TAOISEACH!

TO PLAY THE BOARDGAME YOU WILL NEED:

The board   A dice   A pen   A notepad

COUNTERS (can be coins, lego figures,whatever)

THE OBJECTIVE: To be elected Taoiseach and then be re-elected.

All players start at the campaign start with 5,000 votes. They proceed along the election trail, adding or losing votes according to which square they land on as the die decides. The vote total is kept in the note pad.

When each player reaches or bypasses the count square,they stop on it and wait for the other players to reach it. The count then begins.

THE COUNT: TO ELECT DAIL EIREANN (30 TDS)

- Each player must announce which constituency they are personally contesting.If the player does not win a seat their party can still win the office of Taoiseach but they have not won the game.

- One counter moves through each constituency,one by one, as the election is fought in that constituency. Each constituency square tells how many seats are to be contested in this constituency.

- Before all the counts start, each party announces any transfer pacts.These will apply through all the counts.

- Each party announces how many votes they are allocating to that constituency and how many candidates they are running. Each party must run at least one. Once votes allocated to each candidate, parties may add more, but they may not remove votes. When all parties have allocated their votes, the count begins.

- The candidate with the lowest vote is eliminated, with those votes transferred to the candidate declared under the pact. All votes transfer together to one candidate. It is assumed that votes will transfer to party colleagues first. This continues until all the number of candidates remaining is equal to the number of seats.

  Note: Yes, I know this is not how STV fully works. If you and your fellow players wish to use quotas, knock yourself out!

- This process is repeated constituency by constituency until all seats are filled.

- You can record the seats on the board. You can decide on party names yourself.

- When the new Dail is elected, it must elect a Taoiseach.

- Each party may or may not nominate a candidate, who is voted on. The candidate who wins a majority of the votes cast is elected Taoiseach.

- On election, the Taoiseach is allocated 10,000 votes. He/she appoints a Tanaiste, Minister for Finance, and Minister for Foreign Affairs. They get 5000, 3000 and 2000 votes each. They can be nominal members of his/her own party.

- Each turn, any player may propose a motion of no-confidence. If it is passed, the government falls and a fresh general election is held.

- A player may also propose a bill to change the voting system to first past the post. If this passes, it means that at the next general election (or byelection), the party with the most votes wins all the seats in a constituency. There are no transfers.

- Each player throws the die and moves along the parliamentary track, obeying the squares they land on. This continues until all players reach the next election square.

- The Taoiseach may call an early election at any time.

- A new general election is held. If the sitting Taoiseach is re-elected by the new Dail, that player is the winner of the game.