in any order.

Move

If you want to gain influence over the Kenyan people all over the country, you'll need to move around. If a candidate chooses not to move during a turn, they gain 1 influence chip for staying put. Kenyans like that apparently.

Candidates can choose to either move 1 region for free or 2 regions at a cost of \$1.

They can only move once per turn. When a candidate moves to a region that has no other candidate tokens and no influence of any other candidates, the candidate gains 1 influence for free.

Ad Campaign

Ad campaigns are a great way to communicate your empty promises, they increase your influence by 1 at a cost of \$2.

They can be held as many times as the candidate can afford, and can be conducted in the region the candidate occupies or any adjacent region.

Smear Campaign

It's great to promote yourself, but it's more fun to demote your competitors. It costs a little more to dig up the dirt, but we think you'll be satisfied with the results. Smear campaigns decrease your competitor's influence by 1 at a cost of \$3.

They can be held as many times as the candidate can afford, and can be conducted in the region the candidate occupies or any adjacent region.

Debate

Time to go toe to toe with one of the other candidates! We all know that they cannot be trusted like you can, so let the people know about it.

Debates can only be held once per turn and the candidate must be in the same region as the candidate they wish to debate.

Both candidates roll a D6 die and the candidate with the highest roll wins. In the event of a tie, candidates re-roll until someone wins. Research has shown that yelling out a topic such as "The Environment!" or "Religion!" boosts the chances of success.

The winning candidate steals 1 influence chip from the losing candidate (if the candidate had influence to lose).

Condensed Rule List

The game consists of **5** rounds, beginning when the first player begins his 1st turn, and ending when the last player ends his 5th turn.

The first player is decided by highest dice roll, and proceeds clockwise around the table. Each candidate begins with **2** Influence on their **Home** region and **\$2**.

At the start of your turn...

Except on your first turn, you receive income of : **1** per Influence on your **Home** region, and **1** for every normal region you hold **majority** Influence on. The **center** region grants income of **\$2** instead. If you did not

On the 1st, 3rd and 5th turns...

After receiving income, you must draw a **Card of Chance**© and play it immediately, by announcing it to everyone and obeying the card rules.

During your turn you can do any of the following in any order:

- **Move** to an **adjacent** region. If that region has no Influence on it and there are no other candidates in it, you receive **1** Influence. You can also pay **\$1** to move **1** region further. May be done **once** per turn. **+1** Influence if you do not move on your turn.
- **Debate** - when you and another candidate are in the same region, you can Debate him in order to steal Influence. Debate victory is decided by highest dice roll, re-rolling in case of a tie. The victor steals **1** Influence from his opponent if he has any. May be done **once** per turn.
- **Smear Campaign** costs **\$3** to run and reduces the Influence of a target candidate in the same region as you, or an **adjacent** region of your choice. May be done as many times as you can afford.
- **Ad Campaign** costs **\$2** to run and increases your Influence in your current region or an **adjacent** region of your choice. May be done as many times as you can afford.

At any time :

Any action to or from the **Home** region must go through the region vertically or horizontally connected to it. This is the only region considered '**adjacent**' to the **Home** region.

No region may exceed a **3** Influence limit, regardless of which candidate owns the Influence.

Who wins the game?

The winner is decided first by the **total Influence** a candidate has on the board. In case of a tie, highest number of **majority** Influence regions is counted, and finally, **total Money**.