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**What is the goal of the game?**
You will listen to two different governance approaches, respond to a series of social and political dilemmas, and vote privately after each round. You are not trying to find "the correct answer" — you are evaluating which approach you find more convincing in each situation.
**Setup and Components**
Player Count: 7-21 players. The game scales by adjusting the number of Neutral Voters and Secret Party members:
At minimum 7 players, including Team 1 – 1 speaker, 1 Secret Party member
Team 2 – 1 speaker, 1 Secret Party member
Neutral voters

In larger games, the number of Secret Party members and Neutral Voters increases. There should be more Neutral Voters than Secret Party members, so for every 4 players above the minimum (of 7 players), you will add Team 1: 1 Secret Party member, Team 2: 1 Secret Party member and 2 Neutral Voters.

**Game Roles**
Before the game begins, every participant receives a hidden role:

**Speaker 1**
Advocates a governance style based on openness, cooperation, and community participation.
Aims to show how shared decision-making can lead to trust and collective responsibility.

**Speaker 2**
Advocates a governance style based on efficiency, structure, and coordinated leadership.
Aims to show how decisiveness and order can protect society from instability and chaos.

**Secret Supporters (hidden)**
Support one of the Speakers without revealing it.
Their goal is to influence opinions quietly — through arguments, questions, tone, or social pressure.

**Neutral Voters**
Have no assigned preference.
Evaluate each round independently and vote based on what they personally find convincing.

**Game Flow — Each Round**

1. **A Question Card is drawn** A player reads the question aloud. No interpretation, no additional explanation.
2. **Speaker 1 presents their argument (1–2 min)** They explain their approach using examples, logic, narrative, or values.
3. **Speaker 2 presents their argument (1–2 min)** They respond to the same question from their approach.
4. **Short open discussion (up to 1 minute)** Players may ask questions or make comments. Speakers may respond briefly.
5. **Secret voting** Everyone votes privately using their Voting Card. No one explains or justifies their choice. (If you want, you can)
6. **Count the votes** The majority wins the round — the winning Speaker moves one point forward on the score track.

The process then repeats with the next Question Card.

**Important rules**
No personal attacks or insults.
Do not reveal your role during the game.
Do not pressure others to vote a certain way.
Speakers must present arguments, not accuse or target the opponent.
You may change your preference every round.

**End of the Game — "Paint the Picture"**
After all rounds are complete:
1. Any player counts the final score.
2. Both state models are read aloud:

1 State Model of Speaker 1:
Imagine a state where key decisions are made through public dialogue, consultations, and collective proposals. Citizens have access to information, can openly criticise those in power, and participate in decision-making processes — not only during elections, but also in the everyday life of their community. Political authority is distributed across multiple institutions 23

to prevent abuse. Media outlets, social networks, and public forums have the right to analyse and question the actions of leaders.
Progress can sometimes be slower, requiring debate and compromise, but people become part of the system rather than its subjects. Minorities, youth, and vulnerable groups have avenues to seek protection for their rights through legal and social mechanisms.
Wrong decisions can be corrected through changes in leadership, public criticism, and reform.
Such a state grows through dialogue, negotiation, and solidarity — imperfect at times, but continuously building trust and shared responsibility.
State Model of Speaker 2

Imagine a state where speed and stability are the highest priorities.
When a problem arises, decisions are made immediately—from the top down —to prevent chaos and uncertainty. Citizens rely on an authority with a clear vision and the power to implement it without obstruction. The media space is regulated to protect public order and to prevent the spread of misleading or dangerous information.
Protests, disruptions, and individual interests are limited to safeguarding security and a functional society. The system is efficient — projects are executed quickly, crises are resolved without delay, and citizens know who holds responsibility and to whom they report.
Minorities and vulnerable groups receive protection as long as they respect the rules and contribute to collective goals. Such a state grows through discipline, results, and clear directives — firm at times, but offering order and long-term stability.
1. The group learns which model they collectively built through their decisions.

This is not to judge players, but to understand how repeated choices shape an entire society.

**Enjoy the game. Reflect. Ask questions. Learn.**

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