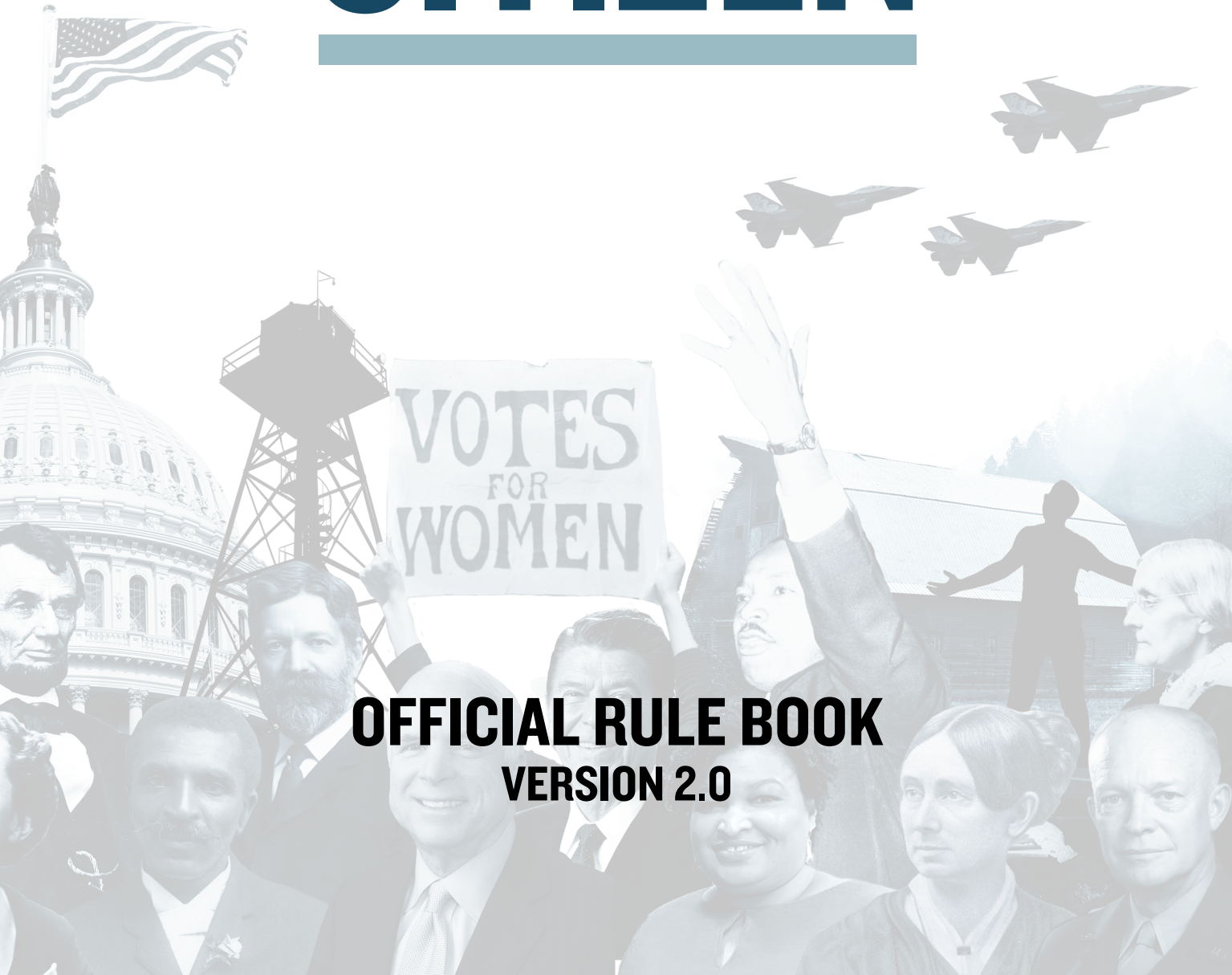


★ ★ ★ ★ ★ 117th CONGRESS

CITIZEN



OFFICIAL RULE BOOK
VERSION 2.0

★ ★ ★ ★ ★ 117TH CONGRESS

CITIZEN



OFFICIAL RULE BOOK

There's no better time than now for CITIZEN. CITIZEN brings people together under the Capitol Dome for unique, entertaining engagement with today's headline issues, our legislative process, the power to make history, and, most importantly, with each other.

CITIZEN celebrates the power of the ordinary people who built our country, and gives players the real experience of the forces at work in our Legislative branch. The 535 members of the 117th Congress replace dice, their votes factually represented by seniority, voting record, and campaign finance.

New thinking *inside* the box about civics and history.

CITIZEN is built on thousands of hours of historical and legislative research. In addition, CITIZEN has received assistance, play testing, and encouragement from some of the country's most respected civics educators, including the YMCA Youth Programs, The Georgia Center for Civic Engagement, The Bill of Rights Institute, and others, to help capture the essential issues and teachable moments for our times.

We knew that a game about politics had to be good.

Board game experts and hundreds of test players from a variety of student, educator, and gamer segments helped create a familiar gaming experience that inspires repeated play. Players of all skill levels will find a strategically satisfying, immersive game that mirrors the real interactions between empowered citizens, the Legislative branch, the unexpected, and the forces that connect them. CITIZEN is an ideal platform for experiential competitive tournament play at the middle school level and above.

CITIZEN is a box of interactive civics and history lessons dressed up like a great new board game. Or is it the other way around? That's for you to decide.

Now let's play!

CITIZEN puts the power to change America where it belongs – in *your* hands.

CITIZEN is the reality-based strategy game that lets you build the America you believe in by putting you in control of the significant issues of the day. Win CITIZEN by being the first player to pass your Cause through both chambers of the actual 117th Congress.

Support your Cause, or oppose other players, by building sets of Citizen cards that influence votes with alliances of historical faces, forces, and fates that built our nation. Use your skills to cooperate with other players and earn additional powers, while avoiding the hurdles created by ambitious opponents and unexpected twists of Circumstance.

What's Included

- | | |
|--------------------------|----------------------------|
| (64) Cause cards | (4) Play Tokens and stands |
| (169) Citizen cards | (8) Chamber Passage Tokens |
| (54) Citizen Power cards | (4) Impact Charts |
| (56) Circumstance cards | (1) Game board |
| (100) Senate cards | (1) Rule book |
| (435) House cards | |

2-4 players | Ages 13+

Play time varies with challenge level and number of players.

For two experienced players at the lowest challenge level, play session lasts approximately one hour. Ultimate Cause play may require you to pack a toothbrush.

UNIQUE FEATURES

History comes alive. CITIZEN is based on real people, events, and process, using rigorously researched material and perspectives from a wide variety of resources and educators.

CITIZEN shows what one inspired Citizen can accomplish if they try. An engaging educational tool, CITIZEN is filled with our authentic history, and follows Congress' rules of order, edited to keep it fun.

Create a different story every time you play. Because you choose from a large library of perspectives on different contemporary Causes, players' stories will always intertwine differently. No two CITIZEN sessions or conversations will ever be the same.

Accessibility. A variety of Cause card challenge levels makes CITIZEN enjoyable for novice and aficionado alike.

No dice. Advance your Cause by earning the votes of the actual members of the 117th Congress. Every member is represented, their votes directed by historical partisanship and campaign support. You can change that through strategic play.

An abundance of strategic satisfaction, with multiple paths to victory. Strategic options in CITIZEN play include Cause choice, deck drafting, use of resources, risk decisions, supporting your own Cause vs. opposing another player, impact options, use of special powers, and more. Lots more.

Repeated play is rewarding. New strategic options reveal themselves as you grow your skills.

Gameplay matches the rich theme. The multi-level CITIZEN iconography is the basis for play. CITIZEN icons interact in a progressive series of positions: Party, Suit, and more than 28 different Topics.

Multi-dimensional play. CITIZEN's unique 3-position iconography gives you multiple options for building sets of cards. Based on scarcity, CITIZEN cards that match in the Topic position give you exponentially more power than CITIZEN cards that match in the Party position.

The deep library of researched cards offers virtually limitless fresh play opportunities, and a lot of cool stuff about American history that you may not have known.

Victory favors the skilled player. Opponents playing the same challenge level of Cause cards are on a level playing field. The balance between all card categories, Cause Card challenge levels, and naturally occurring Congressional opposition has been rigorously calculated and tested.

You are never idle. You can influence play on every turn, even if you have no score at that moment.

Lots of choice and player interaction on every turn. A menu of impact options gives you a wide selection of actions to either support your own Cause or oppose another player. The stronger your set of CITIZEN cards, the more options and impact power levels you can unleash. An assortment of strategic variations will keep CITIZEN compelling over many plays.

Longevity. CITIZEN stays fresh because it follows current issues and events. Future card releases will include new Causes, Citizen cards, and current events. A new Congress edition will follow every election. Older editions of CITIZEN become playable time capsules.

A forum for conversation. CITIZEN play answers big questions, and raises new ones. CITIZEN forums will help establish the issues, events, and empowered Americans from our history that will appear in future editions.

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CARD TYPES

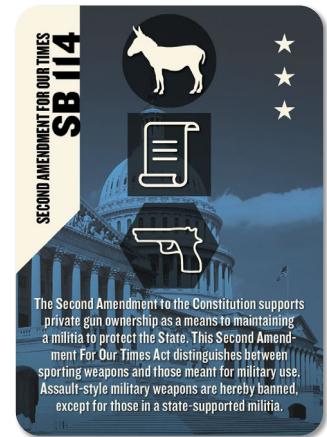
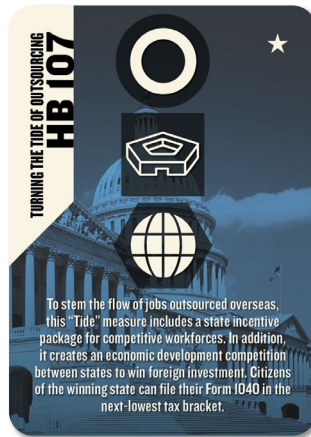
Win CITIZEN by being the first player to pass your Cause through both chambers of the 117th Congress. Create alliances that influence votes in support of your Cause, in opposition to other players' Causes, or both. Earned powers give you even more game-influencing opportunities. Some suggestions follow to help you get started. You'll enjoy developing your own style and strategies over repeated plays.

CITIZEN includes all of the elements that control power in Congress, represented by four different types of cards: Cause, Congress (House and Senate), Citizen and Circumstance.

Cause cards

Your Cause card contains the issue you'll be playing to pass into law through both chambers of Congress. Multiple perspectives on more than 64 different Causes give players a wide spectrum of choices.

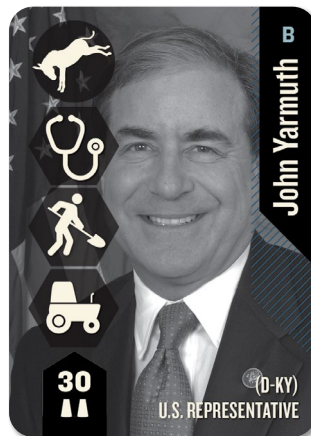
Cause challenge levels range in difficulty from one to four stars, with four stars indicating the most challenging level. A set of "Ultimate" causes that reflect major Congressional reform issues is included for more involved play sessions. A Cause marked "HB" begins play in the House chamber of the game board, and a Cause marked "SB" begins play in the Senate chamber. You need to pass both chambers to win CITIZEN.



Congress cards

Congress cards include both House and Senate, and all 535 members of Congress are represented. Instead of dice, you'll use the votes on Congress cards to support your Cause during play.

The icons on Congress cards represent the member's Party and some of the major industries (Topics) that supported their most recent campaign. Each member's vote score appears on the left side at the bottom of each card. Vote scores are based on seniority, and reflect each member's influence on the voting of other members. The shapes next to the vote score on Congress Cards represent the number of spaces to move your play piece on the game board.



Citizen cards

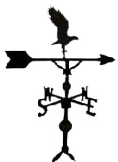
Citizen cards contain the people, entities, events, and tactics that you'll use to win supporting votes for your Cause, or influence votes in opposition to other players' Causes. Citizen cards are the only cards that players hold during play. Citizen cards are used to build "sets" that correspond with the Impact Chart. More on page 8. You will use icon matches of varying difficulty to earn Impact Options – powerful moves you can make to support your Cause or oppose others' Causes.

Citizen Power cards

Power cards are a special type of Citizen card that increase the impact options of any given set of Citizen cards. Power cards can be added to the set of Citizen cards you play based on its strength, as indicated on the Impact Chart (More on the Impact Chart on page 12). Powers include protections, vulnerabilities, impact enhancements and more, as indicated on each card.

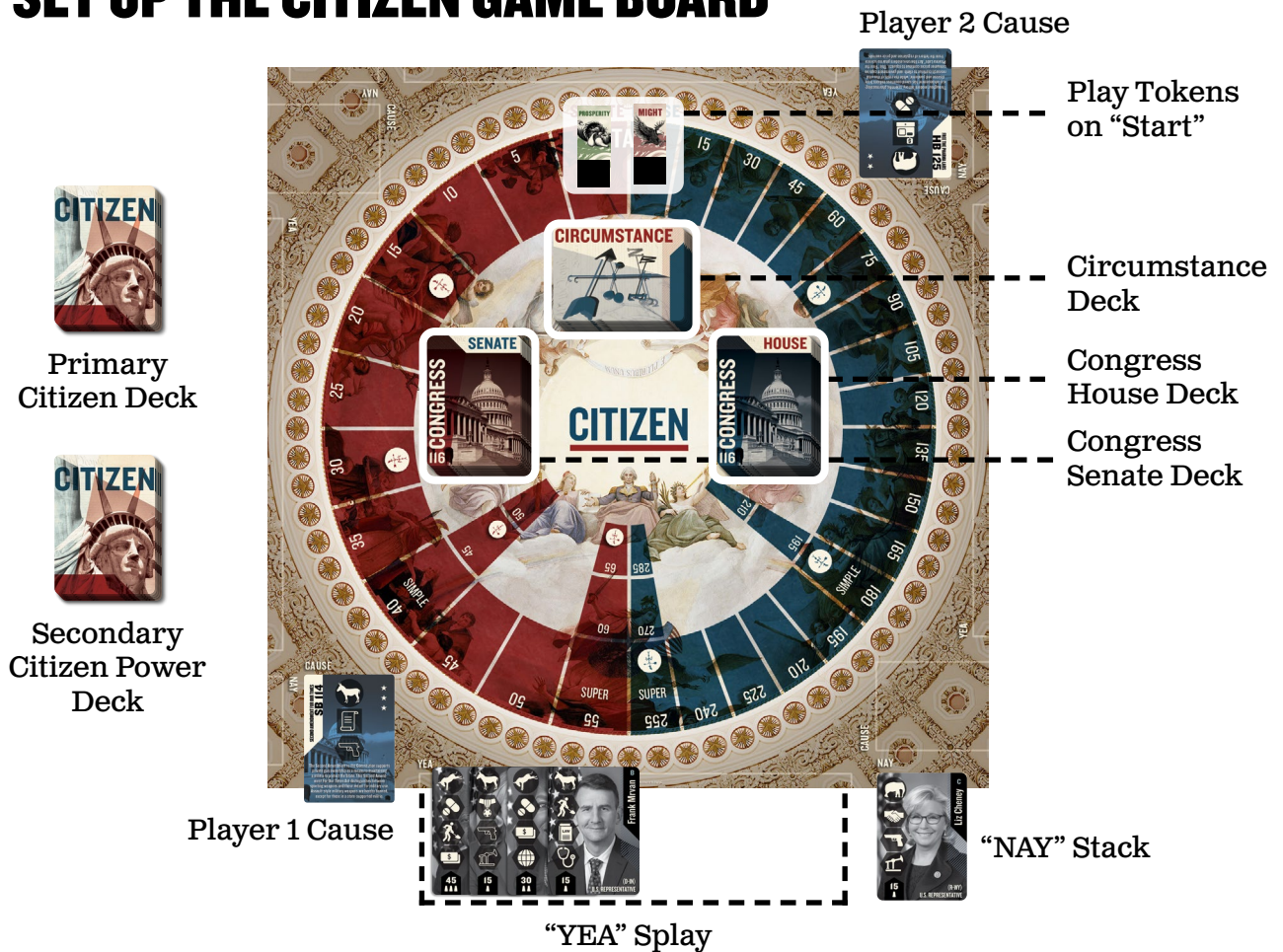
Circumstance cards

Circumstance cards deliver impact on game play from unforeseen events, both good and bad, that befall players during the play session. Each Circumstance card contains its own icon-specific impact on play, and is triggered whenever a player's Play Token occupies a space that contains the Circumstance icon at the end of their turn, or when played as a Circumstance Impact Option. (See page 13)



The image for Circumstance is inspired by the weathervane that sits atop the Smithsonian Institution Building in Washington, D.C.

BEGINNING PLAY – SET UP THE CITIZEN GAME BOARD



The center of the CITIZEN game board includes spaces for the placement of the Senate, House, and Circumstance decks. Shuffle each deck thoroughly and place on the indicated spaces.

The House deck is divided into three stacks (A,B, and C) as indicated in the top right corner of each card. Some sorting may be necessary when unwrapping the cards for the first time. Each stack is balanced to the makeup of the overall House for Party and Topic representation. A single stack will typically be sufficient for game sessions with fewer than four players, or at easier Cause challenge levels. Additional House stacks can be introduced as needed for more challenging game sessions, or substituted as desired at the beginning of a session, for different play experiences.

Circling the game board are vote tracker spaces for the Senate and House chambers which also indicate Simple (51%) and Supermajority (67%) routes for Cause passage.

The four edges of the game board include placement indicators for each player's Cause stack, YEA vote splay and NAY vote stack.

Chamber Passage Tokens and Impact Charts are set aside until play begins.

BEGINNING PLAY - SELECT YOUR CAUSE CARDS AND PLAY TOKEN

The library of Cause cards reflects the breadth of America's diverse values and beliefs. Based on the actual makeup and voting history of the members of the 117th Congress, Causes are of varying levels of difficulty, from one to four stars, with four-star Causes being the most challenging to pass based on actual Congressional opposition. Also provided is a set of Ultimate Causes, for advanced players who enjoy longer play sessions. More about Ultimate Causes follows on page 21.

Before play, players agree on a challenge level for the session, and all other challenge levels are removed from the Cause card deck. Your agenda for the play session consists of two Cause cards, Primary and Hidden. The Primary Cause card will be displayed face up for all players to see in the indicated space on the edge of the game board. The Hidden Cause card, known only to the player, will be concealed beneath it.

CONSIDER THIS

Beginning players can learn *CITIZEN* faster by playing a single Cause card for the first few sessions before introducing the Hidden Cause and the additional strategic options it provides.

Identify the first player, who has the first choice to look through the culled Cause card deck to pick a Primary Cause. The first player will also pick a Play Token. Pass the Causes card deck clockwise for each additional player to pick a Primary Cause and Play Token.

When all players have picked Primary Cause cards and Play Tokens, the last player to pick discards a random Cause card from the deck before picking their Hidden Cause card. In reverse order, each player then picks their Hidden Cause card. You may look at your Hidden Cause at any time during play.

Stack your two Cause cards with the Primary Cause face-up on top of the stack; place in the indicated space for each player on the game board. Each player then reads aloud their Primary Cause card, including the Party, Suit, and Topic associated with the Cause.

CONSIDER THIS

Selecting Primary and Hidden Cause cards of different Suits offers a broader variety of strategic Citizen card interplay.

Players whose Primary Cause is marked "SB" begin in the Senate chamber on the game board. "HB" Causes begin play in the House chamber. Players place their Play Tokens in the "Start" space of the game board appropriate to the designation of their Primary Cause.

CARD ICONS

CITIZEN is built on a “political taxonomy” that uses scaled icon interaction to advance play. **Solid color icons generally indicate support for a Party, Suit, or Topic, while outlined icons generally indicate opposition to a Party, Suit, or Topic.** In certain cases, the solid color icon also represents the rights of the people vs. a special interest.

Citizen, Circumstance, and Cause cards include three icons: Party, Suit, and Topic, sequenced from least to most influential on play. Party icons are affixed to a circle symbol background, Suit icons are affixed to a square symbol background, and Topic icons are affixed to a hexagon symbol background. Examples of icon types are below.



Party (Least Influential)
Supports Republican



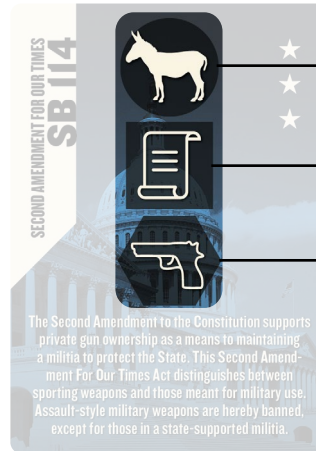
Suit
Supports Defense



Topic (Most Influential)
Supports Military Contractors

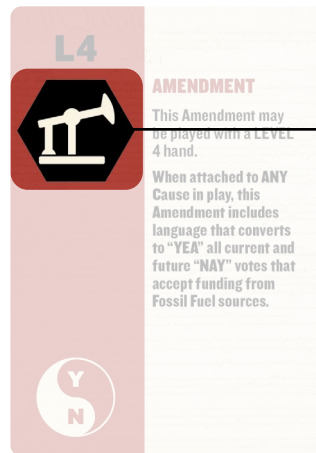
Citizen Power cards include a single icon that could be Party, Suit, or Topic, as indicated on each card.

Congress cards include one Party icon and three Topic icons.



Cause card

- Party (Circle)**
Democrat
- Suit (Square)**
Opposes Bill of Rights
- Topic (Hexagon)**
Opposes Guns



Citizen Power card

- Topic (Hexagon)**
Supports Fossil Fuels



Congress card

- Party (Circle)**
Democrat
- Topic (Hexagon)**
Opposes Fossil Fuels
- Topic (Hexagon)**
Opposes Guns
- Topic (Hexagon)**
Supports Human Rights

The Vote Score indicates the number of votes earned when this member supports your Cause. The wedge shape below the number is used to quickly tally the number of spaces you can advance your Play Token on the game board.

CITIZEN ICON LIBRARY



Null



Support



Oppose

A null symbol is used in place of a Partisanship icon in the event that the partisan impact of an issue, event, or person can't be verified through research. The null symbol indicates the absence of a Partisanship icon. A Citizen card that bears a null symbol can be paired with any partisan icon(s) in a set. **A null symbol can't be paired with another null symbol in a set during play.**

Least Influential

PARTY



Support Oppose



Democrat

Support Oppose



Republican



Raging Democrat



Raging Republican

Most Influential

TOPIC



Support Oppose



Bill of Rights

Support Oppose



Commerce

Support Oppose



Defense

Support Oppose



Government



Education



Agriculture



Deployment



Elections



Guns



Banking



Enlistment



Ethics



Human Rights



Fossil Fuels



Global



Executive Authority



Justice



Health Profession



Intelligence



Immigration



Privacy



Law



Military Contractors



Lobbying



Labor



Religion



Media



Nuclear Weapons



Perks



Seniors



Speech



Pharma



Veterans



Transparency

Additional Amendment Icons

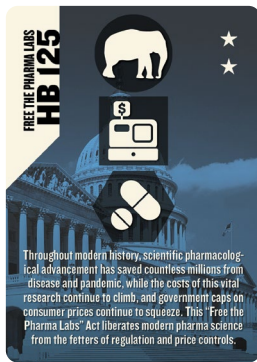
Support Oppose

HOW TO MATCH ICONS AND CREATE ICON SETS

During each turn, you'll be creating and playing sets of one to five cards from your Citizen card hand. The icons will either support your Cause or oppose another player's Cause. If the set of cards you play matches your Cause card or another player's Cause card on more than one icon, the most influential matching icon must be played. Less powerful supporting or opposing position matches have no impact on play.

Supporting Icon Match

To play an icon match in support of your own Cause card, the most influential matching icons on your Citizen card(s) must be an **identical match in topic and fill color** with the corresponding Cause card icon.



Your Cause Card



Example of your three-card "Republican" icon Citizen card set with your own "Republican" Cause card.



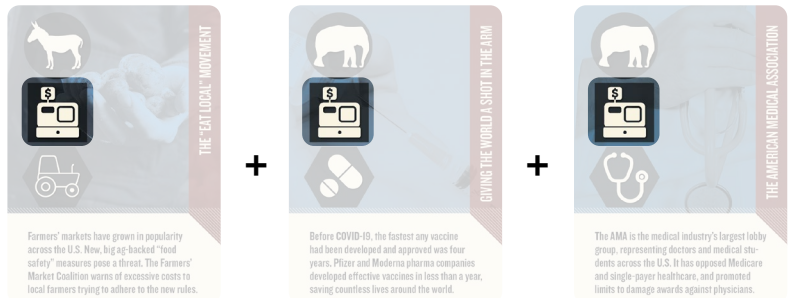
Example of a one-card "Supports Commerce" Suit Citizen card set with the Suit icon of your Cause card.

Opposing Icon Match

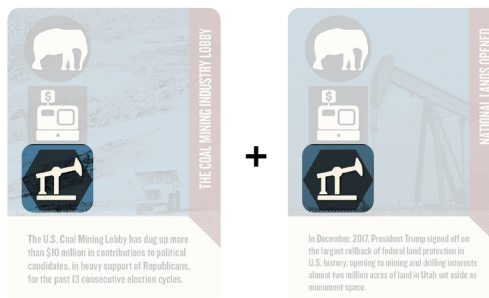
To play an icon match to oppose an another player's Cause card, the most influential matching icons on your Citizen card(s) must be of the same Party, Suit, or Topic, **but of the opposite fill color**, of the chosen player's Cause card.



Your Opponent's Cause Card



Example of your three-card "Supports Commerce" Suit Citizen card set that opposes another player's "Opposes Commerce" Suit Cause card.



Example of your two-card "Supports Fossil Fuels" Topic Citizen card set with another player's "Opposes Fossil Fuels" Topic Cause Card.

HOW TO BUILD AND REPLENISH YOUR PERSONAL CITIZEN CARD DECK

Your success and enjoyment playing CITIZEN depends on careful Citizen card selection, and learning how to select a balance of Citizen cards that advance your Cause and those that oppose other players' Causes.

Initial Draft

There are two initial draft sequences in CITIZEN. The first is for players to build their personal deck of 21 Citizen cards. The second allows players to select Power cards that complement the set-building options in the previously drawn personal Citizen card deck.

Begin by separating Citizen Power cards from the Citizen deck. **The Citizen deck without the Power cards is the Primary Citizen Deck. The Citizen Power cards are the Secondary Citizen Power Deck.**

Citizen Card Draft

Thoroughly shuffle the entire deck of Citizen cards. Moving clockwise, deal 22 cards to each player, face down. While keeping them concealed from the other players, each player inspects the cards dealt to them and picks 12 to keep. Each player then passes the remaining 10 Citizen cards to the player on their left.

Each player picks seven from the 10 Citizen cards passed to them and gives the remaining three to the player on their left.

Each player then picks two Citizen cards from the three cards passed to them and discards the remaining card to the bottom of the Primary Citizen card deck.

Each player now holds a personal deck of 21 Citizen cards.

Power Card Draft

Next, players draft from the Secondary Citizen "Power card" Deck. Thoroughly shuffle the deck. Each player is dealt eight cards. After inspecting the cards dealt to them, players pick four to keep, passing four to the player on their left.

Each player picks two from the four Power cards dealt to them and gives two to the player on their left.

Each player picks one Power card and discards the remaining Power card to the bottom of the deck.

Each player now holds a personal deck of seven Power cards.

Personal Citizen card and Power card decks are placed on the table to the right side of each player.

Subsequent Drafts

Citizen cards: If, at the end of a turn, a player isn't holding enough Citizen cards to make a five-card hand (or seven if earned as a power), that player draws the top seven Citizen cards from the Primary Citizen Deck, turns them face-up for all players to see, and draws seven more that only the drafting player sees. From these 14 cards, the player keeps 10 cards and shuffles them into their personal Citizen Card Deck before drawing a new hand of five Citizen cards from the top of the deck. Discards are recycled face-up to the bottom of the Primary Citizen Card Deck.

Citizen Power cards: If, at the end of a turn, a player is holding two or fewer Citizen Power cards, that player draws the top five Citizen Power cards from the Secondary Citizen Power Deck, turns them face-up for all players to see, and draws five more that only the drafting player sees. From these ten cards, the player keeps six cards and shuffles them into their personal Citizen Power Deck. Discards are recycled face-up to the bottom of the Secondary Citizen Power Deck.

Summary: The Primary Citizen Deck, placed beside the game board, supplies players with cards for drafting their personal Citizen Deck, from which they begin each turn with a five-card hand. On each turn, sets are played, composed of one to five Citizen cards created from the player's hand.

The Secondary Citizen Power Deck, placed with the Primary Citizen Deck beside the game board, supplies players with cards for drafting their personal Citizen Power Deck. Single Citizen Power cards can be added to a player's set of Citizen cards as earned according to the Impact Chart, not to exceed five total cards.

Suggestions for Citizen Deck Card Variety

Thoughtful Citizen card selection is essential to satisfying play. Prioritize Citizen cards that have the most powerful supporting matches with the icons of your Primary Cause. Citizen cards that oppose other players' Causes will have influential opposing icon matches.


You may also wish to disarm other players by selecting Citizen cards that could be played in opposition to your Cause. You will discover your most enjoyable mix after a few hands of play.

TURN SEQUENCE

- 1. The first player draws one Congress card** from the deck in the House or Senate chamber where their Cause begins play. The vote score on the member's card is tallied according to the three possibilities described on page 12. Congress cards with YEA votes are placed in the player's YEA splay on the game board, stacked in such a way that the columns of icons remain visible to all players. Cards with NAY votes are placed in the NAY stack. Incompatible Congress cards are recycled to the bottom of the appropriate deck.
- 2. Following the rules of icon matching that appear on page 7, select the set of cards from your Citizen hand that you'd like to play**, either in support of your Cause or in opposition to the Cause of a chosen player. Use the "Citizen Card Icon Matches & Impacts" chart as your guide. *NOTE: You may play a set with as few as one, but no more than five total Citizen cards during any single turn.*

If a player's hand contains no Citizen cards that make a supporting or opposing set, the player has the option of discarding all of their Citizen cards to the bottom of their personal Citizen Deck and replenishing their hand from the top of their personal Citizen Deck to complete the turn. The player also has the option of drawing and playing a Circumstance card to affect a possible impact on any player's Cause.

- 3. Consult the "Citizen Card Icon Matches & Impacts" chart** to determine the Power Level of your play, and its corresponding menu of Impact options. *Circumstance Impact Option: At any level, rather than choose an option from the Impact menu, a player may opt to draw the top card from the Circumstance deck. All players with impacted icons, including the player who drew the card, are affected.*
- 4. Select a Citizen Power card** from your personal Citizen Power Deck based on the power of your set of Citizen cards (if applicable - see Impact Chart). No more than one Power card may be played on any single turn. The Power card is included in the five-card maximum set. More about Power cards on page 15.
- 5. Show your completed Citizen card set** to all players, and execute the chosen Impact. Impact Options are detailed on each player's Impact Chart and on page 12. Impact descriptions are included on the reverse side of the Impact Chart. Any additional members' votes earned during the turn are placed in the YEA splay.
- 6. Tally your votes and move your Play Token** to the space on the game board that reflects your vote total in the appropriate chamber.
- 7. At the end of a player's turn, all used cards are recycled** face-up to the bottom of the appropriate Primary Citizen Deck or Secondary Citizen Power Deck. When a face-up card appears at the top of either deck, the entire deck is shuffled and placed face-down.
- 8. Replenish your Citizen card hand** to five cards from your personal Citizen card deck.

9.  If at the end of your turn your Play Token occupies a space on the game board that includes a **Circumstance icon**, turn over and resolve the various impacts depicted on the Circumstance card. Circumstance cards affect **all players** having matching icons whose Cause icons are affected, either in support or opposition to the player's Cause.

10. Horse Trading (optional)

When at the end of a player's turn, the player's play token shares a space on the game board with another player's play token, those players have the option to Horse Trade. If involved players agree, they can quickly trade with each other as few as one or as many as all five of their held Citizen cards, with each player trading the same number of Citizen cards.

Done sight-unseen, Horse Traders can promise to exchange cards that support each other's Causes, oppose another player, remove damaging cards from play, or bluff. It's up to the players to trust each other on the nature of the trade.

If a player's play token lands on a space occupied by two play tokens where a Horse Trade has already taken place, the new player to the space may Horse Trade with the most recent player whose token landed on the space.

After a Horse Trade, all affected players should be holding no more than five Citizen cards (or seven, if that player has won the seven card hand Impact Option). Horse-traded cards are held until the player's next turn.

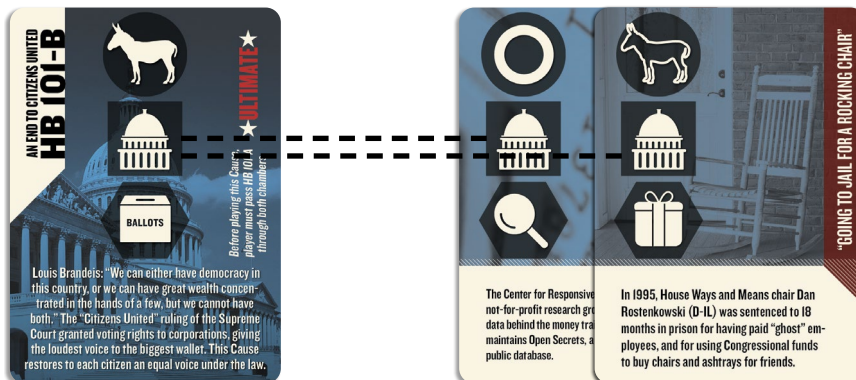
11. When the Horse Trade is complete, play continues with the next player in the play sequence.

MAKING YOUR PLAY – SUPPORTING AND OPPOSING ICON MATCHES

The Citizen deck represents the power of the people. Players build alliances of common interest within each turn's played set, seeking greater numbers of icon matches for greater influence. Icon matches enable an increasing variety of play options and impacts that can advance the player's Cause, or hinder the Cause of another player. On each turn, a player can make a play consisting of as few as one or as many as five Citizen Cards, including the Citizen Power card.

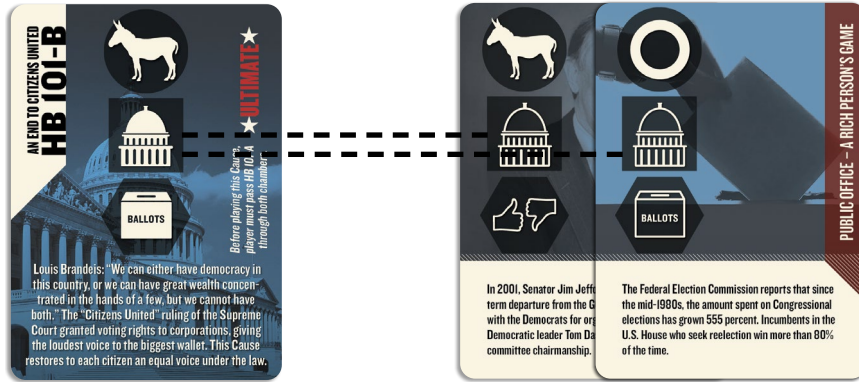
IMPORTANT: Only the most influential matching icon position in a player's Citizen card set is used during the turn.

Supporting Suit Match between a player's Cause and Citizen card set:



The diagram illustrates a supporting suit match between a Cause card and a Citizen card. On the left is the Cause card, titled "AN END TO CITIZENS UNITED HB 101-B" with a donkey icon and a "BALLETS" icon. Below it is a quote from Louis Brandeis: "We can either have democracy in this country, or we can have great wealth concentrated in the hands of a few, but we cannot have both." The "BALLETS" icon is highlighted with a dashed line. On the right is the Citizen card, titled "GOING TO JAIL FOR A ROCKING CHAIR" with a donkey icon and a "ROCKING CHAIR" icon. The "ROCKING CHAIR" icon is highlighted with a dashed line. A dashed line connects the "BALLETS" icon on the Cause card to the "ROCKING CHAIR" icon on the Citizen card, indicating a supporting suit match.

Level Two Opposing Suit Match between a Player's Citizen card set and another player's Cause:



IMPACT LEVELS are assigned to Citizen card sets based on the odds of achieving each:

A **Level One** Citizen Card set can be achieved **two different ways** - either with a three-of-a-kind match (as described above) in Party (identical or opposing as described above), or a single icon match in Suit.

A **Level Two** Citizen Card set can be achieved **three different ways** - with a four-of-a-kind match (as described above) in Party (identical or opposing as described above), two-of-a-kind in Suit, or a single icon match in Topic.

A **Level Three** Citizen Card set can be achieved **two different ways** - either with a three-of-a-kind match (as described above) in Suit (identical or opposing as described above), or a two-of-a-kind icon match in Topic.

A **Level Four** Citizen Card set can be achieved **two different ways** - either with a four-of-a-kind match (as described above) in Suit (identical or opposing as described above), or three-of-a-kind in Topic.

THE IMPACT CHART

The Impact Chart details the support and oppose options available to a player at each level. **Players pick ONE option per turn from the Support OR Oppose column.**

CITIZEN CARD ICON SETS & IMPACTS	SUPPORT	OPPOSE
Level 1 Sets 	1 Vote 	1 Flip
Level 2 Sets 	2 Votes 	3 Flips
Level 3 Sets 	7-Card Hand 	Raid - Single Opponent Retire - Single Opponent
Level 4 Sets 	5 Citizen Cherrypick 	Raid - All Opponents Retire - All Opponents

Circumstance Impact Option: On any turn in which a set of Citizen cards is played, the player may opt to turn over the top Circumstance card in lieu of a listed impact option. The impacts of the Circumstance card will be applicable to all affected Causes, per usual. This completes the player's turn.

IMPACT OPTIONS

Players may choose one per turn from the options available on the Impact Chart, or utilize the Circumstance Impact Option.

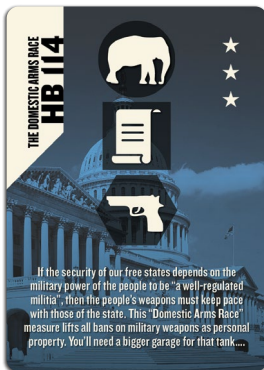
VOTE : Support

Used only to support the Cause of the player, the VOTE impact allows the player to select the indicated number of Congress Cards from the chamber where the player's Cause is currently in play, and retain all matching votes. Each Congress Card turned over offers the player three possibilities:

YEA — The member's card is a *Party match with the player's Cause, and contains no Topic opposition* (see example 1.1). This member's card is placed face up in the player's YEA splay on the edge of the game board.

NAY — The member's card contains the *non-raging icon of the opposing party*, but also has no Topic opposition. (see example 1.2) This member's card is placed face up in the player's NAY stack, and can be converted to YEA during play.

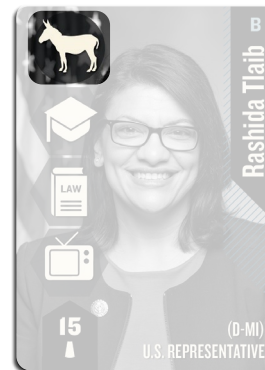
DISCARD — The member's card contains *either a raging member of the opposing party, or a Topic icon that opposes the Topic icon of your Cause*. (see example 1.3) This member's vote can never be used, and the card is recycled to the bottom of the appropriate deck on the game board.



Cause for examples 1.1-1.3 ex. 1.1 - YEA



ex. 1.2 - NAY



ex. 1.3 - DISCARD



YEA TO NAY OR NAY TO YEA, AS PLAYED: Support or Oppose

Used to support a player's Cause, this impact indicates that the player has achieved enough Citizen Card influence to cause a member/member(s) to change their NAY vote to YEA. The player converts the indicated number of most recently acquired cards in the player's NAY stack to their YEA splay. The vote total is tallied, and the player's Play Token is advanced accordingly.

Used to oppose an opponent's Cause, this impact indicates that the player has achieved enough Citizen Card influence to cause an opponent's member/member(s) to change their YEA vote to NAY. The

selected opponent (whose Cause Card icon is an opposing match as previously described) converts the indicated number of most recent cards in their YEA splay to their NAY stack. The vote total is tallied, the votes deducted, and the opponent's game piece is moved back accordingly.

FLIP: Oppose (in same chamber)

Used to oppose another player's Cause in the same chamber, the FLIP impact rewards the player who has summoned enough political power to force an opponent's NAY votes be won to their own Cause. The player picks the indicated number of same-chamber Congress Cards from the selected player's NAY stack (whose relevant Cause card icon is an opposing match to the player's Citizen card set as previously described).

The FLIP impact benefits both affected players. Any of the flipped Congress cards that support the Cause of the player are immediately added to the player's YEA splay. The votes tallied apply to both affected players, and both players' Player Tokens are advanced accordingly on the game board. Any remaining Congress cards are discarded.

RAID: Oppose

Used only to oppose an opponent, the RAID impact allows a player to remove ALL of the Congress Cards from a selected player's NAY stack (whose Cause card icon is an opposing match to the player's Citizen hand as previously described). *If the other player's Cause is in the same chamber as the player, any of the removed Congress Cards that support the player's Cause may be immediately added to the player's YEA splay, the votes tallied, and the player's game piece advanced accordingly.* Any remaining non-matching Congress Cards are discarded.

RETIRE: Oppose

Used only to oppose an opponent, the RETIRE impact option allows a player to undermine the hand-building strategies of other players.

The **LEVEL THREE RETIRE** impact option forces the selected other player (whose Cause card icon is an opposing match to the player's Citizen card set as previously described) to discard their current hand of Citizen cards to their personal deck of Citizen cards, shuffle, and draw five new Citizen cards.

The **LEVEL FOUR RETIRE** impact option forces ALL opponents, regardless of Cause icon matches, to discard their current hands of Citizen cards to their personal decks of Citizen cards, shuffle, and draw five new Citizen cards.

SEVEN-HAND CITIZEN HAND: Support

Used only to support the Cause of the player, the SEVEN CARD impact allows the player to expand their held Citizen hand from **five to seven Citizen cards**, thus greatly expanding strategic opportunity. *NOTE: the card set that the player deploys on each turn is still limited to no more than five cards.*

CITIZEN CARD CHERRY-PICK: Support

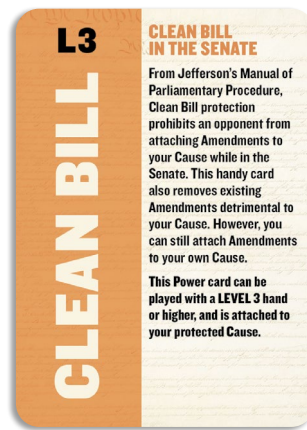
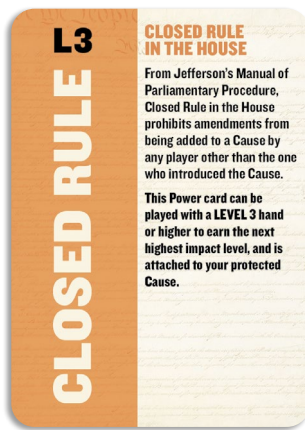
Used only to support the Cause of the player, the CHERRY-PICK option offers significant strategic opportunity by allowing the player, at the conclusion of their turn, to **exchange as many as five Citizen Cards**, if available, from the held hand with the same number of Citizen Cards selected from the player's personal Citizen card deck. The new Citizen hand is deployed on the following turn.

POWER CARDS

Citizen Power cards are a special type of Citizen card that add a wide assortment of powers to a Citizen card set, including special protections or challenges to other players, procedural advantages, or Amendments to Causes in play, as indicated on each Citizen Power card.

Each Citizen Power card includes a color-coded impact level, which corresponds to the impact level of the associated Citizen card set. A player may include in their Citizen card set a Citizen Power card that corresponds directly to the level of the Citizen card set being played, or any lesser power. For example, a player who holds a Level Three Citizen card set may add a Level One, Level Two, or Level Three Citizen Power card.

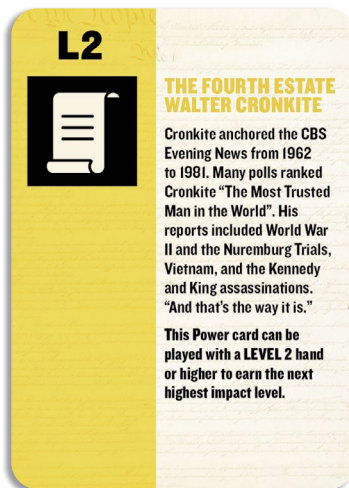
When a Citizen Power card is added to a set, it is included in the maximum number of five Citizen cards that may be played during any turn. Citizen Power cards can affect play in a variety of ways:



CLOSED RULE AND CLEAN BILL

The “Closed Rule” and “Clean Bill” Power cards, affixed to a player’s Cause as indicated on each card (“Closed Rule” in the House, “Clean Bill” in the Senate), prohibits other players from adding “Amendment” Power cards to the player’s Cause. The Closed Rule and Clean Bill Power cards are placed partially atop the player’s Cause card (leaving the icons visible) to communicate this protection.

No Icon matches are required, and the player may still attach beneficial Amendment cards to their own Cause.



THE FOURTH ESTATE

“Fourth Estate” Power cards represent the positive and negative power of the media, and are **used only to support a player’s Cause with a supporting Suit icon match**. Journalists included by name represent the highest standards of dedication to truth, while “The Yellow Kid” represents getting ahead by use of falsehood, fear, and equivocation. “Yellow Kid” cards are placed in the player’s YEA splay after use, as all subsequent votes gained are vulnerable to removal by another player.

“Patriots,” “Manipulators,” and “The Yellow Kid” Fourth Estate Power cards are the only Power cards that are placed in a player’s “YEA” splay as indicated on each card as it is played.

L3

PREVIOUS VOTES PROTECTED

**PATRIOT
HARRIET TUBMAN**

"I had crossed the line. I was free; but there was no one to welcome me to the land of freedom. I was a stranger in a strange land."

This LEVEL 3 Power card advances you to LEVEL 4 impact options. In addition, when added to your YEA splay, it protects all prior votes in the splay from loss to an opponent's Amendment. When played to oppose an icon-matched opponent, this card removes all votes acquired after a Manipulator or Yellow Journalism Power Card was added to the opponent's splay. Removed votes are discarded.

L2

FUTURE VOTES VULNERABLE

THE MANIPULATOR

The Manipulator uses "gaslighting" - the consistent denial and misdirection ("alternative facts") that convinces followers that what was seen is simply false. In this way, fake news makes the follower doubt an actual event.

This Power card can be added to a LEVEL 2 hand or higher to earn the next-highest impact level. Post in your YEA splay, as future votes are vulnerable to attack.

L2

**THE MEDIATOR
HENRY CLAY**

Henry Clay, 'the Great Compromiser', was one of the Senate's most influential leaders in the early 1800's. He earned the title for his moderate role in crafting the 1820 Missouri Compromise, the Tariff Compromise of 1833, and The Compromise of 1850.

This Power card can be added to a LEVEL 2 hand or higher to earn the next-highest impact level.

PATRIOT

"Patriots" Power cards, identified by the name of an historic American, include impacts specific to the issue for which that person had a significant impact on our history. Patriot Power cards require a Suit icon match to the player's or chosen other player's Cause.

With a *supporting* Suit match to a player's Cause, the Patriot Power card earns the player the indicated higher level of impact options. When placed atop existing Congress cards in the player's YEA splay, **it protects all previously gained votes from loss** to an opponent's "Amendment" Power card (as explained on page 17).

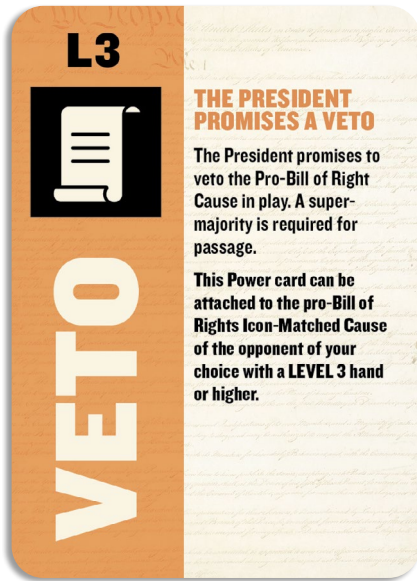
With an *opposing* Suit match to another player's Cause, the Patriot Power card removes from that player's YEA splay all votes earned after the use of a "Manipulator" or "Yellow Kid" Power card, as indicated by the position of the card in the other player's YEA splay.

THE MANIPULATOR

"The Manipulator" Power cards reflect more sinister tactics deployed for political gain. "The Manipulator" power card, used to support a player's Cause, requires a supporting Suit icon match with the Cause in play, and is **placed in the player's YEA splay after use**, as all subsequent votes gained after a manipulative tactic are vulnerable to removal by another player's "Patriots" Power card.

THE MEDIATOR

"The Mediator" Power cards celebrate the power of statesmanship. The individuals on these cards reflect some of history's most accomplished politicians. Used only to support a player's icon-matched Cause, "The Mediator" requires a supporting Suit icon match with the Cause in play.



VETO

The “Veto” Power card, played exclusively to oppose an another player’s icon-matched Cause, indicates that the President has promised to Veto the chosen player’s Cause, *meaning that the chosen player must secure a Supermajority passage in both chambers.*

The Suit icon on the Veto Power card must be an identical (solid to solid or outlined to outlined) match with the Suit icon on the chosen player’s Cause. When the Veto Power card is used against a player’s Cause after it has cleared the House or Senate by simple majority, the Cause must gain super majority passage in the current chamber. The player must then return to the chamber where it has passed by a simple majority. The player continues to play in that chamber until a super majority in achieved. (Additional detail on “Winning a Chamber and Claiming Victory” on page 19.)



AMENDMENT

“Amendment” Power cards offer players significant opportunity to support or oppose, by altering the challenge level of the chosen Cause to attract or repel additional votes. The higher the Impact Level on the Amendment Power card, the greater the number of Congress cards that will be influenced.

When played with an icon-supporting or opposing Citizen card set to the Cause being amended, **Amendment Power cards may be attached to any Cause in play**, regardless of its iconography. The language on each Amendment card indicates its use, either to attract new votes to the player’s Cause, or repel additional votes from another player’s Cause.

For example, when attached to a player’s Cause card, an Amendment card that features a solid Fossil Fuels Topic icon (left) will attract all current and future non-raging NAY votes from members whose Congress card includes the Fossil Fuels Topic icon (assuming the Cause does not already include the Fossil Fuels Topic icon). When attached to another player’s Cause card, an Amendment card will repel all current and future YEA votes that include the Fossil Fuels icon.

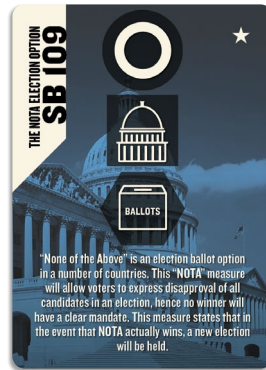
When played, the Amendment Power card is placed partially atop the affected Cause (leaving the icons visible) to communicate the added impact of the Amendment on the chosen Cause.

CIRCUMSTANCE CARDS

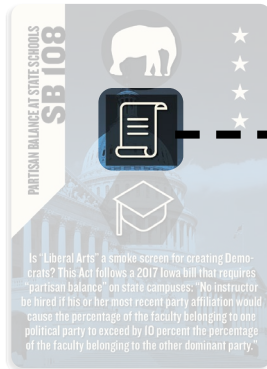
Circumstance cards represent unexpected events that happen beyond players' control. After a thorough shuffle, the top Circumstance card is turned over whenever a player's Play Token, at the conclusion of their turn, occupies a space on the game board that contains the Circumstance icon. Also, a player can choose to draw a Circumstance card in lieu of a prescribed Impact Option – and gain or suffer the impact indicated on the Circumstance card, as do all players.

Unlike the other card categories, Circumstance cards include a different impact next to each icon. When introduced as described above, the Circumstance card is placed at the center of the game board, and each player is impacted (or not) according to how the icons of the Circumstance card support or oppose the icons of each player's Cause card.

After each player has taken the indicated impact action appropriate to *the most powerful icon match* with each player's Cause icons, the Circumstance card is discarded.



Player 1 Cause
Not affected



Player 4 Cause
Opposes Suit
(Bill of Rights)




Player 2 Cause
Supports Party
(Democrat)





Player 3 Cause
Supports Topic
(Human Rights)

In the example illustration on page 18, the Circumstance card in the center affects all players as follows:

Player 1's Cause card at the top is not affected, as there are no icon matches of any kind.

Player 2's Cause card on the right receives 2  impact due to the **supporting Party icon match**. The two *most recent* Congress cards in the player's NAY stack are moved to the player's YEA splay, and the votes are tallied. Player 2 then moves their Play Token forward accordingly. (If this player has no Congress cards in the NAY splay, no impact is taken. If there is one Congress card in the NAY stack, it may be converted to YEA.)

Player 3's Cause card at the bottom receives 4  impact due to the **supporting Topic icon match**. The four *most recent* Congress cards in the player's NAY stack are moved to the player's YEA splay, and the votes are tallied. Player 3 then moves their Play Token forward accordingly. (If this player has no Congress cards in the NAY splay, no impact is taken. Any amount of Congress cards fewer than four may be converted to YEA.)

Player 4's Cause card on the left receives 3  impact due to the **opposing Suit icon match**. The three *most recent* Congress cards in the player's YEA splay are moved to the player's NAY stack, and the votes are deducted. Player 4 then moves their Play Token back accordingly. These votes may be won again in later play.

WINNING A CHAMBER AND CLAIMING VICTORY

Like the real Congress, CITIZEN offers two paths to passage in the Senate and the House, **Simple Majority** (at least 51 of 100 Senate votes and at least 218 of 435 House votes), and **Two Thirds Supermajority** (at least 67 of 100 Senate votes, and at least 290 of 435 House votes). Both paths to chamber clearance are labeled on the game board.

Players may choose either path to victory, by meeting or exceeding the minimum vote requirement with the final turn in each chamber. Votes earned in excess of the minimum passage requirement have no additional effect on game play.

Because Simple Majority passage leaves the player's Cause vulnerable to Veto threat by another player, the Congress cards used for Simple Majority passage are set aside for future support should the player's Cause be opposed by another player with the matching Veto Power Card.

Should threat of a Veto occur, the opposed player completes the chamber where their Cause is currently in play, then returns to the chamber where Simple Majority passage was achieved. The Congress Cards used for Simple Majority passage are redeployed, the player's Play Token is placed on the appropriate space on the game board, and play is resumed until the required Supermajority passage is achieved.

Passage Tokens are placed on the player's Cause card as earned to indicate Simple or Supermajority passage status for each chamber.

The winning player will be the first to earn passage tokens (Simple, Super, or any combination) for both chambers.

ADVANCED PLAY OPTIONS

Playing Your Hidden Agenda

When during play your Primary Cause becomes burdened with Amendments or other impediments, you may choose to begin a turn by retiring your Primary Cause and its attached Amendments or other opposing Power cards and replacing it with your Hidden Cause. You may keep all votes in your YEA splay that support the Hidden Cause and convert to YEA any votes in your NAY stack that support the Hidden Cause. Recycle any YEA splay or NAY stack votes that oppose your Hidden Cause to the bottom of the appropriate stacks on the game board. Recalculate your vote tally, and move your Play Token to the appropriate space before taking your regular turn.

You must pass your Hidden cause through both chambers of Congress, even if your Primary cause has already passed a chamber.

CONSIDER THIS

As a strategic option, you can use your Primary cause as a decoy while opponents are building their decks, to draw out opponents' opposition during early rounds of play.

Immediate Countermeasures to Opposition

When a player's Cause is the target of another's opposition, there is an **option for countermeasures**. At the end of the attacking player's turn, the affected player must have a Citizen Card or set of **at least the same level** as the opposition play. (The icons are an identical match with their Cause under opposition). The affected player may immediately play this hand to avoid the loss of votes, nullifying the impact of the opposing player. Both players then refresh their Citizen Card hands to five cards (or seven if the Seven-Card Hand impact has been earned) and play resumes with the player who follows the instigator of the opposition.

Joint Operation

A Joint Operation play contains sufficient set matches for simultaneous support and opposition plays. For example, within the same turn, a player may have a three-card matching set that advances their Cause. They may also have a two-card matching set that opposes another player's Cause. In a Joint Operation play, the player's support action happens first, followed by the opposing action against another player's Cause.

STRATEGIC VARIATIONS

Collaborative Sessions

In a four-player game, pairs of players can team up to support a single Cause agenda – four players from two, two-person teams, each team with one, two-card Cause agenda, and one Play Token per team. Team members are seated side-by-side and draft four independent Citizen Decks and four Citizen Power Decks, one each per person. On each turn, the team members collaborate to construct a single set of up to five Citizen cards, including a Citizen Power card, built collaboratively with Citizen cards from both players' hands and Citizen Power Decks. Players, seated side-by-side in teams, draft four independent Citizen Decks. Play alternates between teams, and players draft and replenish their hands per standard rules.

Heightened Chaos

To increase action in a play session, before play begins, cull the Circumstance deck of all cards that contain Suit icons not in play during the session.

Timed Game

When played under time constraints, the winning player/team will be the one who has achieved the highest vote count *in the second chamber*. Passage of at least one chamber is required. If no player/team has passed a single chamber, no winner is declared.

Ultimate Causes

Ultimate Causes represent the major issues and rule changes that the actual Congress members have proven to be very unlikely to impose upon themselves. Ultimate Cause play depicts the sequence of Cause passage that must take place for major reforms to happen. Ultimate Causes are matched pairs of Causes that must be passed in the indicated sequence. To win an Ultimate session, you must pass both Causes in sequence through both chambers, one after the other.

Tournament Play

CITIZEN lends itself perfectly to Legislative Branch learning through tournament play. Using the Collaborative Session team variation detailed above, a four-round tournament is easy to create. 32-player/16-team first round play will use 1-star Cause challenge levels. Eight winning teams (16 players) play a second round using 2-star Causes. Four round two winning teams (8 players) play a third round using 3-star Causes, and the final round offers the final two teams (four players) the most challenging 4-star Causes.

For added engagement, teams may pick or be assigned their Causes in advance, in order to provide time for the team members to research and report on the issues behind the Causes. A 32-player tournament will require eight copies of Citizen 117th Congress Edition.

ABOUT CONGRESSIONAL ICONS

The Party icon depicts the member’s party, and the voting record of the member during the previous Congress. For this 117th Congress Edition, Senators who voted with their party 97% of the time or more have been assigned “Raging” partisanship. For House members, “Raging” partisanship has been assigned to those who voted with their party 98.5% of the time or more.

In the case of new members, a “non-raiding” Party icon was assigned.

Generally, the Topic icons associated with each member are solid, and represent select industries and cause-related organizations that provided significant campaign contributions to that member for the most recent election. Frequently, these contributing entities have major business interests in that member’s state or district, or are regulated by a committee that member serves on.

Topic icons represent a small number of the total industries that actually support any member. The icons on a member’s card typically represent some of the top dollar contributors to that member, or industries from whom that member is a major contribution recipient.

There are a few exceptions:

The “Opposing Fossil Fuels” icon represents support from Pro-Environment entities.

The “Opposing Guns” icon represents support from “Gun Control” interests

The “Global” icon identifies Members who accepted significant contributions from seven or more foreign-connected PACs.

The “Human Rights” icon represents combined contributions from organizations that advocate for rights for women, POC, LGBTQ, etc.

The “Lobbyist” icon represents campaign contributions directly from lobbying firms.

The Congress card library was complete as of the date of publication.


DISCLAIMER

CITIZEN was created to bring people back together for an engaging game experience that demonstrates in a compelling way the actual workings of our Legislative Branch. CITIZEN celebrates American achievement in a real-world context, and demonstrates many of the forces that influence the legislative process.

CITIZEN offers multiple perspectives on a wide variety of contemporary issues, juxtaposed with a cross section of people, groups, and events from across our history that made significant change.

We did our best to check our politics at the door. It is our hope and intention that any opinions that surface during the interaction of play belong to the players alone. The only bias deliberately built into CITIZEN is the Constitutional intent of our founding patriots, whose cards offer players the greatest power. All of the people and events depicted in CITIZEN have been researched from multiple and diverse sources. No outside influences, commercial, political, or otherwise, played any part in the selection of issues and entities depicted in CITIZEN.

The information on Congress cards is factual, based on each member's tenure, voting history, and industries that made significant campaign contributions. CITIZEN in no way claims or implies a position any member may have on any particular issue.

Other people and events depicted in CITIZEN are based on the researched impact of each at a given time in history. The icons and impacts on each card are based on our best efforts at accuracy, and these interpretations are entirely our own. Absent any documentation of partisanship, a null symbol  appears. CITIZEN makes no assumptions regarding any person's political positions or beliefs. Many of the people and events depicted in CITIZEN had impact far beyond what we could capture in a game and still keep it fun.

No sponsorship, affiliation, endorsement, or position is intended or implied by the information provided about the people or entities in CITIZEN. Any errors, omissions, or misinterpretations in CITIZEN are ours alone, and unintentional. We'd love to hear your feedback at CitizentheGame.com.

At no point in modern political times have Americans been more divided. We hope CITIZEN can be a welcoming gathering place to stimulate informed conversation, impart knowledge about how our Democracy works, and bring people back together for some good old-fashioned fun.

We are grateful to our design team for their brilliance, our education partners for their wisdom, our families for their patience, and the many test players who helped us get it right. Mostly, we're grateful to the countless Citizen heroes across our history who have stood up for their beliefs.

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TURN SEQUENCE QUICK REFERENCE

Detail on page 10

- 1.** The first player draws one Congress card from the deck in the House or Senate chamber where their Cause begins play.
- 2.** Select a set of one to five Citizen cards to play from your Citizen hand.
- 3.** Consult the Impact Chart to determine the Power Level of your set.
- 4.** If you have a Level 2 set or higher, you can select and add a Citizen Power card to your set.
- 5.** Show your completed Citizen card set to all players, and execute the chosen Impact.
- 6.** Tally your votes and move your Play Token to the space on the game board that reflects your vote total in the appropriate chamber.
- 7.** Discard all played cards face-up to the bottom of the appropriate Primary Citizen Deck or Secondary Citizen Power Deck.
- 8.** Replenish your Citizen card hand to five cards (or seven if earned) from your personal Citizen Deck.
- 9.** If at the end of your turn your Play Token occupies a space on the game board that includes a Circumstance icon, turn over the top Circumstance card, and all players resolve various impacts.
- 10.** Subsequent Drafting: See page 9 for detail on subsequent drafting of Citizen and Citizen Power cards.
- 11.** Horse Trading: When at the completion of all steps of a player's turn, the player's Play Token shares a space on the game board with an opponent's Play Token, those players have the option to Horse Trade. If involved players are in agreement, they can quickly trade with each other as few as one or as many as five of their held Citizen cards.
- 12.** Play continues clockwise with the next player until CITIZEN is won.