

"A GAME OF POLITICS"

Conceived, Written, Designed, and Illustrated
by
Thomas C. Ayers

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Article I. By-Laws - Wherein the Chairperson is named and the elements of Theme Setting, Goals, and the Mode of Play are delineated to fashion the game to meet your troupes' vision.

Section I. Naming the Chair - The position of Chairperson is analogous to Game Master in a standard role-playing game and as such may not require an active determination. The position of Chair may be nominated or assumed by an individual. Limits of term may be imposed on the Chair. The limit may be extended or shortened by consensus. The duties of the Chairperson include, but are not limited to, overall record keeping, facilitating game play, and being the final word in the game. The duties and responsibilities are further delineated in Article IV.

Section II. Theme - This is the overall flavor of the game. The Theme, as determined by the troupe, can vary a great deal. Possible ideas include focusing on humor, philosophical or moral issues, conspiracy theories, or even Machiavellian plots.

Section III. Mise en scene - This is the general setting of the game and is often tied to the game Theme. Examples of setting are: a council of Renaissance trading houses, where the players balance the concerns of City, House, and Self; A congress of animals of a rural valley discussing issues of an Aesop-like turn; A parliament of minor children of noble houses, given a forum to keep them out of trouble and their parents hair. Mise en scene, unlike Theme, can be developed from a personal and campaign viewpoint, from sparse to lavish detail.

Section IV. Goals - The primary goal of any game is to have fun, that aside, what drives the game?...Is it telling a story? Character development? The game goals can include all of this and more, but this section is concerned with character development and advancement. The concept of character development is not limited to wealth, skills, and popularity. It can be finding the "Truth" (it is out there), elevating the common man, or determining the direction Couture will take next season. The troupe must determine if they want to focus on the basics of position, popularity, skill development and wealth, or if such things are secondary to other goals.

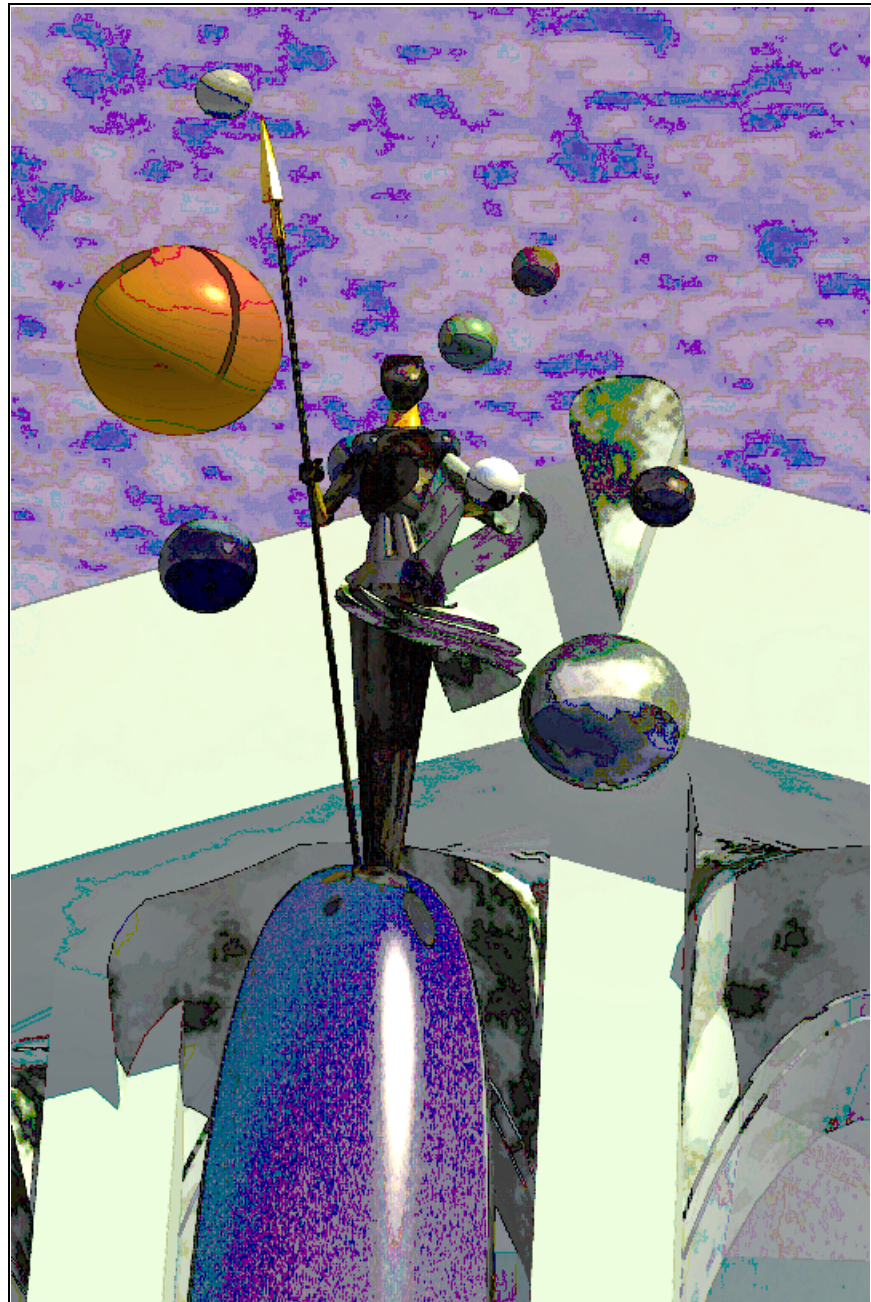
Section V. Society- This is probably the most important aspect of developing the game as a whole. It influences Theme, Setting, Goals, Issues, and Tone. The factors used to develop your society, which can be briefly or expansively described, are:

- 1) Physical Description
- 2) Cultural Diversity
- 3) Economics
- 4) Education
- 5) Individual Rights

This is an amazing amount information to cover so briefly. Don't Panic! It is meant to be a very rough approximation. It is okay to leave portions (large portions) sketchy, ambiguous, and even unknown, they can be filled in later. After all, you are the ones making Laws and setting Policy.

Section VI. Mode of Play - Variety. There are several ways in which *Parliamentary!* can be played. The most immediate consideration is the level of mechanics versus role playing. *Parliamentary!* ranges from nearly a traditional game to an almost dice-less story. The focus of game play is the other element of variety. The troupe may want to spend minimal time in session. There is the question of how adversarial or cooperative the game is. They can even be opposed in session and conspirators in a back room committee. The game play can even extend to the point where it is only tangential to the assembly as the troupe plays members of a Senator's staff or political insiders. Of course, mechanics and focus are intertwined. The mechanically traditional game will necessarily be adversarial. Roleplaying can be hampered by too much mechanical interference.

Statue of *Discovery*
outside the
Trans-Jovian
Capitol Building



Article II. Cult of Personality: Characters - In which The Character, the primary vehicle for playing the game and telling stories, is delineated. Character is defined by many components. The level of definition can be minimal or extravagant, depending on the game you want to play.

Section I. Minimum Requirements - The style of game you choose informs what components of character are required. The traditionally styled game requires the least character information, just Attributes and Popularity or Position Ratings. The full roleplaying can use everything contained herein and then some. You can even remove and add components as *Parliamentary!* Develops over time.

Section II. Primary - This is the basic information of a character. The components are Background, Attributes and Skills, and Popularity and Position. They can be pared down or expanded like many other elements of *Parliamentary!* and will change according to your game.

Sec. II A. Background - This consists of the questions often used in RPG character development, as well as the information pertaining to Political Philosophy. The character's Philosophy is comprised of:

Party- The divisions of basic ideology in an Assembly. Often defined by Platform and Politics.

Politics- The Character's interpretation of Ideology, which are:

Conservative- A stricter version

(Cracked)- An extreme Conservative (Fascist)

Moderate- A middle view

(Slack)- A Moderate unable or unwilling to take a position

Liberal- A more open and flexible perspective

(Whacked)- Extraordinarily Liberal (Anarchist)

Platform- The focus and special interests of a Character's Philosophy. *Ex.* Finances, Environment, or even Honey Production.

Sec. II B. Attributes and Skills- The inherent and learned traits that define a Character's ability to accomplish a given task. Attributes (inherent) are Mind, Charm, and Vigor (filibuster anyone?) in a general game. The abbreviated game uses only Attributes (as they are the foundation of skills), which are Mind, Charm, and Deception. The base Skills are:

- 1) Con- Convincing others against their natural inclination through deception.
- 2) Cool- The ability to keep emotions and thoughts from showing (Poker-Face)
- 3) Current Affairs- Knowledge of the hot (and obscure) topics that are important in the Assembly.
- 4) Diplomacy- The rigidly polite and indirect manner to cajole, threaten, shame, or blackmail others.
- 5) Law- Law is the knowledge and understanding of procedures, loopholes, and present laws in regards to the Legislative process.
- 6) Manipulate- Making others act in concordance to your desires.
- 7) Negotiate- Resolving differences in a mutually beneficial way.
- 8) Oratory- The ability to win over others through presence and verbal persuasion.
- 9) Perception- Discerning unclear and hidden aspects of things.
- 10) Savvy- Understanding the personal and political undercurrents in Assembly
- 11) Subterfuge- Deceiving others in a secret or unobtrusive manner.
- 12) Wit- Using mental acuity and humor to sway others.
- 13) Write- The ability to write and draft in a concise, deceptive, or vague manner to the Character's advantage; Closing/Opening loopholes, and hiding particulars.

The Attributes and Skills listed are referent to being in session. They can and should be altered and augmented to fit your game.

Sec. II C. Position and Popularity- Position is the measure for a Character's success. It is the overall standing in the Assembly as a whole and sometimes within a party (if party system is used). The style of play may dictate another element as the gauge of success, such as wealth, favors owed, or even the secrets of other members. Popularity is another concept used to measure success, but has a few drawbacks. Characters may endanger themselves or their careers by becoming too well liked or disliked; being overly popular can engender jealousy, enemies, and can hinder the Character from doing her job, or even living her life. Being despised can lead to not being reappointed, assassination attempts, and even open revolt.

Section III. Secondary- These are the supplemental features of the Character. Their use is not required to play, and could and in some instances should, even be developed over the course of a Term of Office.

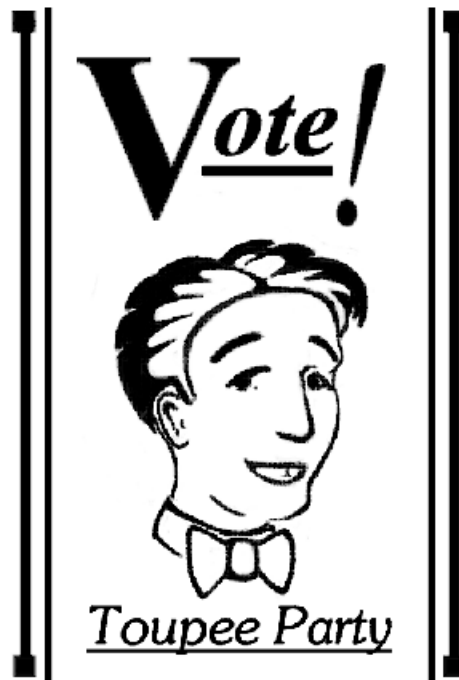
Sec. III A. Allies, Enemies, and Favors- Characters will, over the course of time, find like-minded individuals, royally steam, become embroiled in the scheme of trading help to other members of the Assembly. These elements can also be added (sparingly) from the beginning to spice things up. Allies, enemies and favors can be used as foils, unexpected boons, and complications during game play. Unfortunately, one can never be too sure about friends and foes in the murky world of politics.

Sec. III B. The Black Box- This is the section that details the less than upright dealings a Character may have. Secrets, scandals, and blackmail all have their place in the Black Box. Graft is monetary or material gain made in a questionable manner (“Ahem! I assure you the money paid to me by BigCorp was a consulting fee”). The Black Box encompasses any moral, ethical, and legal gray or dark areas Characters may wander into.

Sec. III C. Capitol- The operating funds given to the Character to run the governmental side of things: office, expense account, emergency funds, etcetera. Wealth is the measure of a Character’s personal assets. Graft is well, ... graft.

Sec. III D. Staff- Your staff can be your greatest asset or worst trial. What the Staff does is all of those things the character is unable, unwilling, or too busy to do. Staff has a singular rating to use on challenges. Staff rating may become specialized and split if there is a need, such as body-guarding, legal research, and bureaucracy.

Sec III E. Wounds- Necessary in duels, assassination attempts, and other physical challenges the Character may face.



Article III. Bureaucracy (Powered by the Lucky Number System)- Wherein the methods of play are discussed including the preparation for and play in Assembly and the various activities out of session.

Section I. The Type of Game- A reiteration of Article 1. Sections II-VI. What is the Focus of the game? ... The Goals? ... The Setting? The primary question of game time spent in session or out of session is paramount. The rules of being in session are built around *Robert's Rules of Order* and parliamentary procedure with the Lucky Number System mechanics. Out of Session only needs the various elements of Lucky Number.

Section II. In Chambers- The background, mechanics, and goals of being in session revolve around creating and making motions and having them succeed. This section delineates this process.

Section IIA. Issues and Creating Motions- The issues surrounding the Assembly and the world which it governs are the foundation of motions. Motions are solutions to these issues interpreted through the philosophy of the character. This interpretation can result in wildly divergent motions, e.g. the issue of rising crime; one character may propose a motion that increases the punitive factor, while another proposes an educational deterrent. Issues are part of world creation and also can be elements that pop up through societal advancement and outside influences. Motions can also come from the particular interests and platforms of the characters.

Section IIB. In Session Mechanics or “Robert’s Rules Rude”- This is a basic guide to Show an Assembly works. This is loosely based on *Robert's Rules of Order*, which is used by the local library board all the way up to the U.S. Congress. Robert’s Rules of Order is a formal set of rules so ideas and problems can be addressed in the most effective, if often cumbersome, way. That said, feel free to deviate from “Robert’s Rules Rude” in whatever way benefits your game.

Note: This Classification and manner in which they are used deviate from the correct form of *Robert's Rules of Order*.

The basic order of “Robert’s Rules Rude” is as follows:

1. Call to Order- Hey! Lets get this party started.
2. Roll Call- Who is here?
3. Reading of minutes of last meeting- Okay, where were we?
4. Reports- Basically information, traditionally from the Officers then Committees
5. Special Orders- Business scheduled for this session
6. Unfinished Business- Left over from last session
7. New Business- All New
8. Announcements- Coming Attractions
9. Adjournment- Hit the road, Jack!

Section IIC I. Motions- The creation, proposition, and debate of motions is the focus of the parliamentary portion of the game. There are several types of motion and a protocol in proposal.

The Types of motions are:

Main- Which are used to present new motions.

Subsidiary- Which are motions that relate to the main motion.

Privileged- They are special matters unrelated to the main motion.

Incidental- Which relate to the procedure of the current business.

The protocol of presenting a motion is:

1. Obtain the Floor
 - A. Wait until the last speaker is finished
 - B. Address Chair
 - C. Wait to be recognized by the chair
2. Make your motion. A basic outline of the motion.
3. Wait for a someone to second the motion.
4. Chair states the motion putting it before the assembly.
 - A. Other Motions
5. Debate the motion.
6. Finalize your motion. You are the last to speak on the motion.
7. Putting it to the assembly. Take a vote.

The methods of the protocol may vary from game to game. The methods for obtaining the floor, whether a second to the motion is required, and what form the vote will take (ballots, standing, yea or nay) are up to the players and story teller. This should be hammered out in the creation phase.

Notes on seconding a motion- According to *Roberts' Rules of Order*, for some motions a second to a motion is required to proceed. Without a second the motion is dead. In some instances the requirement of seconding should be ignored in pursuit of streamlining the protocol in your game. The act of seconding a motion can be pro forma, a favor, or even a tactic to defeat the motion. Seconding as pro forma and as a favor is straight forward. The tactical aspects of seconding a motion spring from an optional rule. This rule is that once a motion has been defeated it cannot be re-introduced until a set period of time has elapsed. The opponents of a motion may want to second it when it has little chance of success. Rather than wait for the idea to gain popularity on down the line. The Current Affairs skill is the primary tool used to gauge when the time is right to make a motion.

There are motions that may be made about the main motion before it goes to debate. These are subsidiary and incidental motions. This could be a motion to amend the primary motion (subsidiary) or perhaps to avoid the main motion altogether (incidental).

The number of motions made during an assembly session depend on the type of game being played. Every player should get a main motion (at least) in a game that leans toward adversarial competition. In a game that leans more towards role playing, everyone getting a motion is not as important.

Section IIC ii. Specific Motions- A list of specific motions and their descriptions.

This is a table of the principle motions in *Parliamentary*

Purpose	Statement	Interrupt	2 nd	Debate	Amend	Vote	
A	Main Motion	I move that (to)	N	Y	Y	Y	M
B	Close Meeting	I move to adjourn	N	Y	N	N	M
C	Take a Break	I move to recess for...	N	Y	N	N	M
D	Take matter from table	I move to take from table...	N	Y	N	N	M

- A. Brings new business before the assembly.
- B. "I'm late, I need to be home thirty minutes ago."
- C. Snacks, bathroom, etcetera...
- D. Reintroduces items that were temporarily postponed.

Table of Subsidiary motions. They relate specifically to the main motion.

Purpose	Statement	Interrupt	2 nd	Debate	Amend	Vote	
A	Avoid Motion	I object to the consideration of the ?	Y	N	N	N	2/3
B	Divide Motion	I move to divide the ?	N	Y	N	N	M
C	Lay Aside	I move to lay the ? on the table	N	Y	N	N	M
D	Postpone	I move to postpone the motion to...	N	Y	N*	N	M

- A. To keep the motion from even being considered, for any reason.
- B. Used when a motion contains multiple elements that are able to stand on their own.
- C. Temporary, limited to the current session. Will be unfinished business next session.
- D. For a longer duration than laying on the table. Must state when it will be considered.

Privileged motions.

Purpose	Statement	Interrupt	2 nd	Debate	Amend	Vote	
A	Complain	I rise to a ? of privilege	Y	N	N	N	N
B	Enforce Rules	Point of Order	Y	N	N	N	N
C	Ask a Question	Point of Information	Y	N	N	N	N

- A. Usually about personal comfort. "Gotta pee, be right back, carry on".
- B. About rudeness, correct speaking order, etcetera.
- C. Clarify points about the main motion.

Special motions.

Purpose	Statement	Interrupt	2 nd	Debate	Amend	Vote	
A	End Debate	I move the previous ?	N	Y	N	N	2/3
B	Head Count	I move for a rising vote	Y	N	N	N	N

- A. End the debate and put it to a vote.
- B. To see how each member voted. (see Article III Section IIE)

Optional motions that can be added to the process, but aren't necessary. These motions are a standard part of *Robert's Rules of Order*.

Purpose	Statement	Interrupt	2 nd	Debate	Amend	Vote	
A	Follow Agenda	Call for orders of the day	Y	N	N	N	N
B	Suspend Rules	I move to suspend rules	N	Y	N	N	2/3
C	Alter Wording	I move to amend the motion by	N	Y	N*	N	M
D	Kill Motion	I move that the motion be postponed indefinitely	N	Y	N*	N	M
E	Oops changed my mind	I move to reconsider	N	Y	N*	N	2/3
F	Take Back and change (maybe)	I move to rescind	N	Y	N*	N	2/3

- A. Used when the debates and relevant motions go off on a tangent. Puts everyone back on track if the assembly has a set agenda.
- B. Companion to *Orders of the Day*. Used when tangent is purposeful and/or important.
- C. Used to alter the wording of a motion. Useful for creating and closing loopholes.
- D. Motion in limbo, effectively killing it. Only way to bring back is with *Reconsider*.
- E. Post vote motion. Can only be made by someone who voted on the prevailing side.
- F. Post vote motion. Used to strike out part or all of a previous motion or *law*.

Potential motions. Short list giving an idea of types of motions you can add to your game.

Purpose	Statement	Interrupt	2 nd	Debate	Amend	Vote	
A	Challenge to Duel	I rise to a question of Honor	Y	Y	N	N	M
B	Consult Oracle	I move to put the ? before the most Revered Holy Chicken	N	Y	N*	N	2/3
C	Vox Populi	I move to put the ? before the people	N	Y	Y	N	2/3

- A. A challenge to a duel, how, when and where spelled out in bylaws.
- B. Consult the great, wise, and omniscient representative of a higher power.
- C. Putting the power in the peoples' hand.

Section IID. The Debate- A duel of ideas and words. After the motion has been presented, it is then open to the assembly for discussion. The players then take their turn to give their opinion of the motion in question. The order of debate can be by rank, seniority, or even alphabetically, with the stipulation that the presenter of the motion is the last to speak. The players may actually speak on the motion and then roll, or just roll. The Chair and the players may even decide to keep this portion strictly verbal (though I really haven't figured any mechanics for this).

The Debate roll is adversarial. The manner in which this is resolved is either tit for tat in which pro and con alternate (starting with the con side first) or cumulative in which the goal is to have the side with most successes. The difference is in the issue of assigning a difficulty to the roll. The cumulative Debate roll is a blanket difficulty which is the same for everyone. The difficulty in the tit for tat method is the skill of the immediately preceding player's skill (starting with the relevant skill of the presenter). The tit for tat method really comes into play when you are using trumps. Note: When using trumps a blanket difficulty may be the best, at least to start with.

Section IIE. The Vote- Wherein the motion carries or folds. First the players vote on the motion, by ballot, voice, or hand. The players need not vote in accordance with the side they debated. They could have been swayed by the arguments, have been returning or procuring a favor by their vote or debate, or even just be playing the devil's advocate.

The vote of the assembly as a whole is then handled by the Chair, who then calls the results (See Chairing the Assembly for further details). This portion of the vote is always considered to be by ballot. The Mover of the primary motion may then call for a standing or roll call vote if desired. This is primarily to locate unknown allies and adversaries (so use this wisely).

Section III. Out of Session- Wherein character development begins to blossom. This section encompasses the actions of the character, the character's staff, the represented people, and the world at large converge. The representation of the people (or house or corporation) and the world in which they reside helps to delineate the character and the position and actions they take while in assembly.

Section IIIA. On Character- Wherein the department of Assembly members is discussed. This section has no particular depth, only the iteration of the roleplaying aspects of the game. The characters (if so desired) may get caught up in noble crusades, ignoble scandals, public engagements and debates, and the wheeling and dealing life of a politico. The overall game world helps to clarify what the characters will be doing.

Section IIIB. The Office of Assembly Members- Wherein the organization and duties of the Staff are addressed. The Staff can be a vehicle for the game in several ways. The main thrust of the game may be centered around the Office, an aid to the Assembly member in regard to being in session, or just a lovable cast of misfits that add to the flavor of the game.

When the game is centered around the office it is assumed that the focus of the game is roleplaying. The main characters in this instance include the assembly member (of course), and any other relevant people, such as security advisors, financial analysts, press gurus, spin doctors, and even spiritual advisors. The players (other than the assembly member) take on the temporary role of a particular politician when the game is in session. This fortunately won't occur too often in this type of game.

The Staff as an aid to the assembly member is in place primarily for the adversarial game. The Staff has a general rating or a ratings in a few select skills such as finance, agriculture, and military affairs (if you want to go there). This comes into play directly before the characters go in to session. The player rolls the Staff rating to simulate the level of aid the staff has given the character. The result of this roll is applied as a positive or negative modifier to the assembly members rolls during that particular session. The final usage of the staff is for non player characters. They can provide humor, information, or be the hook for a particular adventure.

Section IIIC. Points of War, Honor, and Free Trade- Wherein the group or organization of the character is examined. This is about a developmental aspect of the game and how to manage it. The people that the character represents in assembly could be specific rather than just geographic. That is representing the Corporate House of Jemma Persii instead of the people of district seventeen. The specific group may need a further delineation depending on the setting. It may have its own financial, military, and other concerns.

The group itself may be set up as an individual entity, with relevant statistics.

Section IIID. *In God We Trust*- In Which the elements of religion, mysticism, and the supernatural are explored. This is another developmental issue. If these elements are part of the game world that you have decided upon, there needs to be an understanding of how they influence the game. An example of this is Rome, where augury was a state function. Do the characters need a religious, mystical, or supernatural skill or knowledge to be members of the assembly? If so, what are they and how are they used.

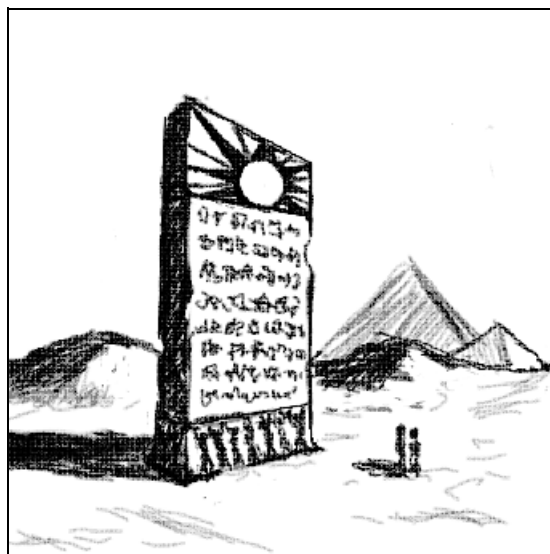
Article IV. Chairing the Assembly- Wherein are described the privileges, duties, rules, and tips for running the game.

Section I. Executive Privilege. The chair has the final word in all things. The most important element of Executive Privilege is to be fair and consistent. Other than that it is up to the individual chair. Fudge rolls, tip the scales, whatever... just don't be arbitrary or malicious.

Section II. Duties- In which the price of power is described. The overall duties of the S chair include leading the assembly, preparation, record keeping, and arbitration for the game.

Section IIA. Leading the assembly includes, but is not limited to, recognizing speakers, setting the agenda and order of presentation, and limiting time for the speakers and the session. The preparation aspect of the position revolves around being ready for the game. This includes having a ready scenario, non-player characters, development of specific NPCs (particularly Allies, Enemies, and Foils). The preparation of general issues may also be a duty of the chair. This can be for each session, as an overall set of issues for the game, or a mix of the two. Also having a back up plan is really important. Record keeping is just recording that statistical elements of the game. The important non-statistical information is generally about successful skill attempts and vote results.

Section IIB. Arbitration. This is the decision making element of the game. Some of its pretty straight forward, interpreting the rules, setting success and difficulty, and so on. The aspect of the vote and game rewards are a bit more tricky however. The vote can be arbitrarily set and decided by the outcome of the debate portion of the game. The process starts with setting the popularity of the motion in question. The base for any motion is always a 50/50 split. Some issues are not just an even split. As the chair it is your job to determine what the division is.



Solar Stela: an early legal code

An overview of the motion, debate, and vote process from the Chair's perspective:

- Recognize the motion maker.
- Let the motion be put forth.
- Allow time for rebuttal motions: divide, table, and etcetera.
- Proceed to the debate phase.
- Keep track of the debate with the handy debate monitor (provided).
- Proceed to the vote.
- Vote process via the handy vote monitor (also provided).
- A. Determine the motions popularity.
- B. Adjust for debate results.
- C. Vote
- D. Keep track of the vote in case a character wants to *reconsider* later.
- E. Move to the next motion.

Monitoring the debate has several elements. First record the motion and its mover. Next is the debate itself. Each debater is listed in the appropriate pro/con area with the skill used, level of skill, and success in defending their position. Skill and skill level are only needed in the tit for tat method. Success can be recorded as pass/fail or with result points. The side with the most successes or result points is assumed to have won the debate. A draw is perfectly acceptable.

Here is a possible dispensation of result points: a *Lucky Number* success receives +2 result points, general success gets +1, a general failure receives no points, and a horrible failure is penalized -1. Feel free to change and enhance the result point dispensation until you are happy.

The first thing that is needed is to decide on the which side (high/low) is pro or con. This can be permanent or decided on at the beginning of each gaming session. The next step is to determine the popularity of the motion. As stated the motion always starts out at 50/50, which on the monitor is 11. Decide a general percentage for the pro/con feelings toward a motion, for example 60% pro and 40% con. On the vote monitor find the percentage closest to 60%, in this instance it would be the 9/64% on the con side.

The next element is to apply the debate results. The con side overcomes the pro in this instance, but only by a smallish margin. So the shift is one place toward the pro side. Thus the pro side has the majority. This result may stand as is or you can roll the vote. The motion will receive a majority vote on a roll of 11 or better.

Character votes may count in this process. The characters' vote shifts the result, either 1 place for the majority or by 1 place per the majority difference (i.e. a majority character vote of 3 to 1 would get a 2 place shift).

If the debate and popularity shifts place the mark at the 11/ 50% spot (no roll) or the roll is the value of the mark (a roll of 10 on the above chart) the result is a tie with no clear majority. The tie is broken by character votes. If it remains a tie after the character vote, it is placed before the Chair. You, as Chair, may decide for, against, or to postpone the motion. Postponing the motion requires a schedule for reassessment. The motion may be debated on at the time of reassessment by a majority character vote.

A two-thirds vote is a little different. The standing of two thirds requires that the mark or roll be at 8 (or less) or 14 (or greater) in a 50/50 split. The 2/3 spot shifts with the mark in the case of the roll. A roll of 13 or better would receive a 2/3 majority according to the above chart. Without a vote roll the popularity, debate, and character vote would need to place the mark at 8 (or less) or 14 (or greater). The example vote monitor would require a character vote shift of 2 places (to the 8) to receive two thirds of the vote. Furthermore there is no tie in a 2/3 vote.

A note on Character voting: The character may vote Yea, Nay, or abstain from voting.

Section III. Rewards- In which are listed the benefits of public service. Awards or Experience is an integral part of gaming. The type of game you have decided on has a large impact on the types of rewards being given. The role playing aspect should have the points given pretty much set into the scenario and is pretty standard.

The adversarial aspect requires a little more flexibility. There are penalties for failure as well as boons for success. Failures are reflected in monitor values (position, popularity, wealth, etcetera...). As the adversarial game is mainly structured around being in session, here are some of the focal points for determining awards:

Main Motions- How well motions made by a character succeed. This should be tempered by popular sentiment. Failure when the odds are against you shouldn't be as harsh as failure when your ideas are popular.

Successful Debating- This includes good tactics, bringing fresh and unique perspective to the assembly, and a solid defense of your platform as well as actual success.

Role Playing- This is about keeping consistency with the character's politics, platform, and general philosophy when making motions, debating, and voting. Hamming it up is part of this as well.

The actual recording of experience is up to the troupe and the type of game. In some instances check marks and X's make more sense than number crunching. A lot of checks can mean a boost in popularity or position, a lot of X's and you might lose position, and an equal distribution keeps you steady.

There are several types of reward that can't be measured by points. There are favors owed, secrets, and even financial boons to be had. Favors and secrets may be used by the character to swing a vote in the adversarial game (please... blackmail is such an ugly word) and almost anything in the RPG.

Section IV. Advisory board- Wherein are listed several hints and tips for Chairing an Assembly.

- Develop a unique in session way of speaking (*vis.* the statement portion on the motions table).
- Have a list of the hot topics of the game world as well as the characters' position on these topics.
- Allow for good game play (role playing, planning, etcetera) when rolling dice.
- Be flexible. Be fair. Be prepared.

Article V. Errata- “I like *Parliamentary!*, but think the *Lucky Number System Sucks!*”
 Okay. Here is a quick and easy alternative using either d10 or d20. It is a basic percentile kind of game. The Skills and Abilities range from 1 to 9 (or 1 to 19 with a D20). Use the formula: $3 \times \text{MSV} \times \# \text{ of Skills} / 5$. There is no Lucky Number, but a 1/5 of skill success can be considered a critical success. A successful role is the character’s skill/ability or under. Difficulties are assessed by subtracting from skill/ability. 1 point equals 10% in d10 and 5% in d20. Keep the voting roll the same. Trumps if you want too.
 Maximum Starting Values

	D10	D 20
Static	7	15
Growth	5	11

Handy Debate Monitor			
Motion:		Mover:	
Rebuttal Y/N	Rebuttal Motion	Mover:	
Character	Pro/Con	Difficulty	Results
Character	Pro/Con	Difficulty	Results
Character	Pro/Con	Difficulty	Results
Character	Pro/Con	Difficulty	Results
Character	Pro/Con	Difficulty	Results
Character	Pro/Con	Difficulty	Results
Character	Pro/Con	Difficulty	Results
Character	Pro/Con	Difficulty	Results
Character	Pro/Con	Difficulty	Results
Final Result			

Handy Vote Monitor		
Motion:	Split: Yea / Nay	
Yea	Nay	Abstain
Result:		

Article VI. **Lame Duck**- A ready to play game for *Parliamentary: a Game of Politics*. Welcome and congratulations! I see you made it this far. Well what is a game without a ready to play scenario; so here it is. *Lame Duck* consists of some background on the world in which it takes place, the dramatis personae, both player characters and background characters, and a list of potential issues for the characters.

Section I. Background. *Lame Duck* takes place in the forested region surrounding Hancock's farm, also known as "Da Holla". The animals of this area have banded together to form a Congress of Animals. The Congress decides on issues from personal conduct to dealing with creatures from the neighboring regions.

Section IA. This is a list of locations and a brief description:
Da Holla

Carver's Pond- Home to the Beaver population.

Ford- The main river crossing for region.

Hancock's Farm- A farm located in da Holla. Home to several representatives.

Hoary Hills- The sentinels surrounding da Holla.

Leaper's Lookout- Town hall for rabbits and the like.

Swamp- The wetlands between the river and the crick.

Talking Stones-Where the Congress meets.

Tangly Bramble- Where the sweetest berries are to be found.

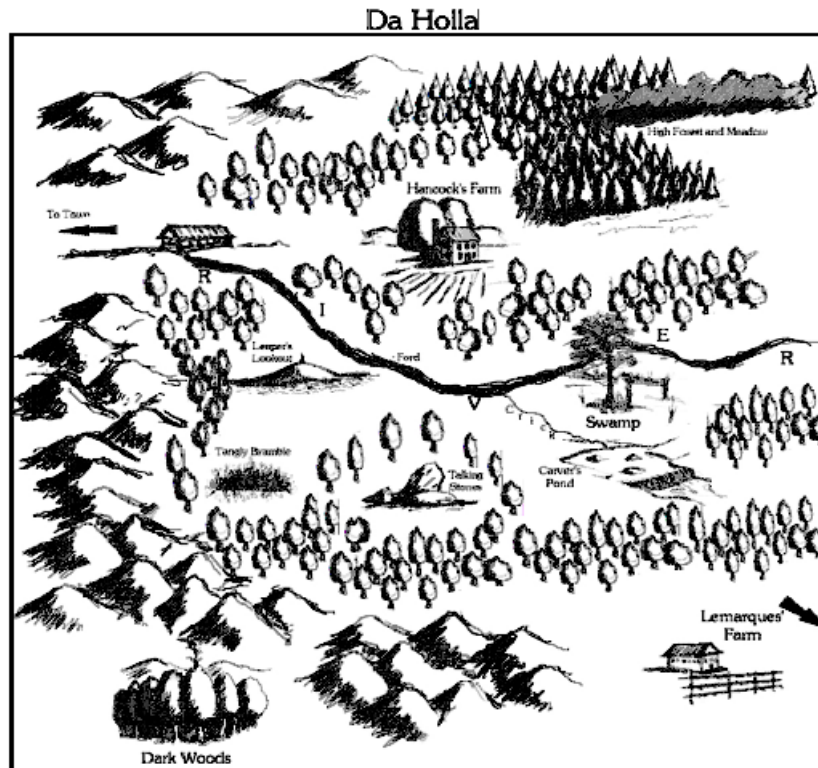
Outlying Regions

Dark Woods- Home to wild dogs, crows, and others unsavory types. Supposedly ruled by an ancient and wicked Wild Boar Hog. Very aggressive.

High Forest and Meadow- Ruled by a benevolent monarch, Lord Stag.

LeMarques Farm- A farm collective. Very isolated.

Town- Where the people live. Dangerous, but lots of good food.



Section IB. Articles of Confederation.

Whereas all creatures of the air and earth in this region have banded together in cooperative effort and reasonable goodwill hereby declare the rights of:

- A. Freewill to act as desired
 - B. Cooperation between all for the betterment of all
- And
- C. Natural Law as deemed proper by each creature.

Section II. Dramatis Personae; listed with an anthropomorphic description and platform.

Owl- Chair of the Congress of Animals

Ol' Man Hancock- The Farmer

Conservatives

Bear- a Blue Blood

Honey/Berry production, privacy, personal comfort

Blue Jay- a Greedy Politico

Mostly about turning a motion to personal advantage

Goat- a Fire and Brimstone sort

The unseemliness of wild and domestic animals mixing, morality

Pig- a Corporate Fat Cat

Making sure as much as possible goes into the trough

Vulture- a Hard Liner (Cracked)

Very focused on the natural order

Moderate

Dog- an Indecisive Do Nothing (Slack)

Is okay as long as naps and food are uninterrupted

Duck- a Lawyer

Wants everything as wordy and intricate as possible

Mule- a Farmer

Wants the farm to run smoothly

Otter- a Cynical Politico

Wants what is best for the river

Rabbit- a Young Idealist

Looking to the future

Liberal

Beaver- a Public Works Advocate

Always wants to build, improve, or change

Chicken- a Reactionary (Whacked)

Worries about everything: marauders, foxes, falling skies

Rat- a Social Reformer

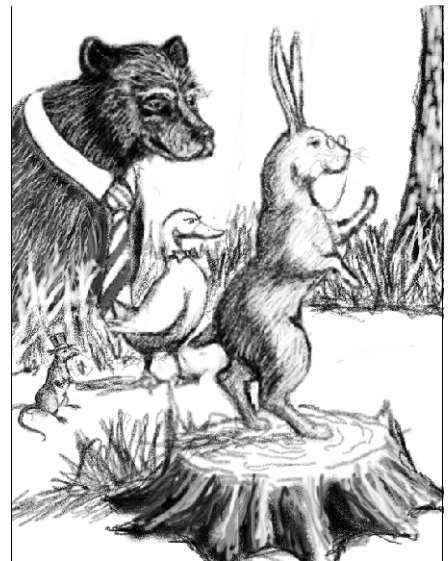
Looking out for the little guy

Sheep- a Socialist

More about the herd than the individual

Squirrel- A Conscientious Politico

Making "Da Holla" as good as possible



*Rabbit Calls for a Show of Hands
...Err...Paws!*

Foreign Animals

From Dark Woods- Shifty sorts, can be very aggressive; any type of feral animal

From High Forest and Meadow- Very snooty and pretentious; Deer, Hawks, and the like

From LeMarques' Farm- Sheep, Pigs, and Cattle mostly; very quiet and formal

From Town- Mostly Nice; collection of Cats, Dogs, Birds and occasionally farm animals

Section III. Mechanics- The specifics for playing *Lame Duck*. This particular game uses three attributes, Wit, Charm, and Deception and a Position monitor.

There is a Trump set if you want to use it; Wit over Deception, Deception over Charm, and Charm over Wit. This is all **Lucky7** concerning dice and difficulties.

Each Character is created with 7 skill points.

The exception to this is the Cracked, Slack, and Whacked philosophies (Vulture, Dog, and Chicken). They use 6 Skill points and get two pool points (put into the skill of choice, once per motion). They also start one step lower on the Position monitor.









Section IV. Motions List- A list of potential ideas and issues that can be used as motions.

1. Restricting Areas/ Making Areas Communal
 - Bear Fishing Spots
 - Access to Farm, River, etcetera
 - Travel Across "Da Holla's" Border
 - No Hunt Zones
2. Behavior/Conduct of Animals
 - Interaction between Animals ex. Fox/Rabbit
 - Allowed and Restricted Activities
3. Planting Food Plants
 - Wild Grain, Berry Bushes mostly a zoning issue
4. Political Position Regarding other Areas
 - Restricting Access/ Communication
 - Defense Against
 - Envoys/ Ambassadors
5. Public Works
 - Bridges, Dams, Paths, Fords
 - Area Development; makes swamps, let go to brambles
6. Citizen Rights
 - Birds Rights to Grain Chaff
 - Farm Animals Rights off the Farm
 - Duties/ Responsibilities of Predators, Prey, and Scavengers

Section V. Potential Attributes for each Animal or fill them in yourself.

Animal	Charm	Deception	Wit
Bear	3	2	2
Blue Jay	1	3	3
Goat	3	2	2
Pig	2	3	2
Vulture	1	3	2
Dog	3	2	1
Duck	2	2	3
Mule	3	1	3
Otter	3	2	2
Rabbit	3	3	1
Beaver	2	2	3
Chicken	2	3	1
Rat	1	3	3
Sheep	3	2	2
Squirrel	3	3	1

Section VI. Character Records

<p style="text-align: center;">Bear</p> <p>Conservative Charm.....OOOOO Deception.OOOOO Wit.....OOOOO</p> <p style="text-align: center;">Standing OOOOOOO</p> <p>Honey/Berry production, Privacy, Personal Comfort</p>		<p style="text-align: center;">Blue Jay</p> <p>Conservative Charm.....OOOOO Deception.OOOOO Wit.....OOOOO</p> <p style="text-align: center;">Standing OOOOOOO</p> <p>Mostly about turning a motion to personal advantage</p>	
<p style="text-align: center;">Goat</p> <p>Conservative Charm.....OOOOO Deception.OOOOO Wit.....OOOOO</p> <p style="text-align: center;">Standing OOOOOOO</p> <p>The unseemliness of wild and domestic animals mixing, Morality</p>		<p style="text-align: center;">Pig</p> <p>Conservative Charm.....OOOOO Deception.OOOOO Wit.....OOOOO</p> <p style="text-align: center;">Standing OOOOOOO</p> <p>Making sure as much as possible goes into the trough</p>	
<p style="text-align: center;">Vulture</p> <p>Conservative Charm.....OOOOO Deception.OOOOO Wit.....OOOOO</p> <p style="text-align: center;">Standing OOOOOOO</p> <p>Very focused on the Natural Order</p>		<p style="text-align: center;">Dog</p> <p>Moderate Charm.....OOOOO Deception.OOOOO Wit.....OOOOO</p> <p style="text-align: center;">Standing OOOOOOO</p> <p>Is okay as long as naps and food are uninterrupted</p>	
<p style="text-align: center;">Duck</p> <p>Moderate Charm.....OOOOO Deception.OOOOO Wit.....OOOOO</p> <p style="text-align: center;">Standing OOOOOOO</p> <p>Wants everything as wordy and intricate as possible</p>		<p style="text-align: center;">Mule</p> <p>Moderate Charm.....OOOOO Deception.OOOOO Wit.....OOOOO</p> <p style="text-align: center;">Standing OOOOOOO</p> <p>Wants the farm to run smoothly</p>	

Otter
 Moderate
 Charm.....OOOOO
 Deception.OOOOO
 Wit.....OOOOO
 Standing
 OOOOOOO
 Wants what is best for the River



Rabbit
 Moderate
 Charm.....OOOOO
 Deception.OOOOO
 Wit.....OOOOO
 Standing
 OOOOOOO
 Looking to the Future



Beaver
 Liberal
 Charm.....OOOOO
 Deception.OOOOO
 Wit.....OOOOO
 Standing
 OOOOOOO
 Always wants to build, improve, or change



Chicken
 Liberal
 Charm.....OOOOO
 Deception.OOOOO
 Wit.....OOOOO
 Standing
 OOOOOOO
 Worries about everything:
 Dark Woods marauders, foxes, falling skies



Rat
 Liberal
 Charm.....OOOOO
 Deception.OOOOO
 Wit.....OOOOO
 Standing
 OOOOOOO
 Looking out for the little guy



Sheep
 Liberal
 Charm.....OOOOO
 Deception.OOOOO
 Wit.....OOOOO
 Standing
 OOOOOOO
 More about the herd than the
 individual



Squirrel
 Liberal
 Charm.....OOOOO
 Deception.OOOOO
 Wit.....OOOOO
 Standing
 OOOOOOO
 Making "Da Holla" as good as possible



Point Allocation:
 Seven Points for Charm/Deception/Wit
 Four in Standing (middle)