

STIMMVIEH

A game about political influence
for 3-4 players aged 12+

by Andrea Meyer

Rules of the game

You are campaign managers for one of the German political parties, CSD, Die Oliven, PS or SDI and use your politicians wisely in order to collect votes and donations.

Whether you use one of your top candidates or your backbenchers determines the selection of cards for the next player.

Sometimes it's worthwhile to use more influence than is necessary, to assist her as little as possible. But what if you later desperately miss the politician that you just used?

This rulebook is written using the feminine gender – just because. Everybody, even those who do not define themselves as feminine, is obviously included and warmly welcome to join in.

The contents: Campaign resources

Politicians from 4 parties with influence values from 1 through 9



4 party cards - one per party



4 overviews/player aids (front/back)

Stimmen / Votes
Gesamt / Total: 350.000

notwendiger Einfluss / influence needed	Anzahl der Karten / number of cards	Wert / Value
1	2	15.000
2	2	15.000
3	3	20.000
4	3	20.000
5	2	25.000
6	2	25.000
7	1	30.000
8	1	30.000
9	1	30.000

Spenden / Donations
Gesamt / Total: 2.100.000 €

notwendiger Einfluss / influence needed	Anzahl der Karten / number of cards	Wert / Value
1	4	50.000 €
2	4	70.000 €
3	3	90.000 €
4	3	90.000 €
5	2	100.000 €
6	2	120.000 €
7	2	150.000 €
8	2	150.000 €
9	1	200.000 €

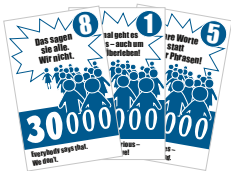
ANLEITUNG
... die meisten Spenden zu sammeln...
... wenn niemand mehr Einfluss hat...
... wer als drei...
... eine Karte...
... bei den Stimmen, eine...
... ab...
... NE Karte...
... einer Karte...
... oder...
... vor dir...
... je nachdem, wo...
... liegt.

... is to collect the most...
... when nobody has any...
... who...
... a card...
... in the...
... and...
... in front of you...
... or...
... where you...
... the

your steps:
1. Discard a top candidate next to the donations.
2. Place a card on the display (influence value) and place it on the donations in front of you.
3. Discard a card into the box where you discarded the



For your own campaign slogan



17 vote cards with campaign slogans, votes and influence values from 1 through 9



1 base card for the vote cards



24 donation cards with party donators, donations and influence values from 1 through 9



1 base card for the donation cards

... and this rulebook, of course

For the 3-player-game



In the 3-player-game some rules change. You will find the additions/changes in the black boxes.



In the blue boxes you can find hints by Andrea, the designer of Stimmvieh. They shall help you make good decisions, especially in the beginning.

Goal: Enrichment

You win the game if you have the most donations in the end. If you collect the most or second most votes (in German disrespectfully called "Stimmvieh", i.e. voting cattle), you may double your donations beforehand. The other two players only count their donations.



The easiest way to win the game is to either only collect donations or to strive for the second most votes.

Before the first game: Introduction into politics

Get used to the campaign cards. Check the overview cards to see the distribution of values on the votes and donation cards. There are more politicians with high influence than respective votes or donation cards.



Cards with an identical number of votes have different influence values; for example, there are two 25,000 vote cards, with influence values of 6 and 7.

The donation cards, though, all have different values. However, relatively speaking, the politicians with lower influence get you more donations per point of influence.

Preparing the game: Pre-campaigning

Place both base cards in the middle of the table with two to three inches in between them. Shuffle the vote and the donation cards separately. Place the four topmost donation cards face up on the table below the base cards. Place the stacks of votes and donations onto the base cards, so that you can see the topmost card.



Decide who will manage which party.
Take your party card and place it in front of you. Take the nine politicians of your party into your hand. Also take one overview card.

ANGELUS



With three players shuffle the fourth party's politicians and place them on the table as a facedown stack.

Place this party's party card next to it and the card "Angelus' backbenchers" below the stack.

Decide secretly which four politicians shall be your top candidates in your campaign and place these four cards facedown in front of you. If you later flip the politicians with the highest influence total, you will go first.



It is great to be the start player if there are single cards with high donations displayed in the middle. In this case you might want to pick politicians with high influences as your top candidates. However, it is also good to distribute high and low influence values both among top candidates and backbenchers to increase your flexibility.

Flip your top candidates simultaneously and put them face up above your party card. The five cards remaining in your hand are your backbenchers. You will play with all nine cards.



Who is the startplayer?

Add the influence values of your top candidates. If you flipped the highest total influence (the total on your four top candidates cards), you are the start player.

ANGELUS



With three players flip the top four cards from Angelus' stack - these are her top candidates, which you place above her party card. Place her remaining cards face up below it - these are her backbenchers. Place the card "Angelus' backbenchers" next to them. The first player also gets the "Angelus" card. Should Angelus herself have flipped the highest total influence, the player to her right is the start player.



What if there is a tie?

If two or more of you flipped the highest total influence, the player with the lowest total starts. If there is a tie there, too, the lowest total players shuffle their backbenchers and flip one politician randomly – the higher influence value starts.

Playing the game: The campaign

You take turns and play in rounds; a game lasts nine rounds.

Your turn: Campaign events

On your turn you play one of your politicians (from the table or your hand) and put it on the matching discard pile for top candidates (next to the vote cards stack ) or for backbenchers (next to the donations card stack ). Take any of the face up donation or vote cards from the middle.

You can only take a card if its influence value is less than or equal to the influence of the politician you played.



Which card may you take?

For example, if you play a politician with influence "7" you can take one vote or donation card with values 1-7, but none that needs an influence of 8 or 9.

- You can take any card on display according to these rules, no matter if you played a top candidate or a backbencher.
- You must not take the topmost face up card on either of the two stacks.
- You cannot take more than one card, even if your politician has a high enough value for doing so.

Collect your donation and vote cards on two separate face up stacks, so that the other players can see the topmost card and the number of cards, but not the total of donations or votes.





You should decide early on to either concentrate on votes or donations.

It's useful to pay attention to who has how many votes as an advance of 5,000 votes may be enough for doubling your donations.

Afterwards you place a new card in the middle of the table so that the next player can also choose from four cards.

Important:

- If you played a **top candidate** – an influence card from the table – you move the topmost **vote card** from the stack  to the table.
- If you played a **backbencher** from your hand however, you move the topmost **donation card** from the stack  to the table.



Decide early on to either concentrate on votes or donations. Before playing check which card you want to make available

for the next player. It makes sense to offer the next player a card she does not need, even if you have to play a higher politician than needed for doing so. Is there a low donations and a high vote card face up on the draw piles?

Play a backbencher. Or does your neighbour only collect donations? Then offer her a(nother) vote card and thus play a top candidate.

Example

It's Gisela's turn. Follow her step 1, 2 and 3 in this picture.



3 Since with Detlef she played a backbencher from her hand, she then places the topmost donation card onto the table.



2 She places the donation card from Dazebook Inc. face up below her party card.



1 She sends Detlef Hanz to collect the donation of 60 T€ from Dazebook Inc. She puts his card onto the donations discard pile (on the left side).

Can you refrain from taking a card?

- If you can take a vote or donation card from the display with the politician you played, you must do so.
- If you cannot take any of the open vote or donation cards because you do not have any politicians left that have a high enough influence, you must play a politician without taking any donation or vote card.
- You may volunteer to play a politician with too little influence in order to save the display for the next player. However, you then do not get a vote or donation card, of course.

ANGELUS



If with three players it is Angelus' turn, the player with the "Angelus" card decides about her action, playing either a backbencher or top campaigner, and then passes on the card to her left neighbour.

The game ends after nine rounds when nobody has any politicians left.

Evaluation: Election night

After the last round you determine who wins the game. Count the votes you collected.

ANGELUS



If you play with three players count Angelus' votes, too.

If you have the most or second-most votes, you may double the donations you collected. All other players simply count their donations. If you have the highest total of donations, you win the game.

ANGELUS



With three players Angelus can be among those who double their votes. She can also win the game.

What if there is a tie?

If more than two of you have the same amount of votes and are competing for first and/or second place, add the influence values on your votes. If you needed less influence for your votes than the others, you are in the lead and may double your donations. If there's a tie there, too, all of you involved may double your donations.

Example

Karin collected 105,000 votes, Daniel and Holger each have 90,000 votes, Gisela has 30,000 votes. Karin may double her donations; Daniel and Holger compare the influence they needed:



Daniel

Total influence

$$9 + 7 + 5 + 2 = 23$$



Holger

$$7 + 6 + 5 + 4 = 22$$

Since Holger needed less influence for the votes than Daniel, he may double his donations just like Karin. Daniel simply counts his donations.

Karin has collected donations of € 340k,
 Holger has € 370k, Daniel € 430k and
 Gisela € 780k.

 9 Verband der Jäger und Sammler 200 T€ <small>Organisation of hunters and gatherers</small>	 8 Dein Freund das Atom 150 T€ <small>The atom your friend</small>	 7 U-BER - der Hauptstadt-flughafen 120 T€ <small>U-BER - The airport for the capital</small>	 6 Animal Pharm Inc. 100 T€ <small>The Pharmacy</small>	 5 MIB - Manuell ist besser 90 T€ <small>MIB - Manually is better</small>	 2 Rückenwinde e.V. 60 T€ <small>Talwind's organization</small>	 2 Dasebook Inc. 60 T€ <small>Schwindelbuch AG</small>
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Gisela: € 780k

 7 Bund der Strippenzieher 120 T€ <small>Organisation of those who pull the strings</small>	 3 Foerd 70 T€ <small>Foerd</small>	 3 Eckler & Hoch 70 T€ <small>Eckler & Hoch</small>	 2 FBI - Pauschale Ferien-Inseln International 60 T€ <small>FBI - All inclusive Holiday Islands International</small>	 1 Bundesausschuss für Babystrahlung 50 T€ <small>Federal Committee for Babyfood</small>
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Holger: € 370k * 2 = € 740k

 6 Giggle Inc. 100 T€ <small>Giggler AG</small>	 5 Moseismetall 90 T€ <small>Mosel Mosele</small>	 4 Rock of Health 80 T€ <small>Rock der Gesundheit</small>	 3 Hotel-Hale e.V. 70 T€ <small>Hotel Hotels organization</small>
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Karin: € 340k * 2 = € 680k

 8 Rent a Politician GmbH 150 T€ <small>More than Politician GmbH</small>	 5 Die MdB-Flüsterer 90 T€ <small>The MP whisperers</small>	 4 Thussen Krepp 80 T€ <small>Thussen Krepp</small>	 2 Kauls Straßfrol 60 T€ <small>Kepp except from postbox</small>	 1 Kant-A-Blast e.V. 50 T€ <small>Kepp-a-Blast organization</small>
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Daniel: € 430k

Hence Gisela wins with a total of donations of € 780k, before Holger with € 740k, Karin with € 680k and Daniel with € 430k.

Several campaigns

If you play more than one campaign, note 5 points for the winner, 3 for second, 2 for third and 1 point for last place.

ANGELUS



With three players also note down Angelus' points.

In the end you win if you gathered the most points.

Your individual game

Use the plain vote card to make your game individual and one-of-a-kind. Note your own campaign slogan on the card and discard one vote card you do not want to use any more. Copy its influence value and the number of votes to your plain vote card. I am looking forward to see your individual vote card at www.facebook.com/BeWitchedspiele.



Thank you

I was only able to publish the first version of this game in 1998 because of the help of friends around Tagungshaus Drübberholz. Special thanks for supporting development and tests of the new version go to Daniel Danzer, Daniel Müllenbach, Gisela Enders, Holger Scheibig, Joe Casadonte, Klaus Lange, Marina Pauli, Markus Münch-Pauli, Tery Noseworthy, Ulrich Blum, Will Zander and Wolfgang Nutt.

Game design

Andrea Meyer has developed and published games since 1998. Her best known games are Hossa, Freeze and Linq. With her wife and their son she lives in Berlin. She tweets at @andreacmeyer.

Artwork

Daniel Müllenbach lives and works as a freelance artist in Berlin-Kreuzberg.
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Picture editing

Klaus Lange studied at FH Bielefeld / UDK Berlin. www.klange.de

The supporters

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Many thanks to all supporters – you can find their names at www.bewitched-spiele.de.



Senior Campaigners

Special thanks go to those who decided to support the campaign as "Senior Campaigners" early on through funding and active participation.

Senior campaigners from Germany are **Bernd Dietrich** (Troisdorf), **Björn Kalies** (Hannover), **Christine Jochem** (Hannover), **Claudia Fischer** (Bielefeld), **Deutsches SPIELemuseum e.V.** (Chemnitz), **Daniel Danzer** (Stuttgart), **Eva Kracht** (Berlin), **Felix Hartard** (Berlin), **Gisela Enders** (Berlin), **Harald Mücke** (Mönchengladbach), **Jens Merkl** (Stuttgart), **Karin Janner** (Berlin), **Markus Münch-Pauli** (Berlin), **Michael Schramm** (Bochum), **Nele Tabler** (Mudau), **Rita Vock** (Kürten), **Rudolf Rühle** (Bonn), **Sebastian Küster** (Berlin), **Stefan Stadler** (Stuttgart), **Tanja Sepke** (Padenstedt), **Volker Imhoff** (Berlin).

International Senior Campaigners are

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PS ★

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Ich bin alt und brauche das Geld!

I'm old and need the money!

Otilie Pfeffer

Thx to @Netzgaertnerin