DYSTOCRATIC PROCESS

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Welcome to the future... where humanity has been conquered by a deranged AI! ... that cares about the democratic process.

Well. To a degree.

Elections and voting are arbitrary but the results are not - the voting system has been gamified and the savviest voters reap the most benefits. Even better, the AI loves to participate as well, with the points system stacked in its favor. Can you be the top voter, or will the AI play the humans against one another for its own victory?

Objective	**Players**	**Equipment**
By strategically voting, get the most points at the end of **4 rounds**, beating all other players as well as the AI	4	Game cards, a surface to play on, something to keep track of points

Start of Play

Shuffle and put out the *Action Card Deck* and *AI Deck*, facedown.

BLACK	**WHITE**	I am in the **MAJORITY** Truex1.5 Falsex1	I am in the **MINORITY** Truex2 Falsex0.5	I am **ALONE** Truex3 Falsex0

And then draws 2 *Action cards* from the *Action card Deck*. This is the player's hand.

There is a *Dealer* every round. The *Dealer* must start the round by putting the top card on the *AI Deck* faceup on the table. This is the AI's vote in that round. The *Dealer* must also be the first to lock their vote. The game starts with the youngest player as the *Dealer* - at the end of every round, the player to the left of the *Dealer* becomes the next round's *Dealer*.

Round Progression (4 Rounds per game)

1. *Dealer* flips AI vote card.

2. All players draw 1 *Action card* from the *Action Card Deck*.

3. Open discussion. Players can discuss their intentions, suspicions, strategies, etc. *Action cards* may be used on other players during this time.

4. At some point the *Dealer* must lock their vote by putting it on the table, facedown and declaring they've locked it. At some further point the player to the left of the *Dealer* must then lock *their* vote, and so on until everyone has voted. **Locked votes can't be changed!**

5. Once last player locks, reveal all votes and predictions.

6. Tabulate points.

7. Begin a new round, the player to the left of the *Dealer* becomes the *Dealer* for this new round

Cards

Vote cards: BLACK or WHITE. One vote is cast per turn, and depending on the vote outcome of everyone including the AI, different points are awarded. Laid face down.

AI vote card: The vote of the AI for the round.

Action cards: These cards make the player it is used on do certain things. Unused cards have a value that is added up and converted into points at the end of the game. Players each get 2 at the beginning of the game, and players each draw 1 at the start of every round. When the round they're used during ends, they are discarded. (More details in "Action cards" section below)

Prediction cards: One of these cards can option-ally be locked down along with a player's vote. This card declares what side a player thinks their vote will be (either a majority, a minority, or alone as the only vote cast for the side). Depend-ing on if the prediction is correct or incorrect, they multiply the points they earn that round by the multiplier on each case, as indicated on the card. In the case of determining majority/minor-ity with ties, the AI is the tiebreaker. In the case of predicting being alone, the AI's vote doesn't count. *Ex. Player F is the only vote for black among the other players but the AI also voted black, then F is still counted as being alone.* Laid face down.

Voting points

Different voting situations yield different amounts of points, depending on how many players vote with the AI (voting the same as it) or not voting with the AI. (There is also a reference card in the deck)

	Everyone	Pro-AI Voters	Anti-AI Voters	AI
No one votes w/ AI	4			0
Some vote w/ AI		6	2	7 + # of Pro-AI voters
Only 1 votes w/ AI		8	2	7
All vote w/ AI	0			12

Action cards (46 total in Action card Deck)

Force X vote Given to a player, they must vote X, as indicated by the card, this Round. They must show this very card when vote is revealed. Cannot be used on yourself. Value: 3w	*Give Action Card* Give to a player, must give you an Action Card that you choose by random selection (without them re-vealing their hand). Give Action Card can't be used on the same player more than once per round. Value: 1
Reveal Hand Give to a player, that player must reveal their hand(their action cards) to you. Value: 2	*Silence* Give to a player, that player can't speak, indicate, or otherwise answer questions for the rest of the Round. Value: 3
Peek Prediction Give to a player, that player must show the card-giving player their locked Prediction card, discreetly. Value: 1	*Peek Vote* Give to a player, that player must show the card-giv-ing player their locked Vote card, discreetly. Value: 2

End of the Game

After 4 rounds have been played, the last points are tabulated. Any unused action cards can now have their values redeemed for points. The player with the highest point total is the winner, while if the AI has the highest point total, everyone loses.