

RACKET FAERIS

The Democratic-Fantasy Game

RULES

- 2 - 6 players
- Age 10 and up
- av. 45 mn per game

The Story . . .



Faeris the beautiful, Faeris the colorful. This City is truly the jewel of the 7 Lands. Today's a great day for this lively community. As every 77 moons, its citizens are about to elect the representatives of its 12



Districts at the Town Council. This time again the main Political

Parties are competing: The Collectivist Dwarves, The Anarchist Trolls, The Geronto-Autocrat Witches, The Monarchist Elves and the Ecologist Sprites.

The election time is always rich in events. Groups of militants walk to every corner of the town, shouting to promote their candidates. It's a festive atmosphere, barbecues, swimming, concerts, even the police joins in the collective jubilation. Faeris is a perfect example of true Democracy, ... at least on the face of it.

The truth is that mafia clans are plotting in the dark to rig the outcome of the ballots. Like everywhere in the world of the Seven Lands, Politics and Mafia work closely together. A mafia group will be able to traffic in peace within a district ruled by a political party allied. In return a political party gets the support of its crooked allies during the elections.

Abstract Of A Game



This game represents the day of the elections in Faeris. You lead a Mafia group and do all your best to favor your political parties allied. At the beginning of the game, each one receives a goal telling which Parties are allied and which one are hostile. Your strategy is quite simple: manage that the most part of the District Representatives belong to the Political Parties who are favorable to you.



The most discreet mean to rig the ballots is to influence the movements of the militants. Indeed, if the supporters of a given party cannot reach a district, they won't be able to promote their candidate and this one will never be elected ! It's a simple equation that your henchmen, corrupted police officers or local star will help you to solve ... the ultimate weapon being the murder of a candidate, but must be used sparingly to keep the Business undercover.

Each round you get a limited amount of cards that allow you to move the militants and change the result of each ballot. You must negotiate with the other players so that their interest might also help yours. The game ends when every district has a representative elected.

