

# Perfect Union

designed by Sam Smith

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# Introduction

In *Perfect Union* players will join the United States House of Representatives during a legislative session. Acting in place of the most influential policymakers of the time, players will battle for votes on historical bills that sustain the promises made to their constituency. At the end of the game the player who has done the most for cause and country wins.

# Setting Up—The National Status Board

- This is the National Status Board. It will be used to track the condition of the country beyond the Beltway.
- Place it within easy reach of all players. Place one token on each track according to the directions in the Scenario Outline.

						
<b>ENVIRONMENT</b> <i>Preservation Development</i>	<b>ECONOMY</b> <i>Regulation Laissez-faire</i>	<b>GOVERNMENT</b> <i>Centralization Federalism</i>	<b>WAR</b> <i>Pacifism Militarism</i>	<b>WELFARE</b> <i>Engineering Darwinism</i>	<b>SOCIETY</b> <i>Progressivism Values</i>	<b>SURVEILLANCE</b> <i>Liberty Security</i>
						

# Setting Up—The Docket Deck

- Players will vote on bills that come out of the Docket Deck. Shuffle it and place it facedown near the National Status Board.
- The bills are made up of three parts, from top to bottom: the Title, the Policy Values, and the Quality.
- The Title is the name of the bill as it appeared in the House. The number in parentheses corresponds to its chronological position.

# The Docket Deck—Policy Values

- A bill's Policy Values are an abstraction of the bill's significance to one or more policy positions.
- The higher the number, the higher the significance.
- Players want to pass bills that advance their policymaker's Favored Policies and reject those bills that oppose them.

# The Docket Deck--Quality

- A bill's Quality is an abstraction of its probability to effect positive change in the country.
- When a bill is passed the player with the Initiative (more on this later) rolls a six-sided die.
- If the roll is equal to or lower than the Quality then the bill is successful. The player with the Initiative picks one Issue represented on the bill (for example, the presence of "Preservation 2" as a Policy Value on the Shark Conservation represents the Environment Issue on the bill) and moves the corresponding counter on the National Status Board up one space.
- If the roll is higher than the bill's Quality then the bill is unsuccessful. The National Status Board is unchanged.
- If the roll is a 6 then the bill is a catastrophe. The player with the Initiative picks one Issue represented on the bill and moves the corresponding counter down one space.

# The Policymakers

- There are six Policymakers provided with this edition of the game.
- Each player picks one Policymaker to represent during a session.
- Each Policymaker has a list of three favored policies on his or her card. Players gain Victory Points when bills that accord with these favored policies are passed. Players lose Victory Points when bills with Policy Values that conflict with these favored policies are passed. Conflicting policies are shown on the policymaker's card in red.
- Each policy is one half of a pair that together make up one Core Issue. For example, Regulation and Laissez-faire are the two policies that make up the Economy Core Issue.
- If a Policymaker has a favored policy then the Core Issue that the policy represents is one of the Policymaker's favored issues.

# Playing the Game

- The National Status Board and the Docket Deck should be in the middle of the table. Each player should pick a Policymaker.
- Play begins when the top card of the Docket Deck is flipped.
- Players negotiate amongst themselves until the player with the Initiative calls for a vote.
- Each player casts one vote, pass or fail, for the bill in play. Voting proceeds from the player with the Initiative in the direction of his or her choosing. The vote is decided by majority. Ties result in the bill's failure.
- After the vote is resolved the player with the Initiative checks the bill's quality. Players then make adjustments to the Victory Track and change Initiative, if need be.
- A new turn begins when the next card of the Docket Deck is flipped.

# Determining Initiative

- The Policymaker with the highest number of favored issues in the green on the National Status Board has the Initiative.
- If the top Policymakers are tied on issues then the Policymaker with the most Victory Points takes the Initiative. If there is still a tie then the players vote.
- The player with the most powdered wig has the Initiative at the beginning of the game.

# Adjusting the Victory Track

- When a bill is passed players with favored policies that accord with the bill's Policy Values gain Victory Points.
- The bill's Policy Values equal its Victory Point contribution. For example, if the Shark Conservation Act, with a "Preservation 2/Regulation 1" Policy Value, were passed then policymakers with Preservation or Regulation as favored issues would gain 2 or 1 Victory Points, respectively.
- Players lose Victory Points if a bill is passed with Policy Values that conflict with their favored policies.
- Policies are considered to conflict if they make up opposite sides of a pair under one Core Issue.
- For example, the Shark Conservation Act with the Policy Values as above would cost policymakers with Development or Laissez-faire as favored issues 2 or 1 Victory Points, respectively.

# Winning the Game

- The game can be played for various amounts of time. For now let's try it with eight turns.
- At the end of the eighth turn make final Victory Point tallies (note the Core Issue bonuses described on the Victory Track) and declare a winner.

# Scenario 1: The 111<sup>th</sup> Session

- Use the Docket Deck and Policymakers for the 111<sup>th</sup> Session, which can be found at [perfectunion.wordpress.com](http://perfectunion.wordpress.com).
- Set the National Status Board like this:

						
<b>ENVIRONMENT</b> <i>Preservation Development</i>	<b>ECONOMY</b> <i>Regulation Laissez-faire</i>	<b>GOVERNMENT</b> <i>Centralization Federalism</i> ●	<b>WAR</b> <i>Pacifism Militarism</i>	<b>WELFARE</b> <i>Engineering ● Darwinism</i>	<b>SOCIETY</b> <i>Progressivism Values</i>	<b>SURVEILLANCE</b> <i>Liberty Security</i>
						