

AmendMe Game Rules

1. Each player randomly selects a **political group** (Ecology, Tradition, Liberty, Solidarity) card and becomes familiar with their values.
2. A **legislative proposal** (directive) will be placed on the table.
3. Randomly deal 5 **amendment** cards to each player. The rest of the amendment cards will stay in the deck.
4. Players can **trade** amendment cards with each other to obtain a hand of amendments that best represent their political group values.
5. Each player starts with an equal number of **political credits** (5 coins per player).
6. The youngest player will choose and play an **amendment** card closest to their political values (how the political groups support an amendment is represented on the cards by small party logo icons) and will likely pass (it is also suitable for some other political groups). [Players can suggest amendments only to the articles that are still open. If the player does not have a suitable card, pick another amendment from the deck. If this doesn't help, skip the turn.](#)
7. The same player must give a **speech** to promote the amendment.
8. Other players **discuss** the amendment's pros and cons. After the discussion, players **vote** on whether to accept it. In the case of a tie, the amendment is rejected.
9. If the amendment is **accepted**, all players earn political credit (the number is specified on the card). The accepted amendment card will stay on the table as part of the legislative proposal.
10. If the amendment is **rejected**, the card is removed from the table. No credit will be earned.
11. The same player then selects and plays a **random event** card. Random events can cause a loss or gain of political credit and generate extra activities for one or all players. Detailed guidelines can be found on cards.
12. The same player selects a new **amendment from the deck**.
13. Now is the turn for the **next** player on the left.
14. The game can be **finished** if all articles of the legislative proposal have exactly 1 amendment. The game ends with a final vote to accept or reject the legislative proposal, including its amendments (collected during the game).
15. **Winning condition**: The player with the highest political credit has the biggest chance of winning the next elections (and thus is the winner of the game).
16. **Losing condition**: If a player runs out of political credit, she is expelled from the EP, and the game ends for her.

Do not use “Create your Amendment” or “Create your Event” cards during the first turn of the game.