

Designing A Game Based On The Indian Political System



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Agenda

- A Quick Recap
- Final Games
- Chuno Chunao
- Ulti Polity



A Quick Recap

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- The gaming principle
- Exploration
- Finding two paths
- Developing the final games



Final Games

- A Quick Recap
- **Final Games**
- Chuno Chunao
- Ulti Polity

- **Chuno Chunao:**
 - A game based on the election system
 - Children play as party heads, trying to win elections
 - A fictional region with 11 constituencies is the battle field
 - Teaching the election system and related terminologies
- **Ulti Polity:**
 - A game based on the five year rule of the government
 - Children play as two teams: Government and Opposition
 - Teaching various concepts related to the ruling of a nation
 - Explaining the balance created by the two sides



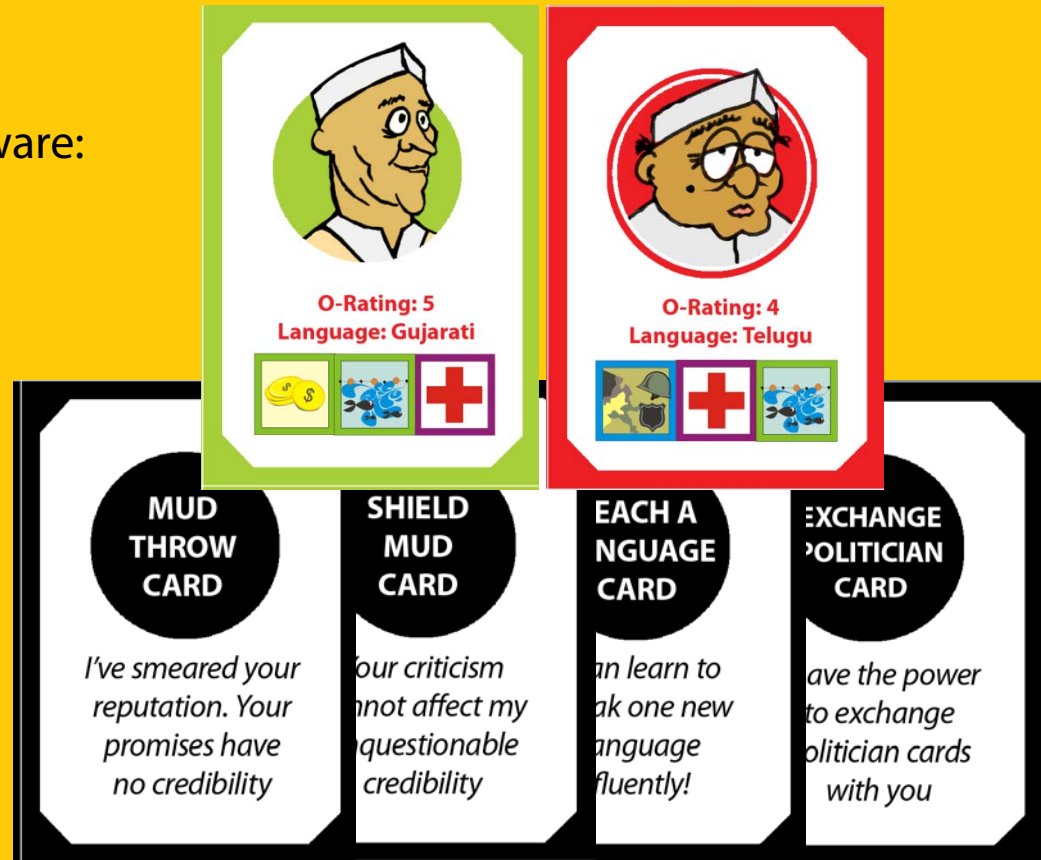
- A Quick Recap
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- Theme: Elections
- Number of players: 2-6
- Duration: Approx 40 mins
- Gameplay:
 - History
 - Survey
 - Appointment
 - Campaigning and voting

CHUNO CHUNAO

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- Hardware:



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- Hardware:



Water Body



Hilly Regions



Desert Area



Border



Literacy



Farmers



Health



Electricity



Transport



Traders



Security



Fishermen

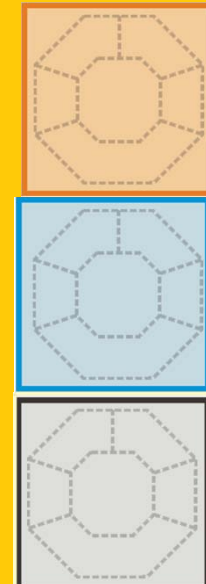
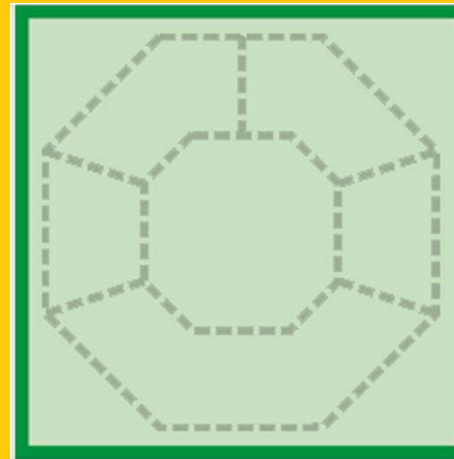
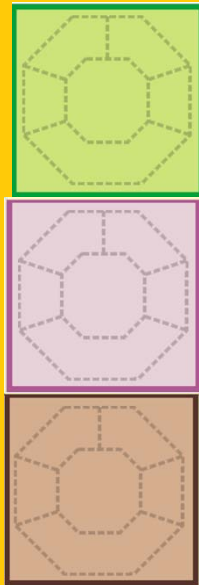


Water Supply

CHUNO CHUNAO

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Literacy



Farmers



Health



Electricity



Transport



Traders



Security



Fishermen

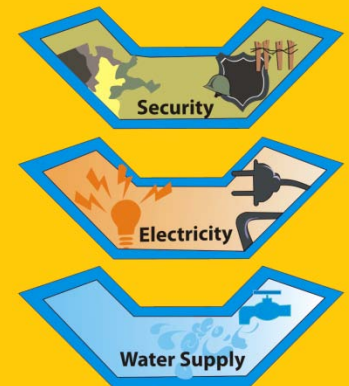
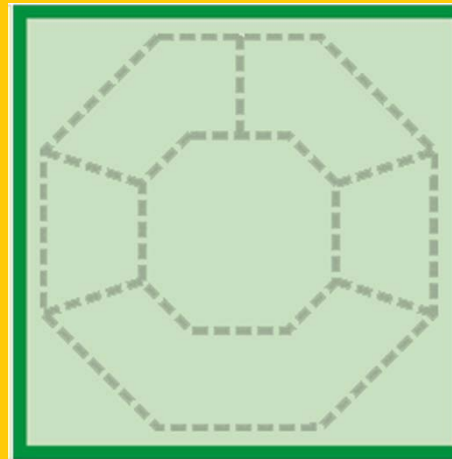


Water Supply

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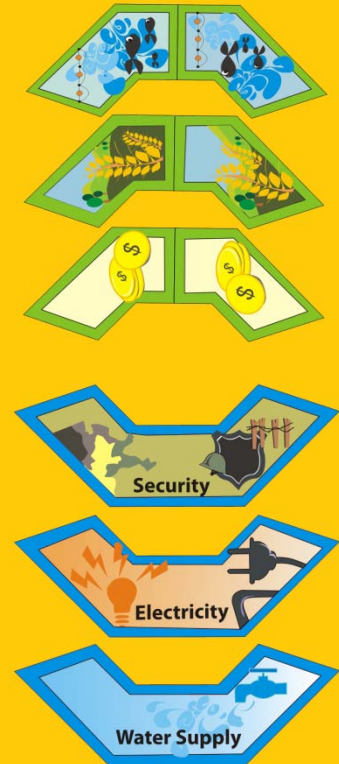
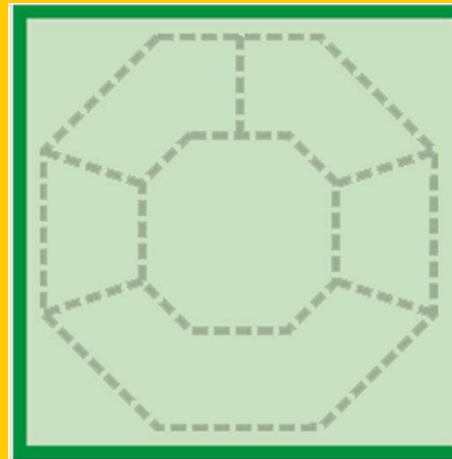
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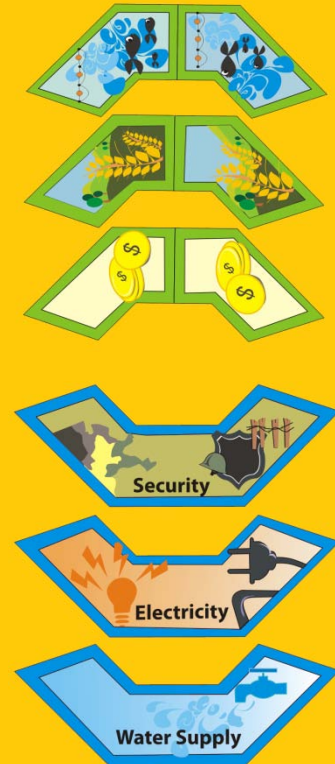
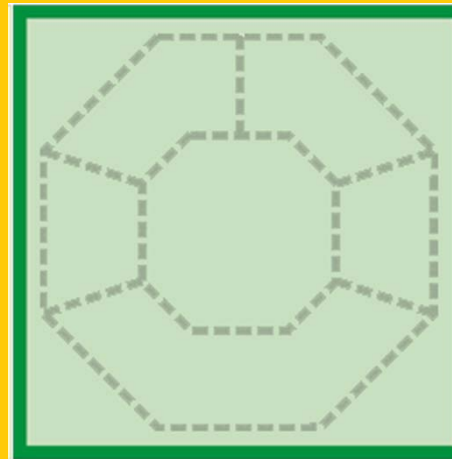
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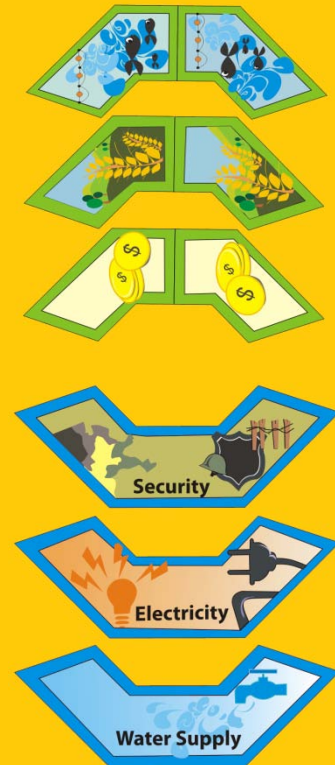
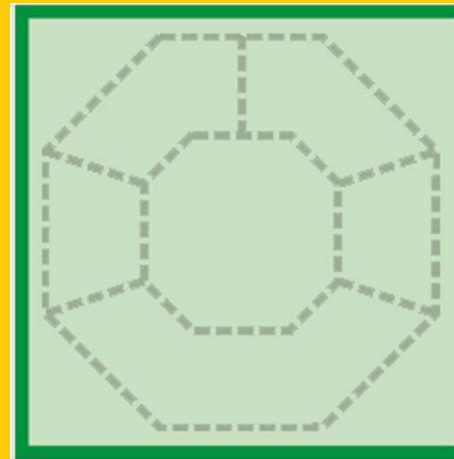
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- History:
 - To make children aware of the fact that the track record, so to say, of a politician always matters in an election
 - Each child rolls dice. Highest roller: Former Govt. Second Highest roller: Former Opposition.
 - Both players now roll the dice. The one to roll higher performed well and hence the other gets discredits which negatively affect their performance in the current election.
 - They players now set out the constituency tiles. They must make sure no constituency tile shares its border with another constituency tile. So is true for the geographical tiles, of course

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- Survey:
 - The process of surveying the constituencies to find out the characteristics and problems of each
 - Helps in strategizing for the election campaign later on
 - Luck based process which also gives one an opportunity to get more politician cards/power cards
 - Players roll the shape dice and the normal dice. They fish out as many shapes from the bag making sure they do that before the timer runs out and that they pick only the shapes on the shape dice
 - If your piece completed the octagon, you pick another card (politician or power)

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- Appointments:
 - The third phase of the game is the strategy part. Players now have all constituencies in front of them with their characteristics all found out
 - They must appoint the most matching politician to each constituency, deciding on the fly whether or not to appoint a politician to the constituency

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- Campaigning and voting:
 - This is the face off. Players may use their powers to hamper the opposite player's politician but in the end, the best one shall win
 - This phase is the last phase of the game

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- Education:
 - Election Process: a view of elections from the politician's side
 - Constituencies
 - Coalition
 - Campaigning
- Playtesting:
 - After playtesting with children, certain changes were included in the game:
 - The shape dice
 - Separate party politician cards
 - New layout for the constituencies
 - The History phase

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- Theme: The five years of ruling
- Number of players: 2 or more
- Duration: Approx 1 hour
- Gameplay:
 - The game is based on the ups and downs that occur during the period of ruling and how the opposition and government in their own methods, keep checks and balances on each other
 - The government team continuously strives to achieve its promises while the opposition tries to find sectors that the government may have ignored and stages agitations in them
 - The teams must face the various events during the five years while trying to gain the public sentiments

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- How to play:
- Background:
 - Decide who is the Government, and who is the opposition
 - Occupy the lok sabha seats
 - Note the five year plan
- Play:
 - Each year is one round of the board. Players play for five years
 - At the commencement, we must find out which three problems are the pressing (urgent) problems of this year
 - These must be solved by investing 5 crore in that sector in this year or by managing to pass a bill (white space)
 - Players then proceed around the board by the roll of a normal dice

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- Screw up cards
 - Every time a player lands in a space, they can place a screw up card on the corresponding space of the opponent. This card contains a sure loss for the opponent
 - Every space will either be a gain or a loss for the player. If it is the government, the gain or loss is in crore beads. If it is the opposition, the loss or gain is in Agitos
- Crore Beads
 - Beads, each worth 1 crore. Govt invests 3 such beads in every turn
- Agitos
 - One agito is a demand of one crore and indicates public unrest. Opposition can put one agito per turn in some sector of its choice

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- People's sentiments meter:
 - This is the ultimate measurement of success for both teams. Every time the opposition declares a valid agitation, it tilts the meter towards itself by one point. Every time the agitation is invalid or government makes a valid accusation on the opposition, it gets the public sentiments
 - At the end of the game, the team whose side the meter is on has won.
- Motion of no confidence:
 - If the opposition's valid agitations are revoked by the government, the minister running that ministry gets bad press. Three such clips and he's sacked.
 - Once a minister has been sacked, the opposition can pass the motion of no confidence when the meter is in its favour. That will end the game immediately and opposition wins.

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- Bills:
 - A bill can be passed by government if it lands on a white space.
 - It flips the pressing problem piece to reveal the bill. Then there is a debate:
 - Each side chooses three debaters from its MPs
 - The debaters are placed face down on the board
 - On each round, one debater on each side is flipped (presenting the argument)
 - The card with a higher O-rating wins
 - The wit dice is used in case the wit star is present

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- Manifesto and five year plan:
 - The five year plan indicates that the government must spend 6 crore in 4 sectors while 3 crores in remaining sectors
 - These sectors are marked on both the teams' stands
 - In case these are not achieved, the government loses 10 points of people's sentiments to the opposition

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- Playtesting:
 - After playtesting, a few changes were incorporated into the game:
 - The setup process which decided the lok sabha seats was shortened
 - The values of screw up cards were revised

Thank You

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