



One stack of 25 cards, and one stack of 10 cards. The remaining cards are removed from the game. The End Card is now added to the stack of 10 cards, which is then shuffled. Place the stack of 10 cards containing the End Card in the center of the table. Now shuffle the stack of 25 cards, and place it on top of the stack of 10. You will now have one stack of cards with the End Card somewhere between the 10" card and the bottom.

#### PLAYING THE GAME:

Players take turns in clockwise order, starting with a randomly chosen player.

A player's turn consists of the following actions:

- 1- Draw a Card
- 2- Propose a Law
- 3- Vote
- 4- Play or discard the proposed law.

Once all 4 actions have been completed by the starting player, play continues with the next player.

#### 1- DRAW A CARD:

The player draws one Law Card from the top of the stack. If the player draws the End Card, the game is immediately over, and players proceed to the next step.

#### 2- PROPOSE A LAW:

The player proposes a law.

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• If a player plays a Definite YES card, the law is always adopted.  
• If a player plays a Definite NO card, the law is always rejected.  
• There can only be one Definite card played on any given vote. If more than one is played, all Definite cards played are canceled. They have no effect. The vote is then counted normally.  
• If a Scam card is played, the normal vote result is reversed. If the law would have been adopted, it is rejected, and if it would have been rejected it is adopted instead.

After the vote, players take back their YES and NO Vote Cards. However, the Wild Card Votes are used only once. Therefore, any that were played in the last vote are now discarded.

#### 4- PLAYING OR DISCARDING THE NEW LAW:

There are two types of laws:

**Red Laws**, which have an instant effect on the game. When a red law is adopted, it is immediately applied and then discarded.

**Blue Laws**, which have a lasting effect on the game. When a blue law is adopted, it is placed face up in the center of the table. This law will take effect at the start of the next player's turn.

Some of the blue laws have a symbol at the bottom of the card. While there can be up to six blue laws without a symbol in effect, there can never be more than one blue law of each symbol in effect at a time. When a player proposes a law, they must adopt a law with the same symbol as the one already adopted law.

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# DEMOCRAZY

The game of democracy and humor, by Bruno Faidutti

