



# DEMOCRACY GAME BOX

*Rulebook*



# DECKMOCRACY

Deckmocracy is an analogue card game about events in democracies. What democratic principles, institutions and rights, what threats to democracy and which parts of society make an event? Discover it by playing.



# Demogames

---

The game **Deckmocracy** is an output of the Erasmus+ project **Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work Demogames** (2019-2022).

**Deckmocracy** learning targets in a nutshell:

- ◇ Deckmocracy makes players reflect and think critically about how democracy has developed to reach the situations we are familiar with today.

## About Demogames:

**Demogames** was a project of six partner organizations from five European countries co-financed for the period 2019-2022 by the Erasmus+ Programme of the European Union (2019-2-DE04-KA205-018330). One project output is the Democracy Game Box (D-BOX) with eight analogue and digital educational games with the purpose to foster competences for democratic culture.

**Deckmocracy** is one of these games.

Other project outputs are the **Demogames** facilitator's manual and learning videos, which support the use of games in democracy education in general and the use of the **Demogames** in particular.

Find out more about Demogames:  
[www.demogames.eu](http://www.demogames.eu)



**DEMO  
GAMES**



**DEMOCRACY  
GAME BOX**

**demokrative**  
Initiative für Politische Bildung

**GIGA**  
German Institute for Global and Area Studies  
Lehrstuhl für Globale und Regionale Studien



**dare**  
Democracy and  
Human Rights Education  
in Europe





## Idea and objectives

---

**Deckmocracy** is a point-based trick taking card game for 2 to 6 players to be played individually or in teams. It uses a 60 cards deck divided in 5 suits numbered from 1 to 12, where each card is a concept for democracy and society such as a parliament, civil rights, or European integration, and a set of objective cards, formed by 5 and more concepts from the deck, which are events in democracy such as the fall of the Berlin Wall, the introduction of the Euro or the organisation of a referendum.

Players aim to complete their democracy events (objective cards). To complete an event, players compete for the concepts (deck cards) listed on the event card. Each collected concept card and complete event card provide points. The player or team who gains more points by the end of the game wins.

### Who can play?

Game mechanics are easy to understand and familiar to many. Previous knowledge about the events is not necessary.

### Timing:

Introduction and reading/ explanation of the rules:	<b>5 min.</b>
Gameplay:	<b>20 min.</b>
Debriefing:	<b>35 min.</b>

# Game material

## Playing deck:

- ◇ 60 Concept Cards

On your first game, use only Basic Event Cards, formed by 5 Concept Cards. You will create and add Advanced Event Cards as you play on

## Objectives deck:

- ◇ 24 basic democracy Events cards
- ◇ 6 blank Event cards for your democracy events

## Concept cards

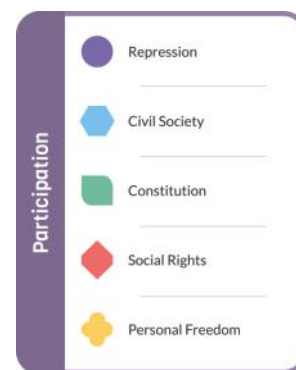
Deckmocracy playing deck is formed by 60 Concept Cards, divided into 5 suits of different color and shape, numbered from 1 to 12, being 1 the lowest and 12 the highest number. This deck of concepts of democracy and society creates a language when connecting different cards that allow the description of the diverse objective events. Cards are divided into five themes for the game play while their use as concepts is more flexible to the situation.



## Democracy event cards

Event Cards include the name of the event and a list of the Concept Cards that you will need to win to gain points. Concept Cards are divided according to suit for easier identification.

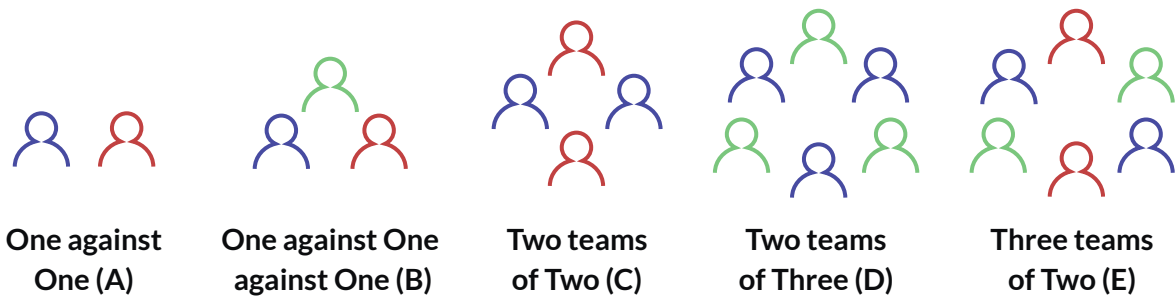
Every event is described through the Concept Cards required to claim its win. Keep your Event Cards at hand not to miss if a card you want is on play.



**Note:** Event Cards don't include numbers to support players saying the words out loud.

# Game setup

Deckmocracy can be played from 2 to 6 players individually or in diverse teams. **Teams sit around the table opposite to their partner, as the images explain:**



## Distribution of Event Cards, secret and open (objectives)

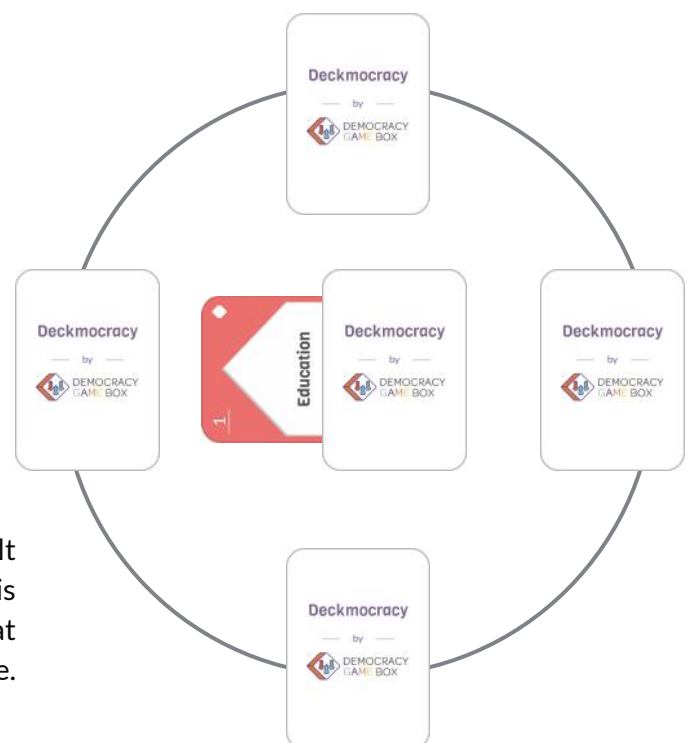
The Events Cards are shuffled, and each player or team is dealt three secret Event Cards. These will be the objectives of each of the players or teams. Two more random open Event Cards will be placed in the middle of the table, visible to all players. These will be common objectives for all teams. The remaining Event Cards and all blank Event Cards are removed from the game.

Teams can receive copies of the same Event Cards so they don't need to move them around, a picture of the Event Cards with the phone can be a good way to check the card and mark the gained concepts.

## Distribution of Concept Cards (deck)

The Concept Cards are shuffled, and each player gets three Concept Cards.

After dealing the Concept Cards to the players, a final card is placed face up in the middle of the table. This card marks the trump suit color. The trump suit is the most valuable suit color for this game, it varies from game to game. The rest of the Concept Cards deck are placed face down covering part of the trump color card. The deck forms the draw pile face down and its last card is the face up trump color one.



**Note:** In this 4-player game, after each player is dealt 3 cards, the trump suit is **Red Diamonds**. That suit is the most powerful during this gameplay and that card is the last one to be taken from the draw pile.

# Game play

---

The game consists of a series of trick taking rounds, in which players compete with each other by playing Concept Cards, until all cards are played and a point counting phase starts in which players sort Concept Cards to Events in order to score victory points.

## Communication rules

This game allows speaking between teammates, but no gestures or direct hints about their hand cards numbers or suits (Concept Cards).

In team play modes, each team member can show the Event Cards to check the objectives to score to any team member when they don't have a way to have a copy of it.

## Trick Taking Rounds

The game is played in clockwise order (unless told otherwise in later games).

The players need to choose a starting player. Each trick round follows the same logic:

- ◇ Players play hand cards, one by one in clockwise order (Concept Cards)
- ◇ Players calculate who wins the trick (see explanation for trick suit and win condition below). The player who won collects all cards played in this round.
- ◇ Starting with the player who won and clockwise, draw 1 card from the draw pile
- ◇ The player who won the last trick is the starting player for the next round

## Starting player

Teams choose in a democratic way who starts the first round of play.

Beginning with the starting player, players place one of their hand cards face up in the center of the table. The played cards should be visible to all players.

## Trick suit

All cards played per round in the center of the table (one by each player) are called a trick. A trick consists of as many cards as players. The first played card determines the trick suit, together with the trump suit, they determine who wins the trick.

**Note:** Players are free to play any card they like from their three hand cards. They do not have to follow the trick suit color as usual in other trick games.

## Win condition

The trick is won by the player who has placed the highest value trump card (determined at the beginning of the game) or if no trump card was played the highest Concept Card of the trick suit (suit color played by the first player).

The winning player takes the Concept Cards played in this trick, checks which match their Event Cards and places them face down before them. The player who won the trick is the starting player to rob a new card and play for the next trick round.

**Note:** Only the Concept Cards won in the last trick can be looked at by team players.

## Draw pile

At the end of each trick round, starting with the player who won the last trick, each player draws a card from the Concept Card deck.

## End of trick round phase

When the draw pile is empty, players play the last three rounds with the three last remaining hand cards. The trick taking rounds end when the last hand card is played.

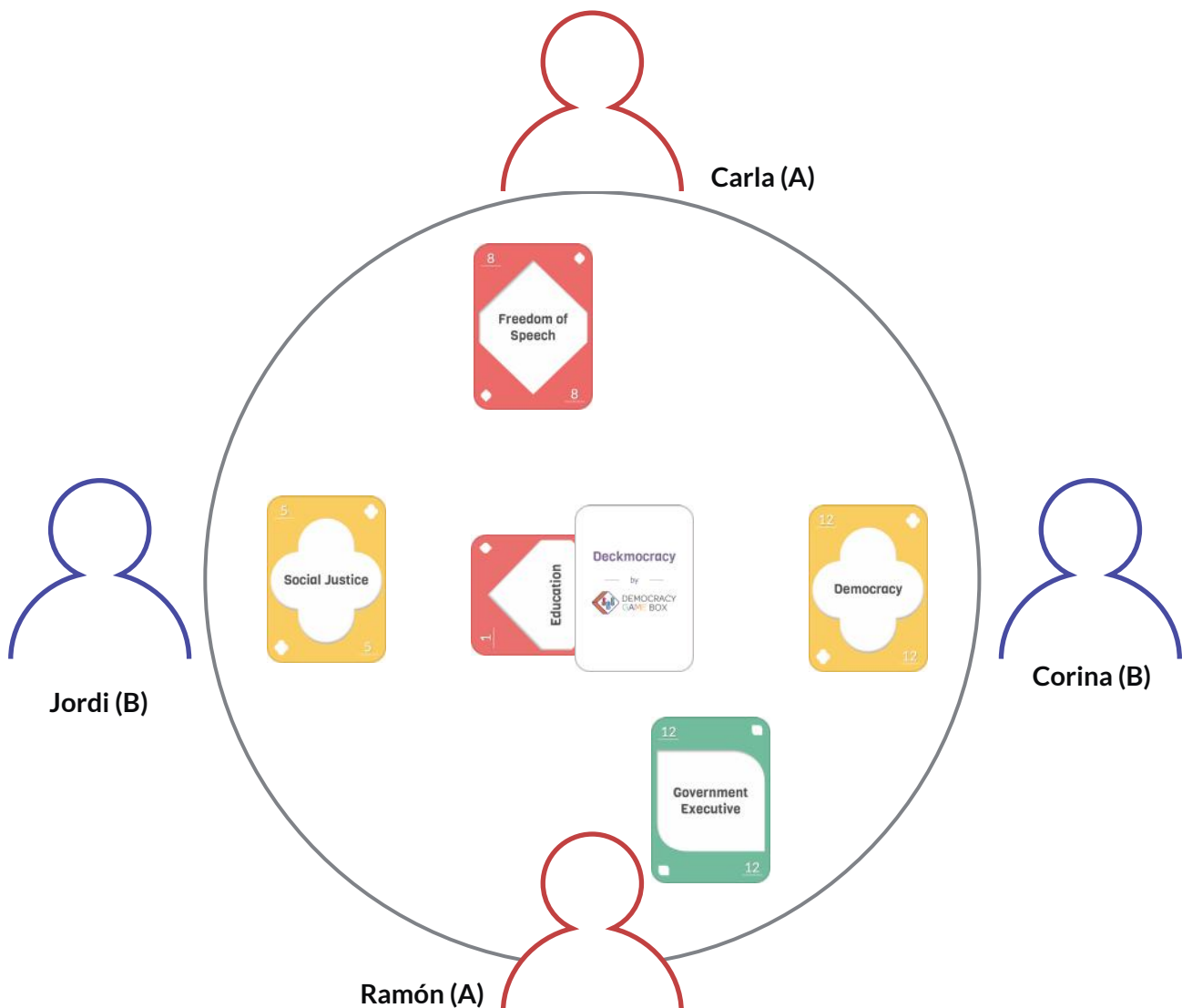
## Trick taking example:

Game set up: In the middle of the table, you can see the draw pile (Concept Cards) and the trump card (Education) – this round the red diamonds suit is the trump suit.

- ◇ Jordi and Corina are Team A, Carla and Ramón are Team B. In the first round the players play the following cards:
- ◇ Jordi is the starting player and plays the card Social Justice, from the yellow suit with the value five.
- ◇ After that Carla plays the card Freedom of Speech, from the red suit with the value eight.

- ◇ Corina, who is next in the turn, plays the card Democracy, from the yellow suit with the value twelve.
- ◇ Finally, Ramón plays the card Government Executive, from the green suit with the value twelve.

Based on this set up, Carla wins the trick, since she played the only trump card (red suit) in this round. If Carla would have played a card of another suit color, Corina would have won the trick, since she played the highest value card (twelve) of the trick suit color.



# Scoring phase and winning condition

Event cards are the objective cards of the game and the only way to score victory points.

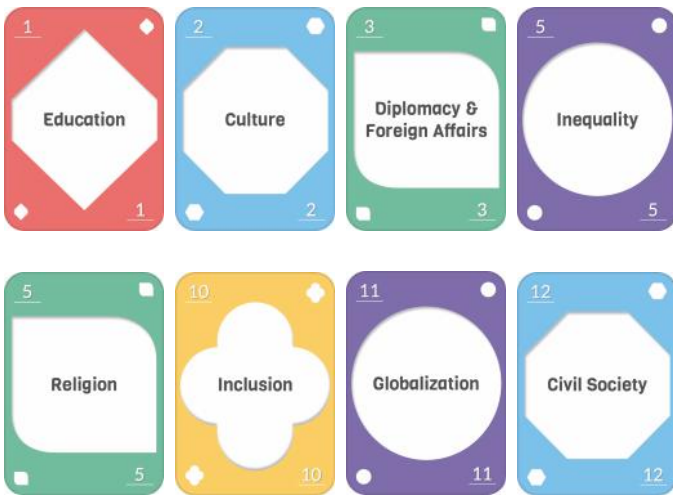
The point counting phase marks the end of the game after all Concepts Cards are played. Each team counts their points matching the won Concept Cards during the trick taking rounds with the requirements on their secret Event Cards and the common open Event Cards:

- ◇ Win 1 point for each Concept Card required on the Event Cards
- ◇ Win 2 points extra for each Event Card completed with all its Concept Cards

**Note:** When using the same Concept Card more than once, players score points for this concept each Event Card. Lucky!

## Scoring example:

Team A won the following concept cards:



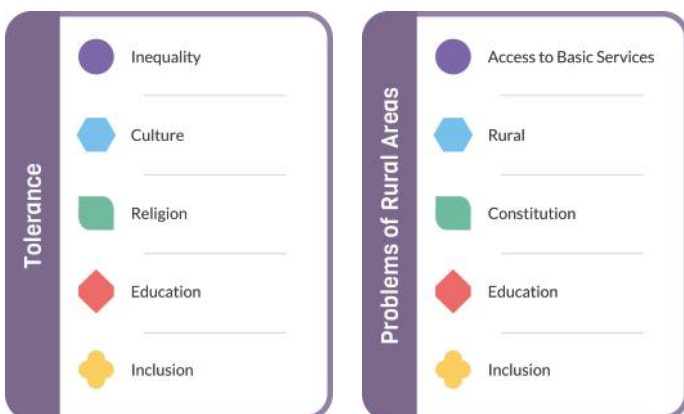
### Tolerance:

- ✓ Inequality (purple suit, value 5)
- ✓ Culture (blue suit, value 2)
- ✓ Religion (green suit, value 5)
- ✓ Education (red suit, value 1)
- ✓ Inclusion (yellow suit, value 10)

5 points for the Concept Cards, one each matching one +2 points since they have all concepts for it.

**Team A scores 7 points for Tolerance Event**

Team A has the following two Basic Event Cards:



### Problems of Rural Areas

- ✗ Access to Basic Services
- ✗ Rural
- ✗ Constitution
- ✓ Education (see red suit, value 1)
- ✓ Inclusion (see yellow suit, value 10)

2 points, one for each Concept Card matched to it.  
**Team A scores 2 points for Rural Areas Event Card.**

**Note:** Team A can score both the Education as well as the Inclusion card twice, since both Event Cards include them.



## End of game

---

Each team adds up the points won from each Event Card. In case of a tie, you can play again to decide. The team with more points, wins the game.

If not, the team with more Concept Cards matching their Event cards can claim victory. When still tied, play again, or count who won the most Concept Cards.



## Creating your own Event Cards

---

Once you have finished a game you can always play a new one. If you want to make a break between games, you can create your own Event Cards.

After counting points, keep the Concept Cards at hand and bring an empty Event Card. Among the players, discuss and propose an event that is relevant for your personal, local, or national context.

It is good to choose 2-3 Events for 4-6 players. Look at the Concept Cards and connect 5 to 9 of them that would describe the Event you have created.

Once you have selected the Concepts for all Events proposed, critically look at them and decide which makes more sense (maybe all of them!) and write the event and concepts on the empty Event Card. During next game-play, you can choose this card as one of the objectives!

**You can try to play only with the cards your team won for a greater challenge.**

You can use Deckmocracy cards to talk about what is going on in the news and what is relevant for you, this way personalizing your game with the new Event Cards you will add after each game play!

# Campaign mode

---

If you will be playing a series of games with the same group, here you have a proposal for an evolution of Event Cards to use in order to create a continuation between games.

**Note:** Keep a way to save your scores from game to game!

**First game,** familiarise yourself with the game rules and the concepts cards In order to focus on learning the game process, play only with 3 open objectives for both teams. Start the game introducing the rules and mechanics. Have a look at the Concept Cards and choose together the 3 open objectives that you will use.

**Second game,** play with secret objectives for more competition between teams. Now that you know the game process goes, you can play again, this time with your first 2 secret objectives for each team and 3 open objectives on the table. Shuffle the Events Deck Rules Version v4 and give the cards face down to each team.

**Provide a copy of the objectives for each member of the pair, take a picture of them or pass them each time you forget!**

**Third game,** create your own event cards  
From now on, unless told otherwise you will always play following the rules with 3 secret Event Cards for each team and 2 open Event Cards on face up on the table.

You will play a normal Deckmocracy game with your basic Event Cards. After this game, organize an Event Card creation process to make together your first Advanced Event Cards. Each team will propose

an Event card title and a set of 5-9 Concept Cards for it. After they are created, the members of the opposite team will confirm, add or take away the concepts they consider until there is an agreement and both new Advanced Event Cards are made.

- ◇ You can choose an event card title based on a historic or current event. You choose!
- ◇ Keep more than 2 empty event cards in case you are inspired to create more!

**Fourth game,** including your own Events:

In this game, you will play with 3 secret Event Cards for each team. The two advanced Event cards from third round will be used as open common objectives. Were the events you created too easy or hard to make? Create new events after this round based on your experience with the previous ones.

**Fifth and forward,** building up the deck:

Continue playing and every odd numbered game building new Basic and Advance Event cards from your Blank Event Cards. Combine basic and advance Event Cards making sure that the secret ones have the same number of concepts.

**Separate the events by number of concepts to be sure every team has the same number of maximum points in their secret objectives. Check before shuffling!**

**Tenth game:** If you reach 10 games with the same team, you can count your points and check who was the final winner. Shuffle teams and start a new process with your favourite made events or starting from zero.

**You completed Deckmocracy! Thanks for playing!**

# Game details and Acknowledgement

---

This game is an output of the Erasmus+ project Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work **Demogames** (2019-2022). It has been designed and developed with contributions from experts and practitioners under the lead of the core team.

**Demogames** visual design concept and support:  
Francis Stieglitz



## Core team Deckmocracy (in alphabetical order):

Carlos Carmona  
Corina Leca  
Ramon Martinez  
Jordi Sabar

## Acknowledgements:

Thank you to everyone who printed and played this game, to those who provided valuable feedback on the concept cards and every player who created an event and helped us see Deckmocracy in practice.

**You are welcome to use, distribute, and further develop our game!**

The game is published under a **CC BY 4.0** license. You can share and adapt the material freely as long as you give appropriate credit as suggested below, provide a link to the license, and indicate if changes were made. In addition, you must distribute the game including your contributions under the same license as the original.

**To give credit, please cite the game as follows:**  
Carmona, Carlos, Corina Leca, Ramon Martinez, Jordi Sabar (2022): Deckmocracy. A game developed by the Erasmus+ project Democracy and Games: Analog and Digital Game-Based- Learning Tools for Youth Work **Demogames** (2019-2-DE04-KA205-018330).

Contact for questions regarding **Deckmocracy**:  
[demogames@da2trucados.org](mailto:demogames@da2trucados.org)



Thanks for playing!