

In this example, the CON player's policy doesn't affect either of the issues in the constituency, so their total score is 0. The LAB player has +3 for environment and 0 for housing, so +3 in total. The LD player has played a non Party-specific policy which has +4 for housing and -1 for environment for +3 in total too.



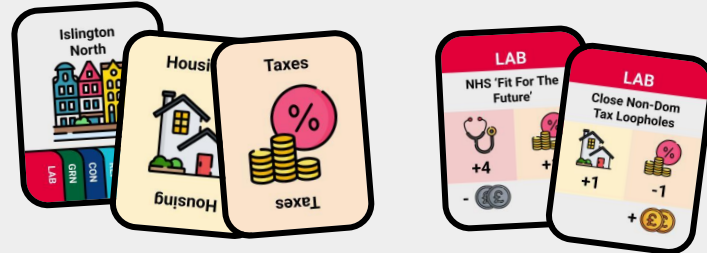
LD and LAB are tied. In Mid & South Pembrokeshire the tie breaks in favour of LAB so LAB wins this week's headlines.

On election day

After the end of the seventh week, all of the issues in the constituencies will have been revealed.

The relentless scrutiny from the Question Time audience means every player's manifesto needs to add up. Every player must now discard whatever policies they need to get their manifesto to balance the books. It must not spend more money than it saves.

Now for each constituency in turn, each player adds up the effect of all of the policies in their manifesto on the two issues in that constituency. The highest score wins that seat in parliament.



In this example of just two policies, the LAB player has a score of 0 for taxes and +1 for housing for a total of +1.

If any party has won a majority of the seats they can form a government and win the game.

If nobody has a majority, the largest Party should form a coalition with the other Parties which have the highest score on the Party's strongest issue until they have a majority. If two Parties are tied for first place, they may both try to form coalitions and the coalition with the fewest Parties wins.

Time for an audience with the King!

Straight Forward

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Designed and made in the UK



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Electioneer UK



The Country Is In Your Hands...

A General Election has just been called, the pundits are out in force and the civil servants are busy not saying anything at all. Pick your Party and do whatever it takes to win the election after just seven weeks of campaigning.

Players 1-2 must be the CON or LAB Parties. For you, only ending with an outright majority is a win, but anything is better than the other side in government!

CON

LAB

LD

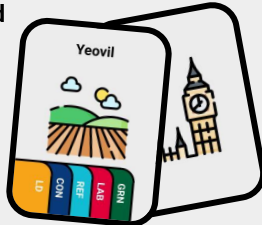
REF

GRN

For players 3-5, choose from these Parties. To win, you need to end up in government. You can do this either with a majority or as part of a coalition you form with other players.

The election is fought in seven constituencies. Each week you will all be focussing your campaign on one constituency in turn and adding a policy to your manifesto.

Shuffle the constituency cards and deal seven of them face up onto the table in a line.



If there is ever a tie, every constituency prefers different Parties. For example, GRN would lose a tie to LAB in Islington North, but win a tie against CON, REF, or LD.

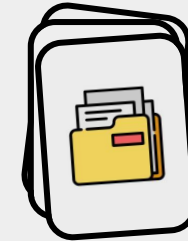
As the party of government, the LAB player defines the political landscape. The LAB player should look through the issues and put two of their choice face down for each constituency to their own advantage.

Leave the spare issues face down to the side. As the campaign progresses there will be opportunities to change voters' minds and swap out issues in constituencies.



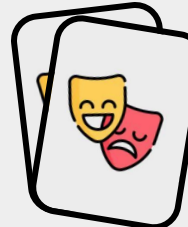
Give each player their three starting policies which are unique to their Party.

All of the non Party-specific policies go in a deck face down on the table.

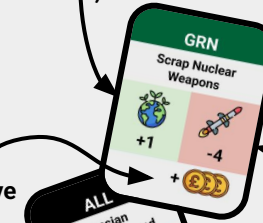


Policies gain votes on some issues,

Some save money,

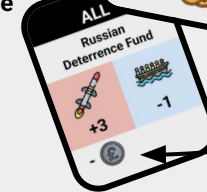


These are theatrics. Deal them out evenly, face down, and put any extra back in the box. Players can use them at any time to get the upper hand.



And lose votes on others,

And others cost money.



Each week

- 1 - Working through the constituencies in turn. Reveal both of the issues in this week's constituency.
- 2 - Every player draws two cards from the policy deck into their hand.
- 3 - Every player discards one policy of their choice back to the bottom of the policy deck.
- 4 - Every player chooses one policy to add to their manifesto and reveals them at the same time.
- 5 - The player whose new policy has the highest total score on the issues in that constituency wins this week of the campaign.
- 6 - The winner of the week has won the headlines this week and changed voters' minds. They may choose one issue in any of the constituencies that have been revealed so far and then swap it out for one of their choice from the deck of issues.

That's one week of the campaign down! On to the next constituency.