

**SHEEP'S
CLOTHING**

BARNYARD BLITZ

THE MOST IMPORTANT ELECTION(S) OF OUR LIFETIME



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CLOTHING**

**BARNYARD
BLITZ**



It has been 2 harvests since we threw off the shackles of our Human oppressors, and our future has never been more uncertain.

Our fields are plagued with weeds, our water with parasites.
A small few control the flow of feed, and leave the rest of us forgotten.

Our streets run rampant with depraved marauders.
A growing bureaucracy slowly strangles our liberties.
The hard working are punished to supply for the lazy.
Our democracy is corroded, and our people have never been more divided.

It's not an exaggeration to say that **This is the most important election of our lifetime!**

Will you work to find solutions, or will you find that the only solution is complete domination? You stare into the abyss of history, of past, present, and future. The blood of your forefathers dries beneath the dirt you swore to protect. You stand as the last line of defence between continual autonomy and eternal subservience... **Good luck! :)**

SETUP

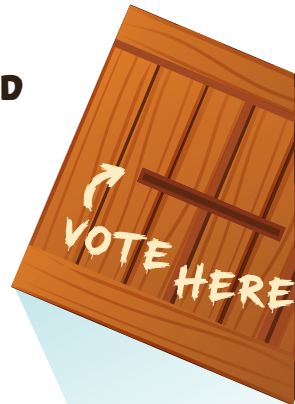
- Players must choose between one of the 6 Parties
- All parties put 15 votes into the ballot box.
- All players draw 3 cards



DRAW



DISCARD



PARTY INTRODUCTIONS



**UNION OF
SWINE
REFORMISTS**

**WELCOME TO THE
REVOLUTION, COMRADE!**



**THE
GRAINS**

NURTURE TOWARDS NATURE





NUANCED POSITIONS COALITION



CAN'T WE ALL JUST GET ALONG?



LIBERATED
INDEPENDENCE
BROTHERHOOD

LEAVE ME ALONE!





BOVINE PROSPERITY ASSEMBLY



BUSINESS AS USUAL,
WHATEVER THE COST!



AVIANS FOR FREEDOM

RESTORING ORDER, ONE
SKULL AT A TIME



WINNING

The first person to Score 7 Points wins.
You earn points by:

1. Passing Policies: +1/2 Points, depending on Policy Type
2. Forming Majority: +1 Point per round in Majority



FLOW OF PLAY

1. ELECTION!

The most important election of our lifetime is here, right now, this one!



Starting with the oldest player at the table and moving clockwise after each round, this player will act as the Election Official and will shake the ballot box and, without looking, draw 9 Votes from the box. These 9 Votes are the results of the election and will become the Elected Officials or "Seats" sent to Parliament for this round. All seats will be placed on the board to begin our Negotiation Phase.



At the start of each Election Phase, all players must discard down to 5 cards



The "Early Voting" card may be played during this phase before the votes are drawn. If played, the Election Official will only draw 8 Seats, as the 9th will come from the Early Voter's hand.

2. NEGOTIATION!



Now that the results are in, the dirty backroom dealing can begin. In order to administer the state, a party needs 5 seats in Parliament. In the very rare case that we are so divided that no one party achieves a majority alone, you will need to form a Coalition. Any Parties (up to 3) may combine seats in order to achieve a majority.



Players will decide a coalition (3 party max) based on how many seats each party has.

The Party in the Coalition with the largest number of seats will be considered the Coalition Leader. This player will take the first action, followed by the player with the next largest amount of seats.

If the number of seats is tied between any Coalition Partners, they will have to agree on one Party being the Leader, and what the order of play will be before the Session begins.

If you are unable to convince the other parties to work with you the conventional way, you may mutually agree to trade (or gift) one card of your choice to another party. However, the card cannot be revealed until the trade is complete, requiring a degree of trust.



As soon as a valid Coalition is declared by its members, the phase has come to an end, so move quickly!

The "Blackmail" card may be played during this phase before a Coalition has been established.



Once the Coalition and Minority Parties have been decided:

Place the Coalition Parties seats in the "Majority" section of the Board and the Minority Parties seats in the "Minority" section.
All Majority parties take 1 point.

All Coalition Parties will draw 1 card and all Minority Parties will draw 2

If a player has no seats, he cannot draw any cards. He may still trade cards during negotiation and play cards during the session

3. session



The Administration has been established, and may now flex their will on the rest of you miserable beasts.



During Parliamentary session, Coalition Parties will take up to 5 turns (Starting with the coalition leader) taking one of the following actions:

Agenda: Use a card in your hand

Draw: Draw 3 Cards

Dissolve: End the coalition, stopping any other turns from occurring and calling an immediate snap vote. Go straight to Election phase



Don't think because you won the election, negotiated your way into power, and set yourself up to achieve total victory that you won't have your ankles nibbled a little...

After each action by a Coalition Party, Minority Parties may play one relevant card. Only one Minority Action may happen per Coalition Action, so the first Minority Party to place their card down gets the action.

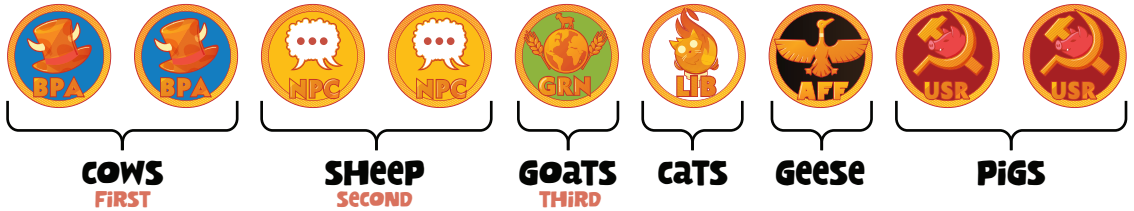
Lawsuit Cards may be played after ANY action (Exception: Coalition Formation) and do not count as Minority or Coalition Actions.

Lawsuits only respond to the top card in the discard pile, meaning once a card is placed, the old card is unchangeable.



EXAMPLE PLAY

eLECTION



NEGOTIATION

Cow declared
coalition leader

Cow, sheep and
goats form
coalition.



session

action 1/5

1. Cow plays
purge
card



2. Goose
plays riot

action 2/5

1. Sheep plays
popular
policy
2. Cat plays
lawsuit, canceling
policy.



3. Pig plays rally



action 3/5

1. Goat plays plagiarize



No minority party
chooses to take
an action

action 4/5

1. Cow plays rally



2. Cat plays inquiry

ACTION 5/5

1. Sheep plays mudsling



2. Cat plays focus shift

END OF SESSION

Return all vote tokens, discard all hands down to 5 cards, pass the ballot box to the next Election Official and run the next election



Whenever a Coalition Session Ends, whether early or after 5 turns, all Minority Votes return to the Ballot Box, and all Coalition Votes return to the Players

8 Policy (Coalition Only)

There are two types of policies. Popular Policies will give you a point and give votes to all members of your coalition. Party Policies will give you a point as well as a point to the matching party of the card if he is also in the coalition



PURGE



COALITION ONLY
Remove 9 votes,
Throw any # out.

2 Purge (Coalition Only)

Grab 9 random Votes from the ballot box, remove the ones you want

Revival



If you have 0 Seats
Gain 9 Votes.

2 Revival

Add 9 Votes if you have 0 seats in parliament. Can only be used once per session

RALLY



Add 5 votes,
Add 3 if Minority.

10 Lawsuit

Cancel any action by any player (Exceptions: Coalition Formation). Can be played at any time and do not count as Coalition/Minority actions during a session. Lawsuits can be cancelled by other Lawsuits.

Lawsuit



Cancel Any Action.
Lawsuits counter other lawsuits.

MUDSLING



Choose a Player
Remove 4 of their Votes
Remove 2 if Minority
You may immediately mudsling someone back who mudslings you

5 Mudsling

Choose a player, remove 4 of their votes from the box (2 if Minority Party)

You may immediately mudsling someone back who mudslings you.

PLAGIARIZE



Choose a Player
Steal 2 Random Cards
Steal 1 if Minority

5 Plagiarize

Choose a player, steal 2 random cards from their hand (1 if Minority Party)

RED HOOVED



If a player plagiarizes you, immediately play to plagiarize them instead.

2 Red Hoofed

If someone plagiarizes you, immediately play to plagiarize them instead

2 cards if Majority, 1 if Minority

Do not look inside of the ballot box when removing votes. Instead, grab handfuls of votes and pick out the targets. This way you cannot count total votes in the box

IMPEACH



If a policy is successfully sued, play immediately to end session.

2 Impeach

If a coalition member has a policy successfully sued, play immediately to end the session

OPINION POLLING



Open the Ballot Box and independently count votes

2 Opinion Polling

Look through the ballot box and count votes



Top 5 in Discard Pile.
Take 2 Cards.
Take 1 if Minority.

2 Recycle

Take 2 cards from the top 5 cards in the discard pile (1 if minority)

2 Blackmail

During the negotiation phase, you must be a member of the forming coalition.
Requires at least one seat.



During Negotiation, force yourself into the Coalition (must have at least 1 Seat)

2 Early Voting

Before the election is drawn, place one vote from your hand to become a seat, then random draw the remaining 8. Both Early Voting Cards may be used on the same election, requiring only 7 to be drawn from the ballot box.



Before Election, place 1 seat from your hand, then random draw remaining 8

INQUIRY



MINORITY ONLY

Choose a member to reveal their cards to all for the entire round.

2 Inquiry (Minority Only)

Choose a member to reveal cards to all for the entire round

3 Riot (Minority Only)

Remove 5 random Votes from the Box



MINORITY ONLY

Remove 5 random Votes from the Box

FOCUS SHIFT



MINORITY ONLY

Choose a direction for all players to send their whole hand

1 Focus Shift (Minority Only)

Choose a direction for all players to send their whole hand

