RE████████ING

Redistricting is like an election in reverse. It's a great event. Usually, the voters get to pick the politicians. In redistricting, the politicians get to pick the voters.
–Thomas Hofeller, mapmaker and Republican strategist

It's election season in Cityville. Not only that – a census has just been completed it's time to redraw the district lines. The chance to influence government policy has never been greater!

In this game, each player is a political operative for a company, trying to get candidates elected whose positions align with their company's issues. To accomplish this, you can promote candidates, adjust district boundaries, and try other electoral shenanigans.

COMPONENTS

Candidate token
(81, each unique)

Voter token
(81, each unique)

Issue position tile
(10, each unique)

District modification
tile (9 colors, 4 each)

Legal challenge die (4)

Campaign playbook
cards (5 types, 4 each)

Judicial Review

Place a blue cube in any district to
freeze its borders and prevent further
modification

OR

Remove a blue cube from a district to
enable modifications.
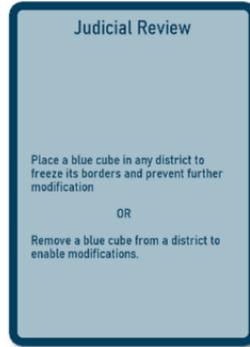
Cubes

Voter suppression (6)
Get out the vote (6)
Judicial review (4)
Candidate promotion (20)

Starting district tiles (9, each unique)
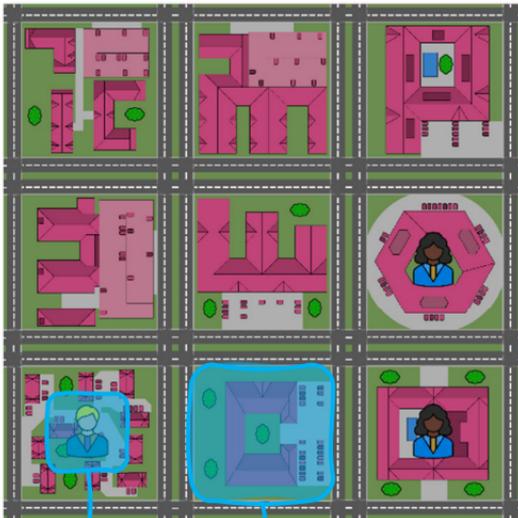
Month tracker &
action reminder

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Actions				
Modify District				
Promote Candidate				
Draw Card				

Actions per Turn				
P1	P2	P3	P4	P5
2	3	4	4	4
3	3	3	3	3
3	3	3	3	3
4	3	2	2	2

☐ **November**   < ELECTION >

Candidate
symbol

Block

GAME SETUP

1. Randomly assemble the 9 starting districts tiles into a square.
2. Randomly lay out 21 candidates on the blocks with the candidate symbol and set aside the remaining 11.
3. Randomly lay out 60 voters on the remaining blocks and set aside the remaining 21.
4. Deal each player two issue position squares. The goal is to get candidates elected that share these positions. If any player(s) draws two opposing positions (i.e., both 'for' and 'against' the same color), return those tiles, shuffle, and draw again. (In a 5-player game, all players return tiles and re-deal.)
5. Place a white cube on July on the time track. The game ends when it reaches November (i.e., after 4 turns).

ISSUES & PARTICIPANTS

There are 5 main issues at stake, each represented by a different color: red, orange, yellow, green, and blue. Maybe one is gun control, and another is birth control. Maybe one is capital gains tax, and another is capital punishment. The important thing is that each is independent and that someone can be for (plain colored) or against (shaded color) each one.

Thus, there are 10 distinct positions: for and against each of the 5 issues. Different participants in the election take interest in different numbers of issues:

- **Candidates** have a position on each of the 5 issues.
- **Companies** (i.e., players) are concerned equally with 2 of the issues.
- **Voters** have a primary concern (shown on top) and a secondary concern (on the bottom).

HOW VOTERS VOTE

When choosing between or among candidates, a voter first considers his/her primary concern. If there is a tie for this (i.e., if two or more candidates share a position on this issue), then the voter considers his/her secondary concern. If this too is a tie, the voter remains undecided. (There is also one voter who has no positions at all and who is completely undecided.)

For example, in Figure 1, the voter in the bottom left block of the navy district is primarily anti-yellow. In this district, the candidate marked with an B is the only one who shares his view, so he will vote for that candidate.
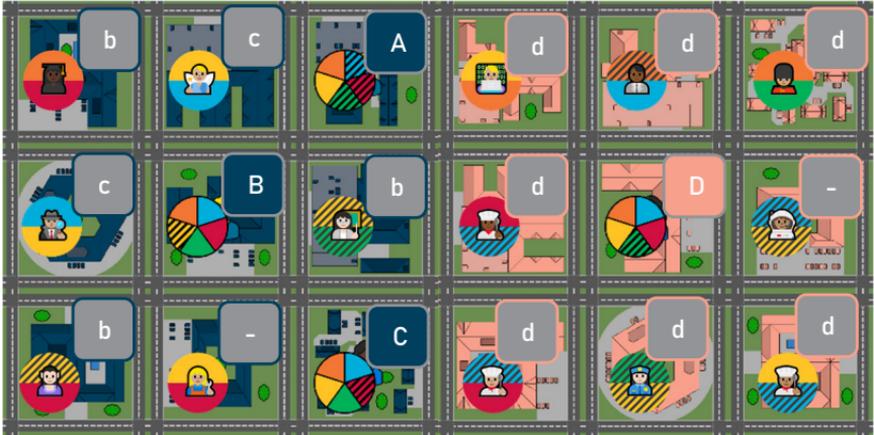

Figure 1: Sample layout of 2 districts.

The voter in the middle left of the navy district is primarily pro-blue. Candidates B and C support blue, so the voter considers his secondary concern. Of these candidates, only C also supports yellow, so he will select that candidate.

The voter in the bottom center is pro-yellow. This also aligns with both candidates A and C. In this case, these candidates also have the same position on this voter's secondary concern (red), so she remains undecided.

Currently, candidate A will receive no votes, candidate B three votes, and candidate C two votes, and thus candidate B is projected to win.

Meanwhile in the salmon-colored district, candidate D is running unopposed. While guaranteed to win, this candidate still won't pick up all the votes, since one of the voters oppose the candidate's positions in both her primary and secondary concern and will not vote.

TURN ACTIONS

Each turn, a player has 3 action points to spend among 3 types of actions: modify a district, promote a candidate, or draw a Campaign Playbook card. The cost of each action starts out at one action point, though for some action types, this will increase (see *Additional Action Cost* on page 7).

After each player has taken his/her turn, the round ends. Move the month tracker ahead one month. When it reaches November, the vote takes place and the game ends (see *Scoring* on page 8).

Exception: the starting player gets 2 action points in the July and 4 in October. The third and fourth (and fifth in a 5-player game) get 4 action points in July and 2 in October.

Modify District

All districts begin the game as perfect squares. To change them up, use district modifying tiles to expand each district to convert two blocks into the color of its neighbor (one from each district). Modifications must keep all blocks of every district contiguous (diagonals don't count). The 4 modification tiles for each district color represent a limited supply.

As an example, consider the two districts in Figure 1 and suppose a player's goals are anti-blue and anti-red. The salmon-colored district has an unopposed candidate (D) whose positions are misaligned with the player's goal. Meanwhile, an ideal candidate (A) is positioned to lose a highly contested 3-way race in the navy district.

By modifying the district boundary as shown in Figure 2, the player can hit two birds with one stone: putting candidate C on a path to victory while simultaneously defeating previously unopposed candidate D.

District modifications can be "unmodified" in the same way. In this case, do not remove the modification tiles – rather, place additional tiles atop the first one(s).
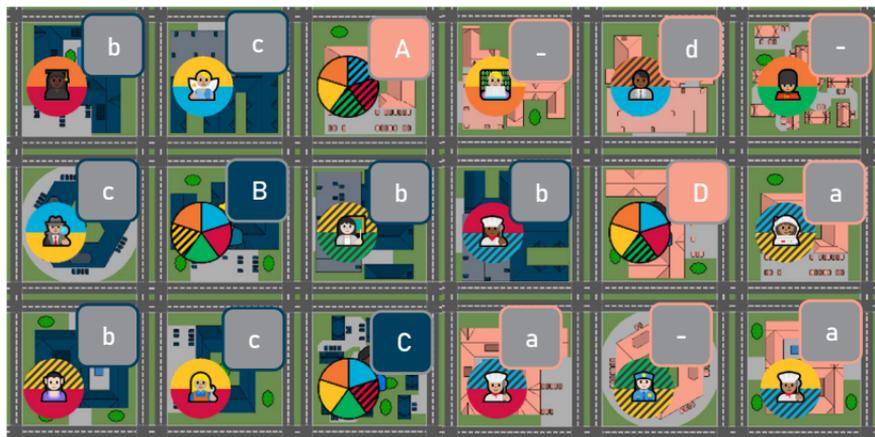
Figure 2: Navy and grey districts after a boundary modification.

Changing District Size

It is also possible to add a modification tile for one district <u>without</u> also adding a second of the other block's color, thus creating two districts of unequal size. The resulting difference in size compared to the starting district size (i.e., 9) is referred to as the *deviation*.

Increasing the deviation is subject to legal challenge under the principle of "one person one vote".[1] As a result, this action has the potential of review and annulment by the courts. (See *Legal Challenges*, page 8, consequences of enforcement.)

For an action that increases the total deviation in the city, the risk of enforcement is equal to twice the greatest deviation of a district involved. For example, consider the districts in Figure 3. Modifications X causes a deviation of 1 for the two districts involved, so its enforcement risk is 2. Modification Y also creates a deviation of 1 for the olive-green district, but because it also *decreases* the deviation for the grey district by 1, it is not subject to legal challenge.

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[1] The *Equal Protection Clause* of the 5th and 14th amendments of the U.S. Constitution has been interpreted to "require substantially equal legislative representation for all citizens".
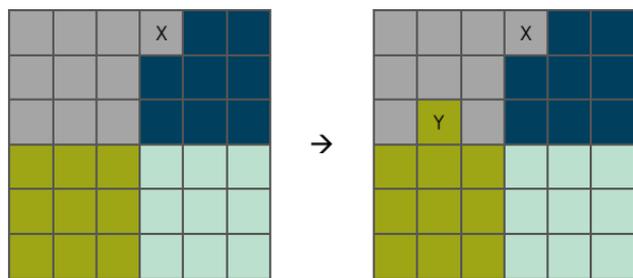
Figure 3: Examples of district modifications.

Candidate Promotion

Sometimes you just need to get a people more enthusiastic about a candidate. Run a commercial. Hold a rally. Send out flyers. Candidate promotion sways *undecided voters* – indeed, it is the only way to get them to vote.

To promote a candidate, place a white cube on the block of the candidate. This will cause all undecided voters in the district to vote for that candidate. This can be counteracted by promoting the opposing candidate in the district, which brings the voters back to undecided.

For example, consider the salmon-colored district in Figure 2: candidate A is ahead of candidate D, 3 to 1, but there are 3 undecided voters. Promoting candidate D will attract those 3 voters, enabling a win, 4 to 3.

Campaign Playbook Card

<div style="float: right; border: 1px solid #999;">Skip for simple play</div>

The last action type available is to draw a card from the Campaign Playbook deck. These provide several additional election strategies to advance your cause. Although drawing a card takes one action point, *playing* the card is free. There is no hand limit for cards, but a player may play only 3 cards in each turn.

Additional Action Cost

As the campaigns get going, there are more moving parts at play, and it takes more effort to make changes. Therefore, modifying boundaries and promoting candidates require additional action points as action in the district gets more crowded. Specifically, for promotions, add to the cost the total number previous promotions in the district (e.g., if there were 2 promotions already, playing a third would require 3 action points). For district modifications, add to the cost the total number of previous modifications to the block(s) involved (i.e., the number of modification tiles which will be covered by the newly played tiles).

LEGAL CHALLENGES

There are two actions in this game which are subject to legal challenge: creating districts with deviations in population and playing the Campaign Playbook card Voter Suppression.[2] (This isn't to say that all other actions in this game are fair to the voters – they are just not blatantly *illegal*.)

When a player attempts an action that is subject to legal challenge, roll a red die. If the roll is *greater than* the risk, the action proceeds as normal with no repercussions. If the roll is *less than or equal to* the risk, then the courts block the action. In addition, the player takes the die: subtract the number shown on the die from available actions on the player's next turn.

SCORING

When the month tracker reaches November, the vote takes place and the candidate ahead in each district wins. In the event of ties (equal votes for each candidate), roll off to randomly determine the winner.

Player then lays out their goal tiles near their point counter. District by district, inspect the stance for each issue of the winning candidate. Score one point for the player whose goals align with each of the candidates' positions.

Consider the following example where the candidate shown at right has won a district. From this candidate, Player 1 would receive one point, Player 2 two points, Player 3 zero points, and Player 4 two points.

In the event of a tie, the winner is the player with the most un-played Campaign Playbook cards.

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[2] *52 U.S. Code § 10101 - Voting rights* states "No person shall attempt to intimidate, threaten, or coerce any other person for the purpose of interfering with the right of such other person to vote."