



# PRESIDENTIAL PANDEMONIUM

*“Make America Game Again”*

**A COMPETITIVE TABLE TOP ROLE PLAYING GAME BY UP  
AND COMING INDIE GAME DESIGNERS KEVIN ANGULO  
LEZAMA AND DELANEY HOPKINS**

# WHAT IS PRESIDENTIAL PANDEMONIUM?

**Presidential Pandemonium is a competitive table top role playing game focused on public speaking, quick wit, and modern social politics in a low stakes fantasy environment.**



# FROM THE GAME ITSELF:

**“Ever thought about taking a shot at the presidency? Dive in and feel the thrill of campaigning without the real-world pressures! Presidential Pandemonium is a competitive tabletop role playing game focused on public speaking, quick wit, and modern social politics in a low stakes fantasy environment. Craft your own unique candidate persona, rally your following through debates and interjections, and tackle the intriguingly ridiculous questions on each card. Strategize, charm, and persuade your way to victory in order to gain the most votes and claim the coveted title of President. Ready to change the game of politics?”**



# OVERVIEW

Presidential Pandemonium was designed with a classroom setting in mind, but can be used in more informal settings as well. Whether you are trying to teach the intricacies of social politics in a low pressure setting- or just have a group of friends that like to fight- Presidential Pandemonium is just the game for you!

## DEMOGRAPHICS:

- 4-6 Players
- Recommended for ages 14 and up
- Approx. 30-45 minutes



# WHAT'S INCLUDED

## Materials:

- **Game Deck**
  - 40 Question Cards
  - 40 Scandal Cards
- **Vote Tokens**
  - 16 Vote Tokens
- **Interjection Cards**
  - 8 Interjection Cards
- **Personality Cards**
  - 16 Personality Cards
- **Candidate Cards**
  - 24 Candidate Cards
- **One Minute Timer**

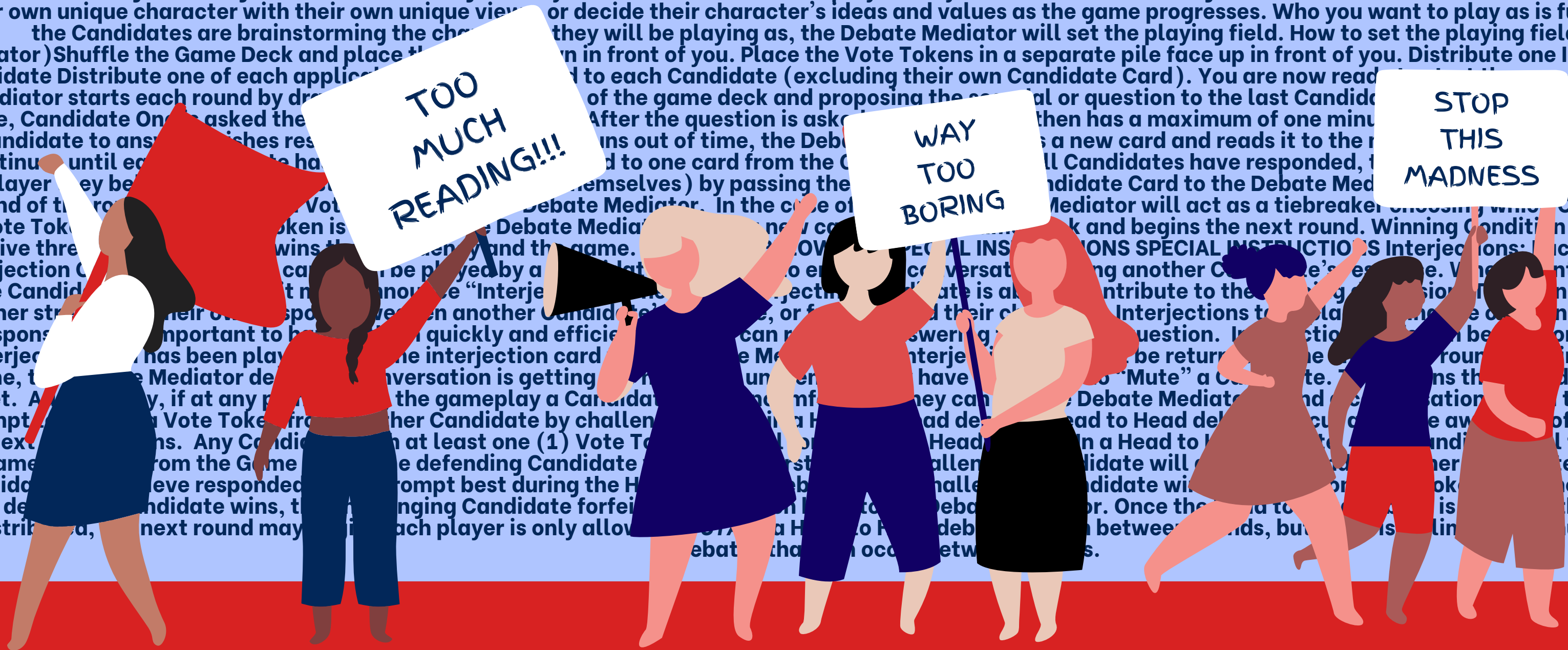


# RULES OF PLAY

Presidential Pandemonium "Make America Game Again" Ever thought about taking a shot at the presidency? Dive in and feel the thrill of campaigning without the real-world pressures! *Presidential Pandemonium* is a competitive tabletop role playing game focused on public speaking, quick wit, and modern social politics in a low stakes fantasy environment. Craft your own unique candidate persona, rally your following through debates and interjections, and tackle the intriguingly ridiculous questions on each card. Strategize, charm, and persuade your way to victory in order to gain the most votes and claim the coveted title of President. Ready to change the game of politics? Materials: Game Deck (28 Question Cards, 29 Scandal Cards) Vote Cards (24 Vote Cards) Interjection Cards (5 Interjection Cards) Candidate Cards (20 Candidate Cards) One Minute Timer

Overview: Players: 3-6 Ages: 14 and Up Estimated Play Time: 30-45 Minutes Read All Following Directions Aloud Starting Out Choose which player will be the Debate Mediator. The role of the Debate Mediator is to ask the candidates questions from the Game Deck, settle ties, and maintain order throughout the game through the use of the "Mute" feature (see below). The remaining players are the Candidates. Candidate One is the player sitting to the left of the Debate Mediator. Continuing clockwise, each Candidate is assigned a number based on the number of players. Each Candidate will create the character of their candidate before the game begins. This character is who they will answer questions as and act as throughout the game. Character design is fully at the discretion of each player. Players can use historical figures to base the candidate's values and beliefs on, create their own unique character with their own unique views, or decide their character's ideas and values as the game progresses. Who you want to play as is fully in your hands. While the Candidates are brainstorming the character they will be playing as, the Debate Mediator will set the playing field. How to set the playing field (for the Debate Mediator) Shuffle the Game Deck and place the Game Deck in front of you. Place the Vote Tokens in a separate pile face up in front of you. Distribute one Interjection card to each Candidate Distribute one of each application card to each Candidate (excluding their own Candidate Card). You are now ready to begin the game! Game Play: The Debate Mediator starts each round by drawing a card from the game deck and proposing the question or question to the last Candidate. After the question is asked, the Candidate then has a maximum of one minute to answer the prompt. Once the first Candidate to answer finishes responding, the Debate Mediator draws a new card and reads it to the next Candidate on the left. This sequence continues until each Candidate has responded to one card from the Game Deck. Once all Candidates have responded, the Debate Mediator will select the Candidate with the most votes at the end of the round. The Debate Mediator will act as a tiebreaker choosing which Candidate will receive the Vote Token. The first Candidate to receive three Vote Tokens wins the game.

Special Instructions: Interjections: Each Candidate has one (1) Interjection Card that can be played by a Candidate during a conversation with another Candidate. When an Interjection card is played, either the Candidate who played the Interjection card or the Candidate being interjected to is allowed to contribute to the conversation. Candidates can use this opportunity to respond to the prompt or respond to another Candidate's response, or for the Candidate being interjected to to respond. Interjections to be played during the minute allotted for prompt response are important to be played quickly and efficiently. Only one interjection card can be returned to the Game Deck once per round. Once an interjection has been played, the interjection card is removed from the Game Deck. Candidates can be returned to the Game Deck once per round. Mute: If at any point in the game, the Debate Mediator determines that a conversation is getting out of hand or a Candidate is being disruptive, they can "Mute" a Candidate. The Muted Candidate must remain quiet. At any time, if at any point during the gameplay a Candidate is Muted, they can appeal the Mute. The Debate Mediator will decide on the Mute. A Candidate can attempt to win a Vote Token from another Candidate by challenging them in a Head to Head debate. A Head to Head debate occurs when a Candidate has at least one (1) Vote Token and the other Candidate has at least one (1) Vote Token. The Candidate with the most Vote Tokens will then select the defending Candidate. The challenging Candidate will challenge the defending Candidate. The Challenge card will be returned to the Game Deck once the defending Candidate has responded to the prompt best during the Head to Head debate. Once the challenging Candidate wins the Head to Head debate, the Vote Token has been distributed, and the next round may begin. Each player is only allowed one Head to Head debate per game. Once the Head to Head debate is over, the number of Head to Head debates that can occur between two candidates is limited to one.



# PLAYER ROLES: DM

The game is run by a **DEBATE MODERATOR**. The role of the Debate Moderator is to ask the candidates questions from the Game Deck, settle ties, and maintain order throughout the game. They're pretty much the king of the castle..... just hopefully not this one....



# PLAYER ROLES: CANDIDATES

The Candidates are the remaining players. Players will be given a Personality Card containing traits and values their characters could have. Each player will further build the character of their candidate throughout the game through their responses and actions  
**THIS IS YOUR CHANCE TO BE AS CREATIVE AS POSSIBLE!**

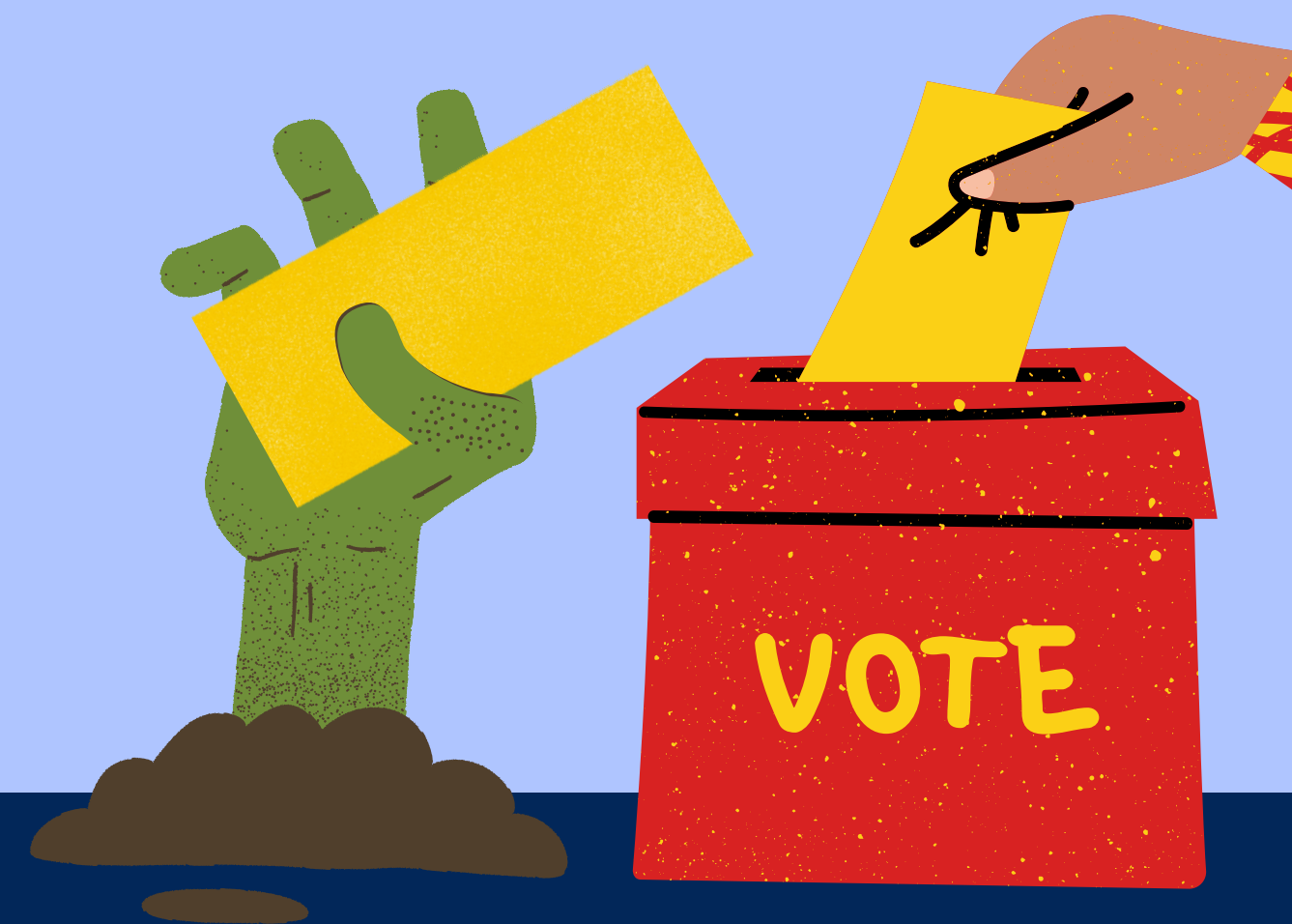




# THE GAME BASICS

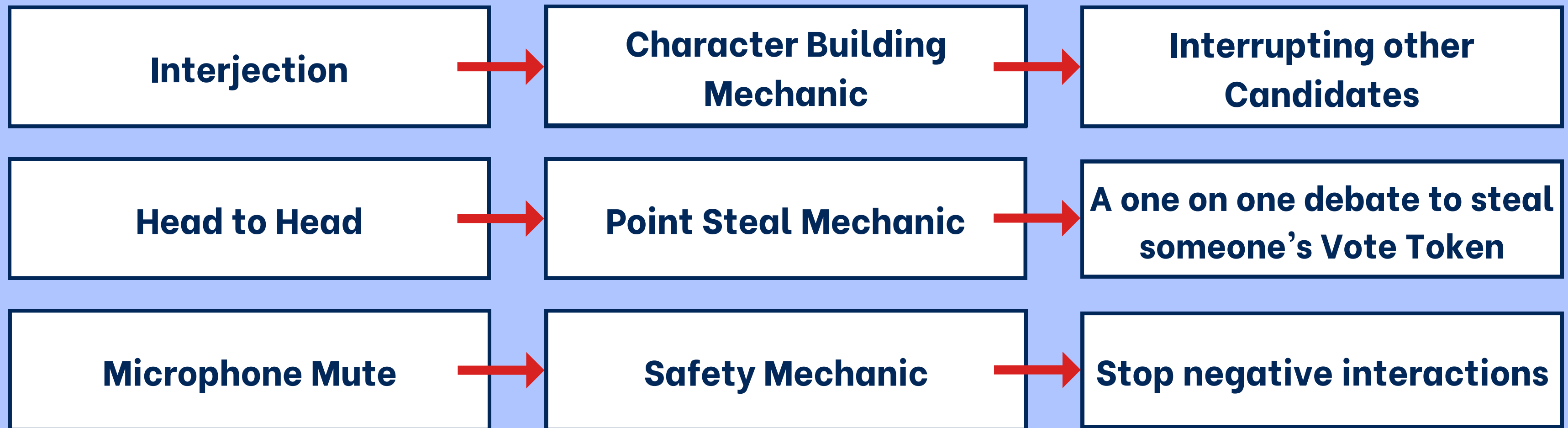
**With a few additions, the basic structure of the game follows this format:**

- 1. The Debate Moderator draws a card from the Game Deck and asks the Candidate to their left the question on the card.**
- 2. The Candidate has one minute to answer.**
- 3. After the first Candidate answers, the Debate Moderator draws a new card and restarts the process with the next Candidate.**
- 4. Once all Candidates have answered a question—they select which Candidate provided the best answer.**
- 5. The Candidate selected the most then earns a Vote Token.**
- 6. After a Vote Token is awarded, the next round starts.**
- 7. The first Candidate with three (3) vote tokens wins!**



# SPECIFIC TURNS AND POWERS

Let's spice things up a bit! Presidential Pandemonium contains different forms to challenge you and your fellow candidates throughout the journey. Check them out!

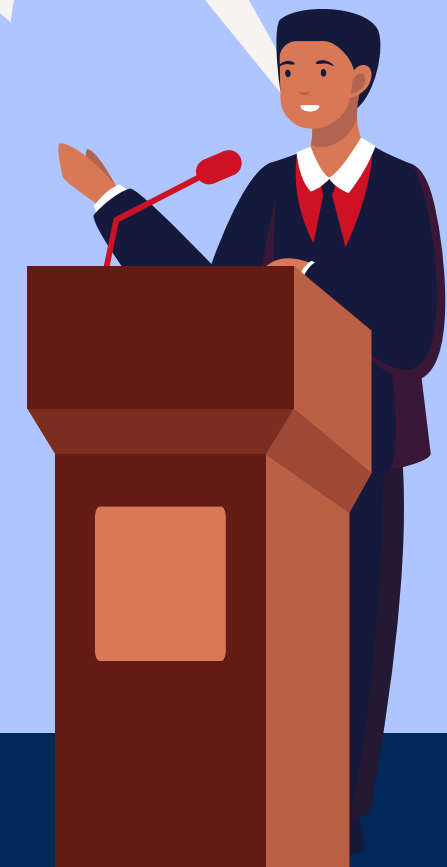
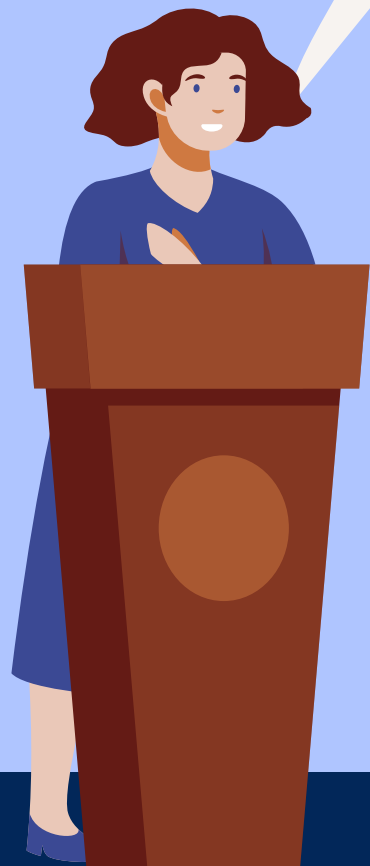


# WHY MAKE PRESIDENTIAL PANDEMONIUM?



# WHY NOT!

We wanted to create a game to help students practice public speaking skills, while also learning the “art” of debate and image management. When we traditionally learn about politics in the classroom, the social aspect and campaigning are normally ignored for the more “factual” aspects. In this whimsical game, students can practice debate and public speaking with significantly less bleed than traditional debate based learning games.



# POSSIBLE NEXT STEPS!

- We currently contain a raw coded version of the game, and we have the exciting opportunity to enhance its accessibility by developing a website that mimics the card deck. This will transform the game into a highly interactive and widely available experience!
- Unleash your imagination! We're presenting you with a set of starter questions to guide your gameplay, but remember, this game is yours to shape and customize. Why not craft a unique deck of cards that caters to your passions or interests? If you're playing in a learning environment, tailor your questions to align with your coursework. Or, for a twist, concoct your own political ideology and build a campaign around it. The possibilities are endless – make it your own!

