



Camilo Martins

MEMBERS

INTERNAL EUROPEAN POLICY

In Members, each of you takes on the role of an EU Member State. As the game progresses, you are confronted with various issues, your solutions to which significantly affect the further development of the nation you represent.



3-27
Players



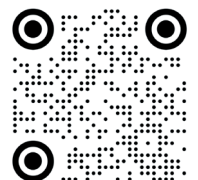
30-60
Minutes



Ages
12+



This game was developed by students in the Industrial Design course at the University of Wuppertal as part of the project "Powers in play", which has been funded by the German Federal Foreign Office. The project aims to develop games that turn different aspects of politics into an interactive experience. You will find all the games in the series at www.powers-in-play.com. For more information on the German Federal Foreign Office and its programmes, please visit www.diplo.de/aussenpolitiklive (in German).



CONTENTS



First, cut out all the cards and fold the action cards once down the centre. Each of you receives three of the same role card (one EU Member State) in order to be present on the playing field in all three resource categories. Put the cards with the numbers in a bowl from which you can randomly draw them. There is enough game material for 24 rounds.

Use one board for up to 6 players. For larger numbers of players, we recommend printing the required number of boards and playing in groups.

----- Cut

————— Fold

INCLUDED



24 action cards



81 role cards



1 board

REQUIRED



1 pair of scissors



1 die (optional)

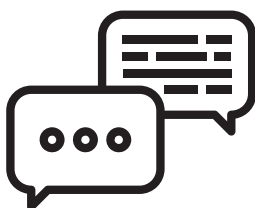
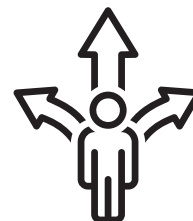


EXPLANATION

You decide

With this type of card, you must decide in favour of or against the statement. If you agree with the statement, you receive a certain number of points. If you disagree, you do not receive any points in the round.

Some decisions ensure that one area is positively influenced and another is negatively influenced.



Discuss

These are questions that describe events that are fictitious or not yet real. The special feature here is that the group must vote to decide which decision to take. The majority of votes receives the number of points indicated on the back of the card. In the event of a draw, no one receives any points. To prepare, draw a line that divides the room. Position yourselves to the left or right of the line to vote. Left indicates agreement with and right indicates disagreement with the previously discussed aspect. You have three minutes for each discussion round.

GAMEPLAY



SELECT YOUR ROLE

Each player receives a country in the form of three role cards (pick a country yourself or assign one randomly). Next, each player draws three numbers from a bowl in order to determine his/her starting conditions: first for “economy”, second for “environment”, and third for “social issues”. Place your role cards on the corresponding fields of the three bars on the board. Determine who will play first.



THE ROUNDS

In the first round, the starting player draws an action card and reads it aloud. The questions relate to the areas of environment, social issues, or economy. We also call them “resources” in this game. Please note that some cards may have both positive and negative effects on a specific resource. Carry out the action “you decide” or “discuss” and then distribute the points. Move your role cards ahead or back on the resource bar accordingly. Now the next player clockwise can draw an action card.



AIM AND EVALUATION

The aim is to reach the end of one of the three resource bars (Economy, Environment, or Social issues) if possible and in the process, to have the smallest difference between the most frequent resource you have and the least frequent one.

The game is over as soon as the first player has reached the end of a bar or after 15 rounds have been played – depending on which happens first. The player with the smallest difference between the most frequent and least frequent resource has won the game.





Environment

1

2

3

4

5

6

7



Economy

1

2

3

4

5

6

7



Social issues

1

2

3

4

5

6

7

You decide

Should the use of pesticides in agriculture be prohibited?



You decide

Should a ruling regarding 35 days of holiday per year be introduced in the EU?



You decide

Should the expansion of occupational safety measures for employees in the nursing professions be funded?



You decide

Should funding for organic agriculture be established throughout Europe?



You decide

Should funding be provided to small and medium-sized enterprises in the field of artificial intelligence?



You decide

Should a uniform child benefit for families be established throughout Europe?



You decide

Should vehicles with combustion engines be prohibited in inner cities?



You decide

Should all coal-fired power plants in Europe be shut down by 2030?



You decide

Should companies with larger carbon footprints pay more taxes?



You decide

Should young families be afforded access to free care services and education for pre-school children?



You decide

Should a scheme for the purchase and financing of electric cars be set up for private individuals?



You decide

Should trade barriers to the USA and Canada (TTIP, free trade agreements) be removed?



You decide

Should public companies be granted tax relief?



You decide

Should it be made easier for foreign investors to take over companies?



You decide

Should a structural programme for supporting cultural programmes be established?



You decide

Should additional support for families with more than two children be established?



Discuss



Should the accession negotiations between the EU and Turkey be continued?



Discuss



Should the Frontex border protection agency be further expanded?



Discuss



Should the Erasmus Programme grow to include employed persons?



Discuss



Should an unconditional basic income be established throughout Europe?



Discuss



Should access to the European labour market and the submission of asylum applications be made easier?



Discuss



Should the European Union continue to take over further competencies from Member States?



Discuss



Should the expansion of bicycle highways in the Member States be funded?



Discuss



Should a joint European army be established?



Role cards

 Germany	 Belgium	 France	 Portugal	 Netherlands
 Spain	 Italy	 Sweden	 Denmark	 Estonia
 Bulgaria	 Finland	 Greece	 Ireland	 Croatia
 Latvia	 Lithuania	 Luxembourg	 Malta	 Austria
 Poland	 Romania	 Slovakia	 Slovenia	 Czech Republic
 Hungary	 Cyprus			

Number cards

1	2	3	1	2	3
1	2	3	1	2	3
1	2	3	1	2	3

Role cards

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WE WANT YOUR FEEDBACK!

We would be pleased to receive your feedback on this game, including any ideas or suggestions. Simply send your answers and other feedback (as a scan, photo, etc.) to **feedback@powers-in-play.com**.

Which game did you play? _____

	Age	Gender
Who played it with you?	Player 1	
	Player 2	
	Player 3	
	Player 4	

(Continue if more.)

How long did it take to prepare for the game? _____ minutes

How long did it take to play the game? _____ minutes

What did you like about the game?

Which aspects could we improve upon?

On a scale of 1 to 5, to what extent do you agree with the following statements?

	'I do not agree at all.'			'I completely agree.'	
'I am interested in politics.'	1	2	3	4	5
'Politicians do not have an easy time of it.'	1	2	3	4	5
'Politics play an important role in my everyday life.'	1	2	3	4	5

What insights did you gain into politics when playing the game?

What thoughts related to politics did you have while playing?

What topics can you envision for future games of this type?

Thank you very much for your contribution!

Your

Powers in Play Team