

## EUROCRACY: GOLDEN RULES

*Lisbon Treaty*

The relations between political parties and social groups are organized as follows:

White	Christian-Democrats	Farmers	Churches
Red	Socialists	Trade Unions	Civil Servants
Yellow	Liberals	Industry	Universities
Blue	Conservatives	Capital	Army
Green	Greens	Refugees	Ecologists
Orange	Anti-Europeans	Monarchists	Nationalists

Note: Each time a participant lands on one of your social groups, *YOU* may place *your* pawn on a city of *your* choice.

### *Golden Rule I: Elections*

- Players represent European political parties. By throwing three dice, they go on an election campaign through the EU. When they land on a free city, they win the elections, place a flag of their party and receive a card representing three Members of the European Parliament (MEPs).
- On *passing* a city in their possession, players may place a second flag and receive six (6) MEPs. Note: You don't have to land on the city, but passing the city suffices.
- On passing a city with two flags, players may place a third flag and receive twelve (12) MEPs.

### *Golden Rule II: Challenges*

- Players landing on a city which is already in the possession of another player, must pay the holder a toll of 3 MEPs. Subsequently, s/he may challenge the holder in fresh elections, which are decided by the throw of the dice. If the challenger wins, the holder is kicked out and the challenger places a flag and receives 3 MEPs. If the holder wins, the challenger must pay toll once more.
- If the city concerned has 2 flags, the visitor pays 6 MEPs. In case of a challenge, the holder may defend the city by throwing with 2 dice.
- If the city concerned has 3 flags, the visitor pays 12 MEPs. In case of a challenge, the holder may defend the city by throwing with 3 dice.

### *Golden Rule III: Votes in the European Council*

Players possessing all cities of a member state, will receive votes in the European Council. The possession of a state with one city delivers 1 Vote in the European Council; a two cities-state delivers 2 votes, three cities 3 votes and four cities 4 votes. Players receive their votes on passing Brussels.

### *Golden Rule IV: Dealmaking*

Players are entitled to swap cities in order to get countries complete. Deals must be announced and implemented at the start of the turn of a player involved.

### *Golden Rule V: President of the European Union*

The first player to obtain a qualified majority in the European Council wins the game and is proclaimed EU-President on condition of sufficient support in the European Parliament. The qualified majority is 15, the required number of MEPs is 100.

NOTE When you land on square 61, you turn to the game leader for advice.

