

Board Game Jam – Animal Elections V.2

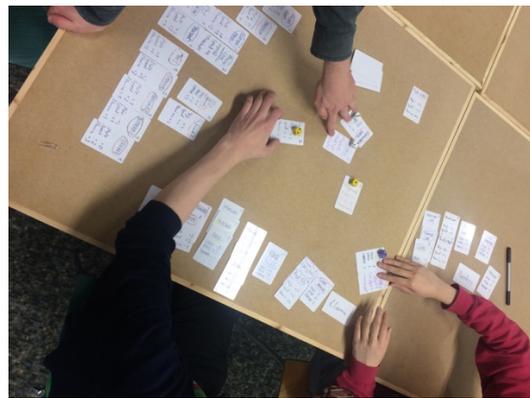
Board Game Jam Challenge

This game was created during a Jam event at the [University of Edinburgh](#) during its [Festival of Creative Learning](#) February 2017.

Students were asked to improve and expand upon a game that had been created by students and staff in a previous jam. The existing game had been openly licensed under a CC BY 4.0 which allowed for re-use, re-mix, and re-sharing so long as attribution is provided to the original creators.

[Click here for the original Animal Election game document](#)

[Click here for more information on Board Game Jams and how to run your own](#)



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Game name	<i>Animal Elections</i>
Creators	Original Development Team: El, Eli, Gav, Lesley New Development Team: Chamberlain, Lukas, Serene.
Summary:	It is election season between three candidates for the rule of the animal kingdom. Zebra, Llama, and Donkey. Win the game by getting the most votes.
Number of players	3+ (suggested maximum of five)
Age range	6+
Duration (mins)	15-20+ Minutes
Resources needed (dice, counters, board, cards, etc.)	Per player: 2 six sided dice, and 14 cards plus some reserve of extras. One Candidate card. Per game 1 first player card.
Images used (Image Name and Licence)	<i>To create original game:</i> Roslin Glass Slides, No. 324 –Zebra CC BY-NC-SA 2.0 Roslin Glass Slides No. 319 – Donkeys CC BY-NC-SA 2.0 Roslin Glass Slides No. 1693 - Llamas CC BY-NC-SA 2.0 Suggestion is to print out cards (see pictures below) with space for players to draw on their own animals.

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Rules

1. Shuffle the 3 CANDIDATE cards and deal them face down. This will decide the character you play, either a Donkey, Llama, or Zebra.
2. The deck of cards show “constituents” or other animals who will vote for their choice of president from Zebra, Donkey, or Llama. The constituent cards have + modifiers for stamina, speed, and style depending on their type. Different types of animal cards will provide a certain number of votes (top right corner of the card). Animal types with a higher number of cards will have lower vote numbers, e.g. 10 insect cards with each winning 1-2 votes, 5 endangered species cards with each winning 6-7 votes.
3. Each candidate is rolling on a separate statistic to win over animals. Donkey (+Stamina), Llama (+Style), and Zebra (+Speed). The Zebra always starts with the first player card.
4. Draw two cards per player and place them in the middle of the table.
5. Every player rolls two six sided dice.
6. Then, in two rounds the players assign their dice, starting with whomever has the first player card. Those dice can be assigned to separate cards or the same card. However, only once die can be placed per round per player.
7. At the end of the second round, the players total up the number of pips that they have placed on each card, plus the modifier for their statistic. The player with the highest total wins that card.

If there is a draw, the first player to assign dice to that card wins the card.
8. Any cards with no dice on them go into a pile of undecided voters.
9. The player with the most of that kind of card then wins that undecided voter. In the case of a tie, the card or cards roll over into the next round.
 - Any undecided cards that are not claimed by the end of the final round are discarded.
 - If that discard pile has a larger total score than the highest scored player, everyone loses.
10. The first player card is passed one step to the right.
11. This continues for seven rounds.
 - If one player has more votes than any other player, he wins.

- If there is a tie, the player with the lowest count of votes is eliminated, and the remaining players go into runoff elections using the eliminated player's cards. Those cards are treated as undecided voters.

Rules for additional players

If there is a need for more than three players, any additional players can design their own card, and declare the statistic that they are using. For example, a Cow might use Stamina. However, those roles are still to be assigned randomly. In addition, this will require additional constituent cards. In addition, each player will require the addition of fourteen new constituent cards.

Additional Rules.

- The player to go first gets a chance to reroll their lowest die.
- Every constituent card needs.
 - A name
 - A vote count
 - A value for each of the three statistics.

Needs more work

From current games the style player wins consistently. Card balance needs to be reworked.

Images of game resources

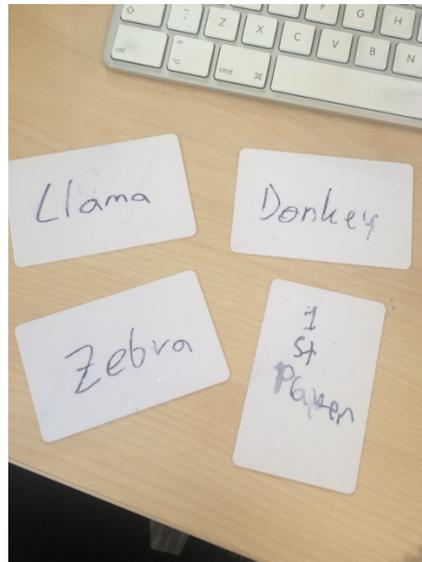


Figure 1: Llama, Donkey, and Zebra cards are randomly allocated. Zebra always starts the first round.

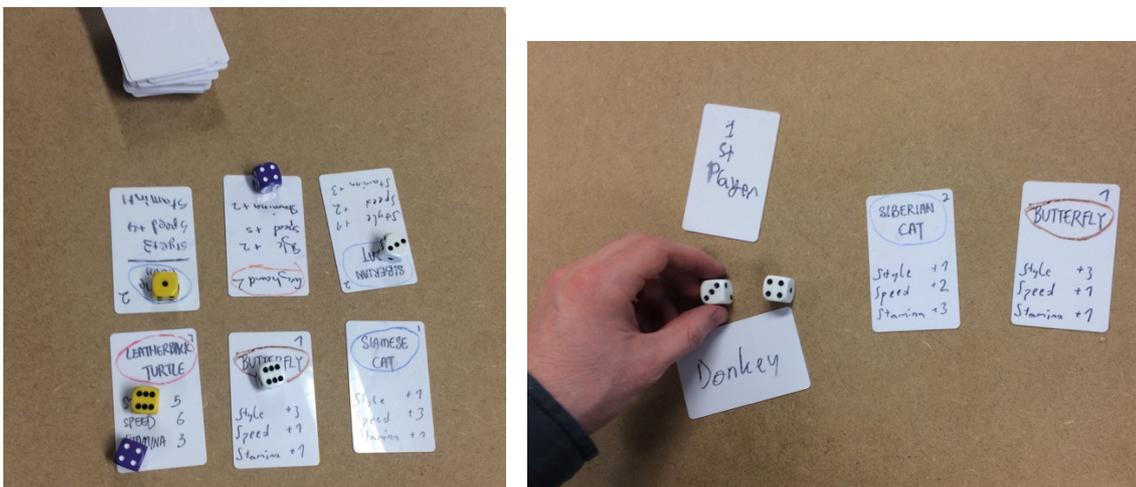


Figure 2: Two cards per player are placed face up. Players roll two six sided dice, and take turns placing their dice on the card they want to win, taking into consideration the bonus of their lead animal (Llama +Style, Zebra +Speed, Donkey +Stamina)

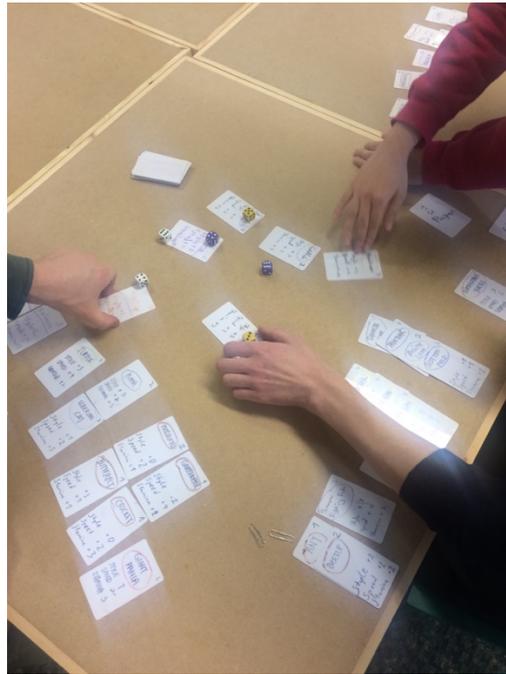


Figure 3: At the end of the second round, the players total up the number of points that they have placed on each card, plus the modifier for their statistic. The player with the highest total wins that card. If there is a draw, the first player to assign dice to that card wins the card. Any cards with no dice on them go into a pile of undecided voters. The player with the most of that kind of card then wins that undecided voter. In the case of a tie, the card or cards roll over into the next round.

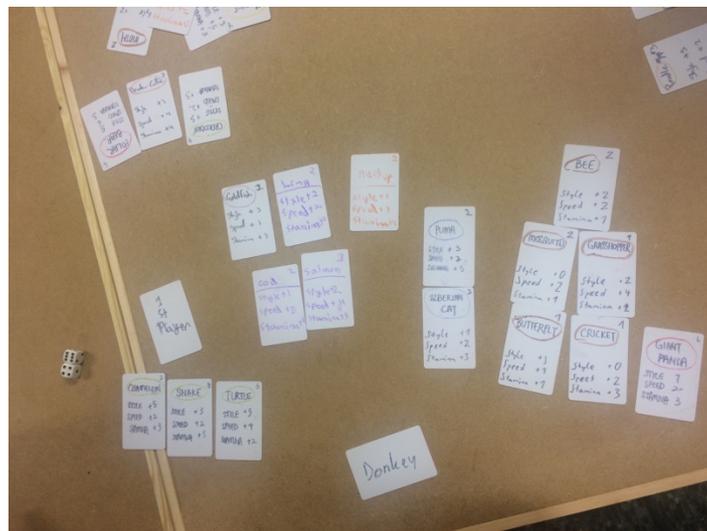


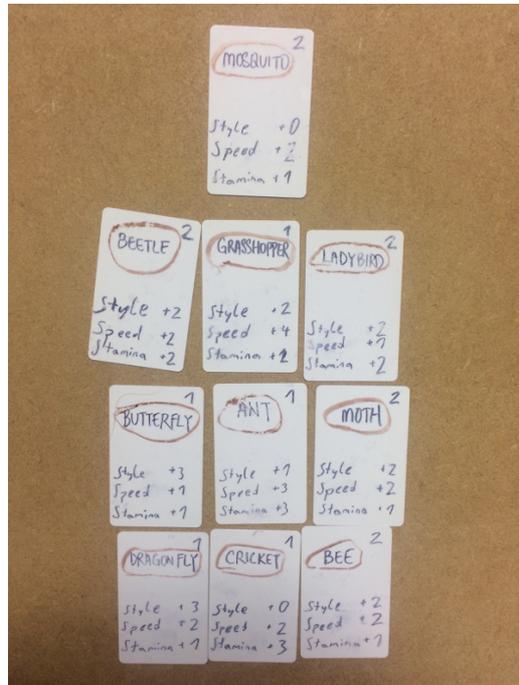
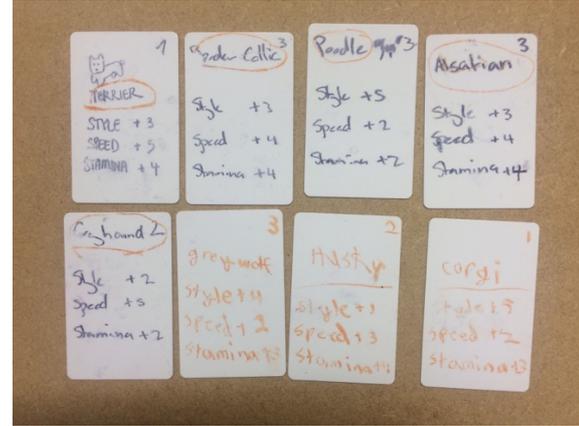
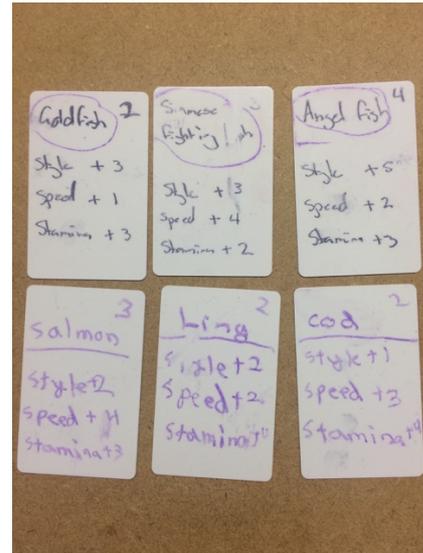
Figure 4: After seven rounds players count up the number of votes achieved (number in the top right corner of each animal card), to determine the winner.

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Suggested animal cards

10 Insects •
10 Cats •
5 Endangered ♀ ✕
8 Dogs •
6 Birds •
~~Mythical~~
5 Reptiles •
6 Fish •





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