

How to Play

The PolitiCraft™ deck is placed in the middle of the table. The youngest player goes first, and then turns proceed in a clockwise order. Each turn, a player does the following:

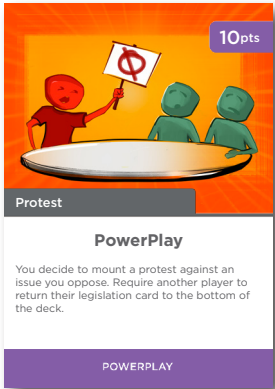
1. Plays one card to an Area of Impact (theirs or another player's), or discards a single card face-up in the discard pile.
2. Explains how the card played in their Area of Impact furthers their cause or how a card played on another player's Area of Impact will relate to that player's cause.
3. Draws from either the PolitiCraft™ deck or the discard pile at the end of each turn to get back to seven cards in their hand.

Playing a Card

There are four types of cards in the PolitiCraft™ Deck:

Standard Cards - These cards can be played on a player's Area of Impact during any turn in the game. Social Impact points are awarded based on the point value listed in the upper right corner on the card.

Conditional Cards - Conditional cards (which are explained in more detail below) have prerequisites listed at the top of the card that must be met on the player's Area of Impact before they can be played.



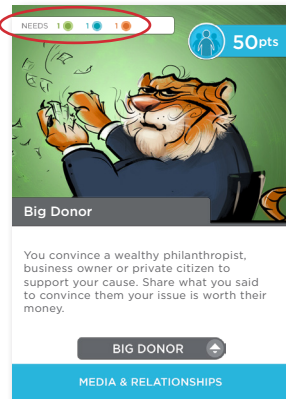
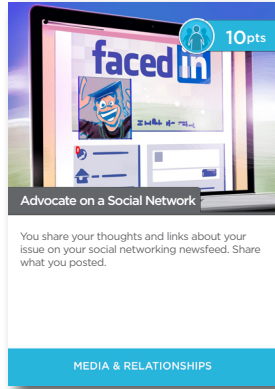
Power Play Cards - Power Play cards directly engage with other players. Follow the instructions on each card to help or hinder another player.

End of Election Cycle Cards - End of Election Cycle cards are the time marker of the game. If a player draws an End of Election Cycle card at the end of their turn, they must reveal it immediately to the other players and draw another card. Their turn is over, but all the players must follow the directions on that card. After four Election Cycle cards are revealed and their effects resolved, the game is over.

NOTE: Unless specifically noted on a Power Play or End of Election Cycle card, the actions to be taken apply only to cards visible in a player's Area of Impact and not cards being held in their hand.

Conditional Cards

If the card has a **Needs** box in the top left corner, those are the conditions needed to play the card. The box will list the number and color icon of all cards that must have already been played on your own Area of Impact in order to play that card.



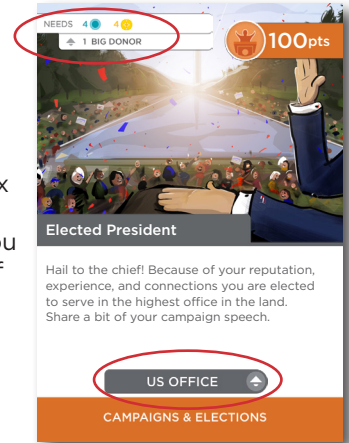
In the example on the previous page, one green Policy & Practices card, one blue Media & Relationships cards and one orange Campaigns & Elections card will need to have been played on your Area of Impact before you play this Conditional card. When Integrity cards are listed as requirements, you do not lose or forfeit those cards, you must simply possess the required number.

The same card can be used in multiple turns to meet a required condition. For example, two different cards requiring a Big Donor card can be played in two different turns, even if only one Big Donor card is displayed in the player's Area of Impact.

In the **Needs** box you may see up to four color circles representing different types of cards you need to have already played on your Area of Impact. These circles correspond to the icons and color bar on the cards:

- Blue is **MEDIA & RELATIONSHIPS**
- Orange is **CAMPAIGNS & ELECTIONS**
- Green is **POLICY & PRACTICES**
- Gold is **INTEGRITY**

In addition, you may see a bar under the **Needs** box listing an additional requirement in the form of an elected position, accomplishment or connection you will need to have previously played on your Area of Impact in order to play that card. These include **US Office, State Office, City Council, Legislation and Big Donor**. You can find these designations in the gray boxes on the bottom of the card.



NOTE: Unless specifically indicated on the card being played, a Conditional Card can never be played on any Area of Impact unless all the conditions on the card are met by cards previously played on that Area of Impact. This is true when you are playing a card on your own Area of Impact or a fellow player's Area of Impact. Also, Conditional cards already played in your Area of Impact are not affected when cards are stolen from you.

Trading

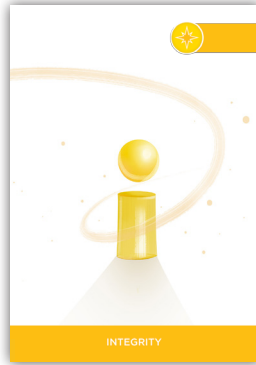
Trading is allowed at any point during the game and does not count as a turn. As a player begins to develop their strategy, they may wish to trade with other players to build towards their goals. In addition, trading can be used in cases where a player finds themselves unable to play any cards in their hand. Trades must be 1-for-1, and can only be made from cards held by the player, not cards already played on an Area of Impact.

Discarding and the Discard Pile

If a player is unable to play a card and trading is not an option, they may choose to discard a single card to the discard pile and draw a new one. This counts as a turn. The cards in the discard pile remain face-up, with the most recently discarded card on top. When a player draws a card, they may opt to draw from this pile rather than the face-down PolitiCraft™ deck.

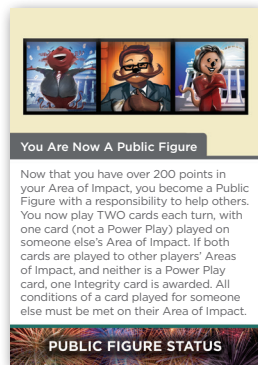
Earning Integrity Cards

Each player starts with two Integrity cards and can earn or lose them throughout the game based on the actions they take. Integrity can be earned in two ways. One is by completing actions listed on the PowerPlay cards. The other is through Allied Actions. **Keep in mind you must have at least one Integrity card, in addition to having the most Social Impact points, at the end of the game to win!**



Allied Action

An Allied Action is the act of helping another player by playing a Standard or Conditional card to their Area of Impact. Each card played as an Allied Action earns one Integrity card, unless you are a Public Figure. Conditional cards played must have their requirements met by cards in the Area of Impact of the player on which you are playing the card. Playing a Power Play card is not considered an Allied Action and only earns an Integrity card if the Power Play card specifically states an Integrity card is awarded.



Public Figure Status

On the first turn after a player exceeds **200 Social Impact points**, they achieve Public Figure status and must immediately turn over their Public Figure Status card to inform all players. As a Public Figure, a player must play **TWO** cards each turn, with one card (which cannot be a Power Play card) played on someone else's Area of Impact. If both cards are played to other players' Areas of Impact, and neither is a Power Play card, one Integrity card is awarded. Conditional cards played for another player must have all requirements met in that player's Area of Impact. Public Figure status is determined on each turn by the number of

points in your Area of Impact. As a result, you are only a Public Figure on those turns where you have 200 or more points on your Area of Impact.

Tallying Points

The game is over once the action on the fourth End of Election Cycle card is complete. At the end of the game, players add up the points on all of the cards on their Area of Impact. Each Integrity card is worth an additional five points. The player with the most Integrity cards also receives a 100-point bonus. If there is a tie for most Integrity cards, each player in the tie gets the 100-point bonus. The player with the most points and at least one Integrity card has achieved the most Social Impact related to their cause and wins the game!



AN ACTION CIVICS CARD GAME QUICK START GUIDE

POLITICRAFT FIRST EDITION - BASE DECK



Scan this QR code to watch a video explaining the rules of PolitiCraft™

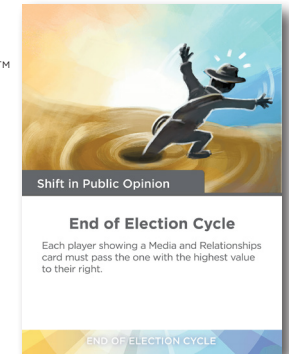
Additional free resources including instructional videos, classroom aids, lesson plans for teachers and the **NEW Public Figure Status** cards are available at www.politicraft.org/resources.

Object of the Game

The object of the game is to accumulate the most Social Impact points as you work towards a solution to a social issue, all while telling an engaging narrative.

Getting Started

1. Remove the Integrity cards from the PolitiCraft™ deck and place them in a separate stack.
2. Download the Public Figure Status Cards from the website address above and give one to each player. Set any remaining Public Figure Status cards aside, as they will not be used.
3. Shuffle the PolitiCraft™ deck thoroughly and place it in the center, turning over the first card to start the discard pile.
4. Each player draws seven cards from the PolitiCraft™ deck. **NOTE:** If an End of Election Cycle card (see example on right) is drawn at this point, it should be shuffled back into the PolitiCraft™ deck and another card drawn.
5. Each player draws two Integrity cards and sets them to the side.




Constructing a Narrative

At the beginning of the game each player identifies the social issue they want to address, or the issue may be assigned to them. Topics can be local, national, or global (Ex. better school lunches, public transportation, healthcare or climate change). Players use the civic engagements on the cards to develop strategies to address their issue and convey these social impacts by crafting a unique storyline that links the actions of the card(s) played in each turn.

Area of Impact

The area in front of each player where you place your cards each turn is called your Area of Impact.

Ages 13+ 
2 - 6 Players

Prepared for Base Deck - First Edition (v1.05)
PolitiCraft, Inc. is a 501(c)3 tax-exempt nonprofit organization.
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