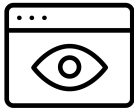# CONSORTIUM

**Briefing Consortium Representatives**

## Aim of Meetings

Influence the future of the internet by shifting the balance between 5 different values. Values change by decision, represented by cards. Turns consist of i) players proposing decisions ii) voting on those decisions and iii) adjusting the value.

## Values

| Privacy | Concentration | Trust | Control | Benefit |
|---|---|---|---|---|
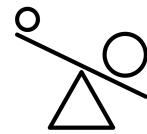
## Factions

| Civil Society | Big Tech | Start ups | Government | Researchers |
|---|---|---|---|---|

## Procedures - Starting

Place the 5 value markers on the number 10.

Look at the 3 objective cards and discard one. The other two will be your objectives for the game. Ideally don't pick the same value twice and keep your goals secret. You may never show any player your goal cards. Every players receives 3 cards. At the beginning of each turn you draw a new card.

## Proposals - Cards

The cards have a name, description and symbol. The main element are the 5 values and the effect this card, when enacted, has on them.

The example here would increase privacy by 2, lower market concentration by 1, increase trust by 1, not affect government control and reduce public benefit by 1. These effects all occur together.

## Making Proposals - Playing Cards

Every player proposes one card per round, in *clockwise* direction. In the first round the Big Tech representative plays first, in the next round the player to their left.

## Voting

All players have two vote tokens. After the last player has played their chosen card, they are the first to vote, giving 2 votes to any cards they want *or the same card*. The vote then proceeds *counterclockwise*. The two winning cards are enacted, all other cards are removed unless their owners pay 1 Influence (see below) to keep them. Adjust the values on the score tracker using the 5 value markers.

If the vote produces one or more ties, the ties are individually resolved by another vote in which every player has 1 vote. The order reverts to clockwise. If there is still a tie, this is repeated, with the order flipping again. If this still fails, the voting session fails, all cards are removed from the game and a new round starts.

## The "Influence" Resource

All players also receive 3 influence tokens at the start and 1 at the end of every turn. These can be used to a) get back a card that wasn't enacted for 1 token b) at the end of turn, exchange cards from your hand for 1 token each c) draw additional new cards for 2 tokens each. You can also use the tokens to trade with each other and, say, pay someone to vote for a decision you want.

## Events

From the second round onwards, an event card is revealed at the start of every turn. This affects the effects decision cards have. For example, a card with "+2 on government control" will mean that every card that raises government control will change it by +2. This only happens for cards that affect that value in the first place.

## The End

The game ends when the card stack is used up. As soon as the last card is taken from it, this begins the last round. All players reveal their goals and if they have met them.