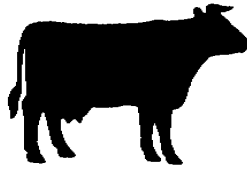


# Stimmvieh

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

by Andrea Meyer



Wir sind breit.



VERSION AS OF 30.06.2014; 2 alternative rules on startplayer and tiebreaker

## Rules of the game<sup>1</sup>

Ihr seid Wahlkampfmanagerinnen für eine der vier Parteien CSD, Die Oliven, PS und SDI. Setzt eure neun Politikerinnen möglichst geschickt ein, um Stimmen und Parteispenden zu sammeln. Je nachdem, ob du eine deiner Spitzenkandidatinnen oder deiner Hinterbänklerin einsetzt, verändert sich die Kartenauswahl für die nächste Spielerin. In deinem Zug versuchst du deshalb, eine für dich gut passende Karte zu nehmen, ohne der nachfolgenden Spielerin zu viel zu gönnen. Manchmal lohnt es sich, zu viel Einfluss aufzuwenden, um der Nachbarin keine Vorlage zu geben. Doch was, wenn gerade diese Politikerin später schmerzlich fehlt?

**HINTS BY THE DESIGNER:** In this rulebook 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 voting cattle ("Stimmvieh"), you may double your donations. The other two players only count their donations.

**HINT BY THE DESIGNER:** The easiest way to win the game is to either only collect donations or to strive for the second most votes.

## Campaign contents

- 4 parties in the colours black (CSD), green (Die Oliven), pink (PS) and red (SDI) with each
  - 9 influence cards – 9 different politicians with influence values from 1 through 9
  - 1 party card
  - 1 overview
- 17 vote cards with campaign slogans (350,000 votes total)
- 24 donation cards with party donations from lobbies ( 2,100,000 € donations total)
- 1 card „moderator“
- 1 base card for the stack of donation cards
- 1 base card for the stack of vote cards
- For the 3-player-game

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<sup>1</sup> This rulebook is written in feminine gender - because. Everybody who does not define herself as feminine, are obviously included and warmly welcome to join in.

- 1 neutral card "Angelus",
- 1 neutral card "Angelus' backbenchers"
- this rulebook

## Before the first game: Introduction into politics

Macht euch mit dem Spielmaterial vertraut. Auf den Übersichtskarten könnt ihr sehen, welche Werte die Spenden und Stimmenkarten haben. Es gibt mehr Einflusskarten mit hohen Werten als entsprechende Spenden- oder Stimmenkarten.

### [HINT BY THE DESIGNER]

Cards with the identical number of votes have different influence values, there is e.g. 25,000 votes with influence 6 and 7. The donation cards all have different values. However, relatively speaking, the lower influence cards get you more donations per point of influence.

## Preparing the game: pre-campaigning

As the oldest player you are the moderator. Take the moderator card and place it face up in front of you. You are in charge of completing the open display in the middle of the table throughout the game.

ALTERNATIVE 2: As the most experienced manager you always break ties.

Place both base cards face up in the middle of the table so that there's a two to three inches room in between them.

Shuffle the vote and the donation cards separately. Place the four topmost donation cards open into the middle of 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. [PIC]

Decide who will manage which party. Take your party card and place it face up in front of you. Take the nine same-color influence cards of your party onto your hand. Also take one overview card.

If you play with three players, shuffle the fourth party's influence cards and place them on the table as a face-down 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 face-down in front of you.

### [HINT BY THE DESIGNER]

It is great to be the startplayer if there are single cards with high donations or votes 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 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 on your hand are your backbenchers. You will play with all nine cards.

If you play 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 below it face up - these are her backbenchers. Place the card "Angelus' backbenchers" next to them.

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 startplayer.

If you play with three players, the first player also gets the "Angelus"-card. Should Dummy herself have flipped the highest total influence, the player to her right is the start player.

ALTERNATIVE 1: 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, these players shuffle their backbenchers and flip one card randomly - the higher value starts.

ALTERNATIVE 2: If two or more of you flipped the highest total influence, the player sitting next to the moderator in clockwise order is the startplayer, with the moderator herself starting if she is in the tie.

## The campaign:

### 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 - face-up or face-down - influence cards 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 one of the face-up donation or vote cards from the middle. You can only take a card if its influence value is lower than or equal to the influence card you played. If you e.g. play an influence card "7" you can take one card with values 1-7, but none that needs an influence of 8 or 9. You must not take the topmost face-up card on either of the two stacks. You cannot take more than one card, even if you influence card is high enough for doing so.

#### [HINT BY THE DESIGNER]

You should decide early on to either concentrate on votes or donations. Before you play an influence card, check which card you want to make available for the next player. It generally makes sense to offer the next player a card she does not need, even if you have to play a higher card than needed for doing so. If there are a low donations and a high votes card on the open stack, you may want to play a backbencher in order to not provide the high votes card. If your neighbour only collects donations, however, you may want to offer her a(nother) votes card and thus play a top candidate. This reduces her choice of helpful cards.

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. [PIC].

#### [HINT BY THE DESIGNER]

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. If you played a top candidate - a face-up influence card - you move the topmost vote card from the stack to the table. If you played a backbencher - a face-down card - however, you move the topmost donation card from the stack to the table. The moderator helps you placing the right card in the middle if needed.

#### Example:

The following cards are on the table (PIC)

200,000 €	15,000 €	50,000 €	30,000 €
Einfluss 9	Einfluss 3	Einfluss 2	Einfluss 8

Gisela still has her backbenchers „8“ and „3“ in her hand, her top candidate „7“ lies face-up in front of her. She plays the 3 and takes the card with the 50,000 € donation. Since she played a backbencher from her hand, she then places the topmost donation onto the table.

In case you cannot take any of the open vote or donation cards because you do not have any influence card left that is high enough, you must play an influence card without taking any donation or vote card. You may volunteer to play a card that is too low in order to save the display for the next player. However, you do not get a vote or donation card, then.

If you play with three players and it is Angelus' turn, the player with the "Angelus"-card decides about her action and then passes on the card to her left neighbour.

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

## Evaluation: Election night

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

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. You others simply count your donations. If you have the highest total of donations, you win the game.

If you play with three players, Angelus can be among those who double their votes. She can also win the game.

ALTERNATIVE 1: 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 other/s, 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.

ALTERNATIVE 2: If there is a tie for the first and/or second place in votes, the player sitting closest to the moderator in clockwise order wins it. If the moderator is in the tie, she wins it.

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's vote cards:		Holger's vote cards:	
30,000 votes	influence 9	25,000 votes	influence 7
25,000 votes	influence 7	25,000 votes	influence 6
20,000 votes	influence 5	20,000 votes	influence 5
15,000 votes	influence 2	20,000 votes	influence 4
	Total influence: 23		Total influence: 22

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

Karin has donations of € 330,000 €, Daniel has € 430,000, Holger € 410,000 and Gisela € 780,000. Hence Holger wins with a total of donations of € 820,000 € (2 x € 410,000), before Gisela with € 780,000, Karin with € 660,000 (2 x € 330,000) and Daniel with € 430,000.

## 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. If you are three players, also note down Dummy's points. In the end you win if you gathered the most points.

## 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 Ulrich

Blum, Daniel Danzer, Gisela Enders, Klaus Lange, Daniel Müllenbach, Wolfgang Nutt, Markus Münch-Pauli, Marina Pauli und Holger Scheibig Dank.

### The game designer:

Andrea Meyer has developed and published games since 1998. Her best known games are Hossa, Freeze resp. Bühne frei and Linq. Together with her wife and their son she lives in Berlin. As a political being she tweets at @andreameyer.

### The artist:

Daniel Müllenbach

### The photographer:

Klaus Lange

### The supporters:

The new version of Stimmvieh was crowdfunded through Startnext. Many thanks to all supporters - you can find their names at <http://www.bewitched-spiele.de>.

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

Name, Place; Name, Place etc.