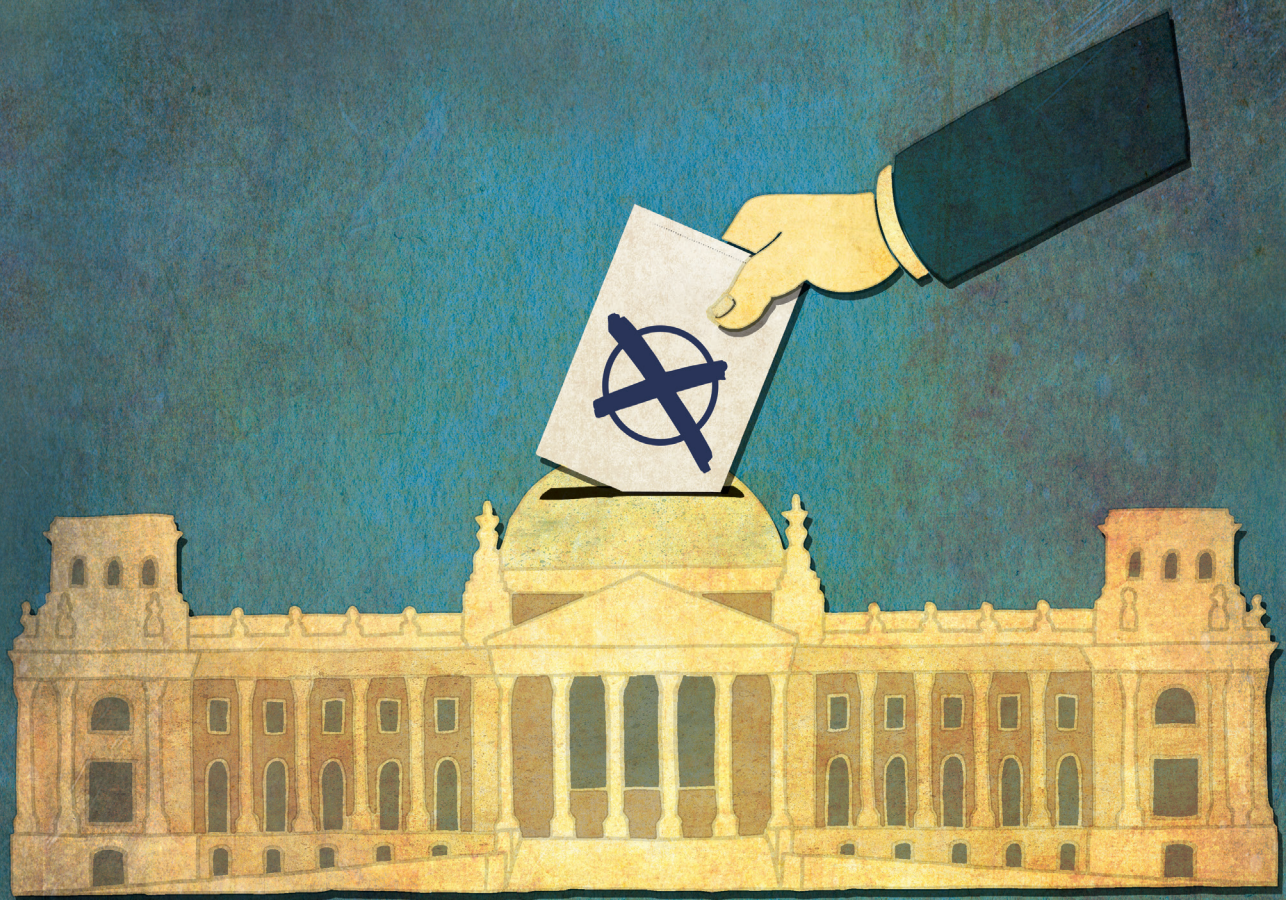


# DIE MACHER

KARL-HEINZ SCHMIEL



RULE BOOK



# DIE MACHER

A game by Karl-Heinz Schmiel  
for 3 to 5 players

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## 01 INTRODUCTION

In *Die Macher* the players fight for political power in Germany. As party rulers they organize the election campaigns of one of five German parties (CDU/CSU, FDP, Bündnis 90/Die Grünen, SPD, Die Linke) in several federal state elections.

To win elections a player has to adjust their party program according to popular opinions, organize party rallies, influence the media, and use the politicians of their shadow cabinet successfully.

Each election campaign is expensive, therefore the parties need money. For that reason, donations come in handy from time to time.

*Die Macher* is a varied and exciting game that advances 3 to 5 players through four German federal state elections. For players who want to dive even deeper into the election campaigns, there is an expanded game which covers seven elections included as well.

*Die Macher* was released for the first time in 1986 and quickly gained a legendary reputation. It is the third published game by Karl-Heinz Schmiel.

This new edition has been extensively updated by the designer.

## 02 COMPONENTS

Each copy of *Die Macher* contains:

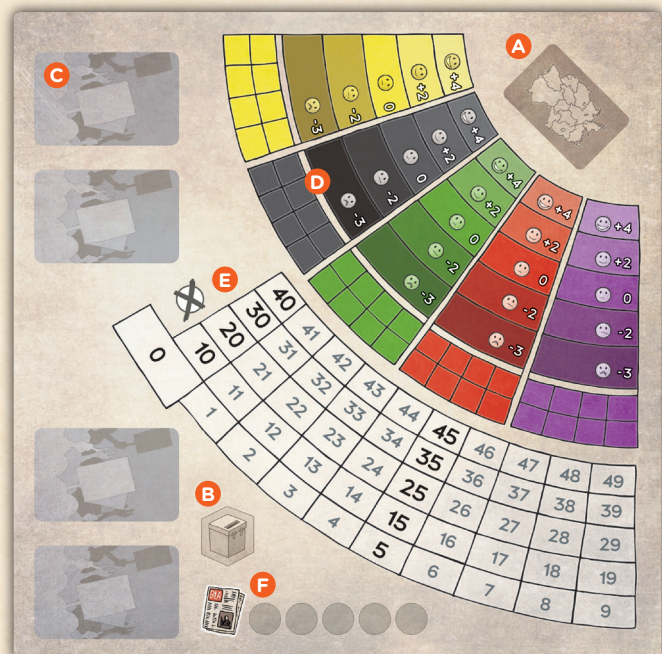
- 4 Federal state boards
- 1 Media/Party base board
- 1 Party program board
- 1 Popular opinion board
- 1 Poll board
- 1 Marker board
- 56 Party program cards (four cards each of  $\oplus$  and of  $\ominus$  for seven topics)
- 42 Popular opinion cards (three cards each of  $\oplus$  and of  $\ominus$  for seven topics)

- 40 Shadow cabinet politician cards (eight cards each for five parties)
- 15 Donation cards (three cards each for five parties)
- 10 Poll cards
- 16 Federal state cards
- 5 Party markers (one each for five parties)
- 4 Double markers
- 2 Ballot box markers
- 45 Tracking markers (flat wooden square markers, nine each for five parties; five of these each marked with the number "50")
- 25 Media markers (octagonal wooden pieces, five each for five parties)
- 100 Party rally cubes (small wooden cubes, 20 each for five parties)
- Playing money (150 bills, 50x "1,000 €", 30x "2,000 €", 30x "5,000 €", 25x "10,000 €", 15x "20,000 €")
- 1 Scoring pad
- 10 Player aids (five each in English and German)
- 2 Rule books (one each in English and German)

## The Federal State Boards and the Federal State Cards

Each federal state board has a spot to place a federal state card **A**, a ballot box marker **B** and four popular opinion cards **C**.

Each party has its own section to denote its trend (the trend scale) and a number of party rally spots to place the party rallies they organize there **D**. The players mark the votes of their parties on the votes track **E**. They place media markers on media spots **F** to gain influence on the popular opinions.





Backside

The 16 federal state cards determine which federal states hold elections in the game **C**. (Note that "election" is used as synonym to "federal state election" throughout

these rules.) The 8 "smaller" federal states have a **\* H** in their upper right corner. Moreover, all cards show the maximum number of victory points a player may get at the end of an election **I** and list all victory points according to the number of gathered votes **J**.

## The Media/Party Base Board

At the lower part of this board the players mark the size of their party base (from now on this is the *party base scale*) **A**. After successful election results the players may put a media marker on the *media presence spots* **B**. The three leftmost spots (with black numbers) are only used in a game of seven elections. The four spots on the right (with white numbers) are used in both the short game (four elections) and the long game (seven elections).



## The Party Program Board and the Party Program Cards

The party program cards (from now on just called *party programs*) depict the seven most important political topics (education, digitization, genetic engineering, national security, welfare state, environment, traffic) **A**, each with an approving **+** and a disapproving **-** attitude **B** towards the topic.

The party program board holds the draw and discard stacks of the party programs **C** plus - depending on the number of players - a display of face-up party programs **D**. The spaces with **⊕⊕⊕+** is used for three to five players, the spaces with **⊕⊕⊕⊕+** are used for four and five players, and the space with **⊕⊕⊕⊕⊕** only for five players.



## The Popular Opinions Board and the Popular Opinion Cards

The popular opinion cards (from now on just called *popular opinions*) each show one of the seven topics **A** and an approving **+** or a refusing **-** attitude **B** towards the topic.

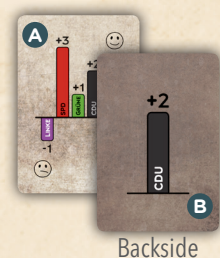


The popular opinions board holds the draw and discard stacks of the popular opinions **C**, plus a display of one face-up card each with an approving **+** and a disapproving **-** card for each of the seven topics **D**.

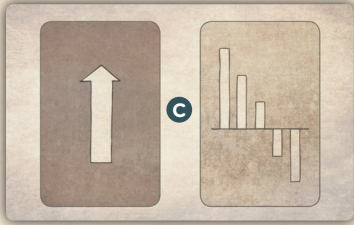


## The Poll Board and the Poll Cards

The front side of a poll card shows the trend changes for the five parties **A**. The back side depicts the party whose trend is going to be raised by two spaces on the trend scale **B**.



The poll board holds the draw and discard stacks of the poll cards **C**.



## The Marker Board, the Double Markers, the Party Markers, and the Ballot Box Markers

The marker board **A** holds the double markers **B** that are used to mark key popular opinions and the stack of party markers **C** that are used to show the start player of a round (the start player spot).

The ballot box markers **D** mark the federal state that holds an election in the current round.



## The Shadow Cabinet Politician Cards and the Donation Cards



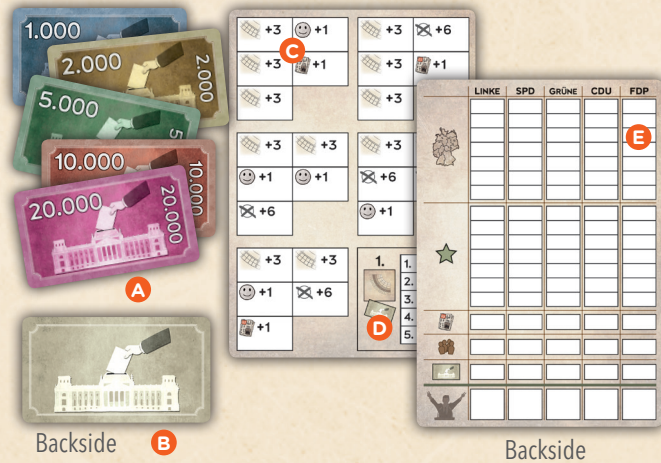
During the game, each player may use politicians from their "shadow cabinet" **A** to influence election outcomes. In a four election game, each player has access to five politicians with the ⌚ icon **B**. If players play a seven election game, they have all eight politicians at their disposal.

Each player may take up to three donations **C** to boost their party finances.

## The Playing Money and the Scoring Pad

Players pay with the Euro **A** in the game. During the game the players may keep their money secret from the other players (the backside of the bills is "neutral") **B**.

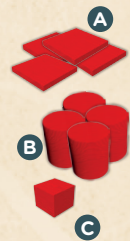
The players note their chosen start deployment on the front side of the scoring sheet **C**. In addition, the players write down their offer to become start player at the beginning of each round there **D**. The victory points of all parties are noted on the backside of the scoring sheet **E**.



## The Wooden Components

Each player takes the following wooden components in one of the five party colors:

- Nine tracking markers **A**. Two of them are used to mark the trend of a party on the trend scale and the number of votes on the votes track of each of the four federal state boards. The last one is used to mark the size of the party base on the party base scale. Five of the markers show a "50" (so that players are able to mark 50+ values of votes or party base size).
- The media markers **B** are used to mark the players' influence on the media in the federal states.
- The party rally cubes **C** that mark the party rallies of the players on the federal state boards.



## The Player Aids

Each player receives a player aid card. It lists the sequence of play of a game round and how to execute a federal state election. *Die Macher* contains player aids in English and German.



## 03 BACKGROUND

In *Die Macher* the players try to successfully guide their party through four federal state elections. The trend of their party has to be positive and they have to bring their party program in line with the often conflicting popular opinions to be successful.

If the players have enough party rallies at the end of a game turn in a federal state, they may transform them into votes. When a federal state election is conducted, the players get victory points based on the number of votes for their party. The number of victory points possible varies according to the size of the federal state.

In addition to victory points from elections the players score points at the end of the game for media presence, their party base size and leftover money.

The following chapters will explain all this.

# EXAMPLE FOR 4 PLAYERS



## 04 SETUP

**A** The players sort the components and, if not playing a seven election game return these items back into the game box:

- 1 ballot box marker **1**;
- per player the three shadow cabinet politician cards *without* icon **2**;
- per player 1 media marker **3**.



These components are only needed in a game of seven elections.

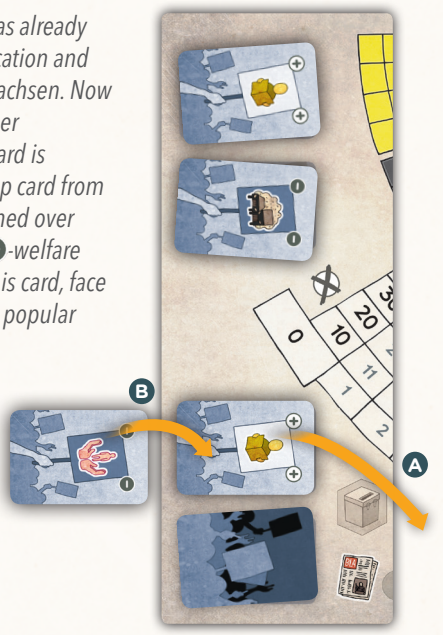
- B** The players put together the four federal state boards to form one game board. In addition, they place the five other boards and the money (sorted by denomination) next to the game board.
- C** One player sorts the federal state cards into "large" and "small" (marked with a \* states and shuffles both stacks separately. Afterwards, they draw two cards from each stack, shuffles them again and places them, one each, on the respective spots on the four federal state boards. Then the ballot box marker is put on the state board of the smallest of the four states (the one with the lowest number of victory points in bold in the top center of the card). This is the state that holds an election at the end of the first round.
- D** One player places one popular opinion each  $\oplus$  and  $\ominus$  for each of the seven topics onto the popular opinions board. Then they shuffle the remaining cards and place the card stack, face down, on the designated spot.

The player draws four popular opinions per federal state and places them, face down, on the designated spots of the four federal state boards. Afterwards they turn over these cards:

- in the smallest state (the one with the ballot box marker) all four cards;
- in the second state in clockwise order three cards;
- in the third state two cards;
- in the fourth state one card.

While turning over popular opinion cards the player has to check that no turned over cards in that federal state have the same topic (neither approving  $\oplus$  nor disapproving  $\ominus$ ). If a card with an already present topic is turned over, it must immediately be placed on the discard stack and a new card is taken and turned over from the draw stack.

**Example:** Marion has already turned over  $\oplus$ -education and  $\ominus$ -traffic in Niedersachsen. Now she turns over another  $\oplus$ -education. This card is discarded and the top card from the draw stack is turned over instead **A**. This is  $\ominus$ -welfare state. Marion puts this card, face up, next to the other popular opinions **B**.



- E** One player shuffles the 10 poll cards and lets another player cut the deck. Then they place the stack, face down, onto the poll board.
- F** One player shuffles all party program cards and places this stack, face down, onto the party program board. Then, according to the number of players, they turn over a number of cards and place them face up on the designated spots of the board as a display.
- G** Each player chooses a party and takes the following components in the party color:
  - they place the five shadow cabinet politician cards  $\odot$  and the three donation cards face down in front of them;

- they put one each of the five tracking markers, number "50" face down, at the "0" space of the votes track on each of the four state boards  $\otimes$ . The fifth marker is placed, number "50" face down, at 10 points of the party base scale (on the media/party base board);
- they place one each of their other four tracking markers at the "0" trend space on the trend scale of their party on each federal state board;
- they put the four media markers and the 20 party rally cubes in front of themselves as their personal supply.
- Moreover, each player takes 30,000 € from the bank.
- H** Each player draws seven cards from the party program draw stack and takes them in their hands. Simultaneously, the players now select one of these cards and place them face down in front of them. The other cards are given to the neighbor on the left side. This is repeated three times till each player has four face down cards in front of them and handed over the other three cards.

Now each player takes their seven cards and selects five cards from them. They are placed face down on the table and form the party program. When all players have selected their cards, they turn over their party programs.

Each player has to choose *five different* topics! Therefore it is impossible to select a topic twice or to use opposite attitudes for a given topic.

**Exception:** If a player does not have enough different cards after the party program draft, they place as many different topics as possible face down on the table. Only now they show double cards or opposite attitudes and discard them. Then, they draw new cards from the draw stack. From these they select the missing cards.

Now each player keeps one card in hand, the other is discarded to the discard stack of party programs.

**Example:** Marion is only able to place four topics as party programs **A** because she has  $\oplus$ -education and  $\ominus$ -welfare state twice and genetic engineering with opposite attitudes. She discards these three cards **B** and draws three new ones from the draw stack. From these cards she selects  $\oplus$ -traffic as fifth party program, discards  $\ominus$ -genetic engineering and keeps  $\ominus$ -education in hand **C**.







- 1 One player places the four double markers at their designated spots on the marker board.

Afterwards, they shuffle the party markers and place the stack, face up, on the start player spot of the board. The top marker is the preliminary start player.

- 2 Each player takes a sheet of the scoring pad (you will need a pen, none are provided).

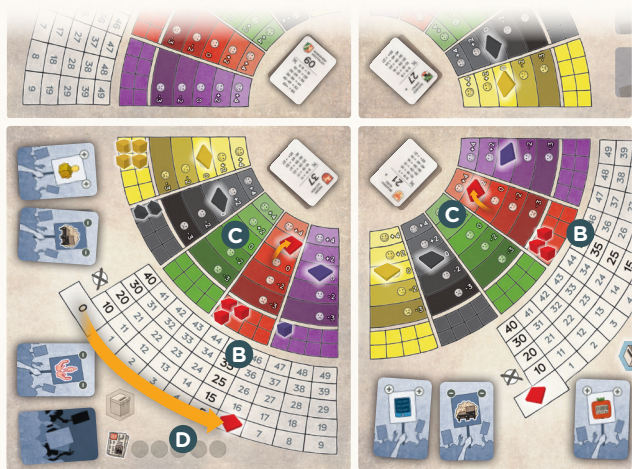
Now they choose one of the five blocks on the front side of their sheet as personal start position. Each player writes the name, abbreviated, of one of the four federal states for which they intend to adjust the start conditions, in each of the five spots of a block. If a symbol is in the block several times, the player has to record different states each time!

After all players have done this, they adjust the chosen start conditions for the four federal states in the following way:

-  **+3** The player places three party rally cubes from their personal supply on their party rally spots of the federal state.
-  **+1** The player raises their tracking marker on their trend scale of the federal state by one space.
-  **+1** The player places a media marker on one of the media spots of the federal state.
-  **+6** The player raises their tracking marker by 6 votes on the votes track of the federal state.

**Example:** Marion would like to begin strongly in the first two federal states (Brandenburg and Niedersachsen) and selects the third block as start position **A**. She writes in the two spots for party rallies and for the trend NDS (for Niedersachsen) and BB (for Brandenburg) twice and NDS again for 6 votes.

When all players have made their selections, they turn over their sheet and adjust their start conditions. Marion places three party rallies each at the spots **B**, raises the trend of her party by one space each to "+2" **C** and raises the number of votes in Niedersachsen to six **D**.



Now *Die Macher* may begin!

## 05 SEQUENCE OF PLAY AND GAME PLAY

A game of *Die Macher* is played over four game rounds. At the end of each round one of the federal states holds an election.

In each of these game rounds the players will run through three segments, consisting of a total of nine phases. The sequence is always:

### PREPARATIONS:

- 1 Determine the Start Player
- 2 Changes to the Party Programs

### DEPLOYMENT:

- 3 Secure Media Influence
- 4 Organize Party Rallies
- 5 Send Shadow Cabinet

### CHANGES:

- 6 Actions of the Shadow Cabinet
- 7 Media Influence
- 8 Auctioning off of Polls
- 9 Evaluation of Votes & Federal State Election

Phase **9** *Evaluation of Votes & Federal State Election* lasts longest. Here the players implement the following steps together:

- a Relocate Votes
- b Determine Effects of the Federal State Election
- c Pay Money (not in the 4<sup>th</sup> game round)
- d Prepare for the next Game Round (not in the 4<sup>th</sup> game round)

During the game and final scoring the players get victory points for different achievements:

- for votes gained in the four federal state elections;
- for winning a federal state election;
- for media markers on the media presence spots of the media/party base board;
- for the size of their party base;
- for leftover money.

After four federal state elections the player with the most victory points is termed the best party leader and wins *Die Macher*.

## 06 THE GAME ROUND IN DETAIL

### PREPARATIONS

#### 1 DETERMINE THE START PLAYER

The players bid with money to become start player.

All players note their bid of money secretly and simultaneously on the front side of their scoring sheet; In the first round they write it in the first box from the top (in the lower right corner of the scoring sheet), etc.

Players may also bid zero Euro, but they may never bid more money than they own. In case that a player nevertheless bids more money than they are able to pay, refer to page 11, Phase **8** *Auctioning off Polls* to learn about the consequences for that player as the same rules apply in this instance.

**Note:** Das The fifth box is only used in a game of seven elections.

After each player has marked their bid, they reveal it simultaneously. The player with the highest bid pays the amount to the bank and becomes start player. As a reminder they place their party marker on top of the party marker stack on the marker board.

In case of a tie for the highest bidder, the players participating in the tie determine the start player by bidding once again openly. Beginning with the player to the right of the previous start player (or the player closest to the start player), each participating player may raise their bid once or pass. In case all players pass, the player that passes last becomes the start player.

**Example:** Marion and Angie bid 3,000 Euro in the first round and mark their bid on the first box on their score sheet **A**. The other players marked lower amounts, so that Marion and Angie have to determine the start player among themselves. Marion is the preliminary start player and she raises her bid to 4,000 Euro. Angie passes, thus Marion pays her bid to the bank and becomes start player **B**. As a reminder she places her SPD marker on top of the stack on the marker board **C**.



## 2 CHANGES TO THE PARTY PROGRAMS

The players may change their party program in order to get it in line with the popular opinions reigning in the federal states.

Beginning with the start player and continuing in a clockwise direction, each player may carry out the following:

- **either** they take one party program card from the draw stack, then one face-up card from the display to their hand,
  - **or** they discard all the cards from the display to the discard stack, draw new cards from the draw stack and place them face up in the display. Then they take 1-face-up card from those to their hand.
- Afterwards they may swap up to two party programs in front of them with their hand. Then they must discard cards from their hand until they have only 1 card left.

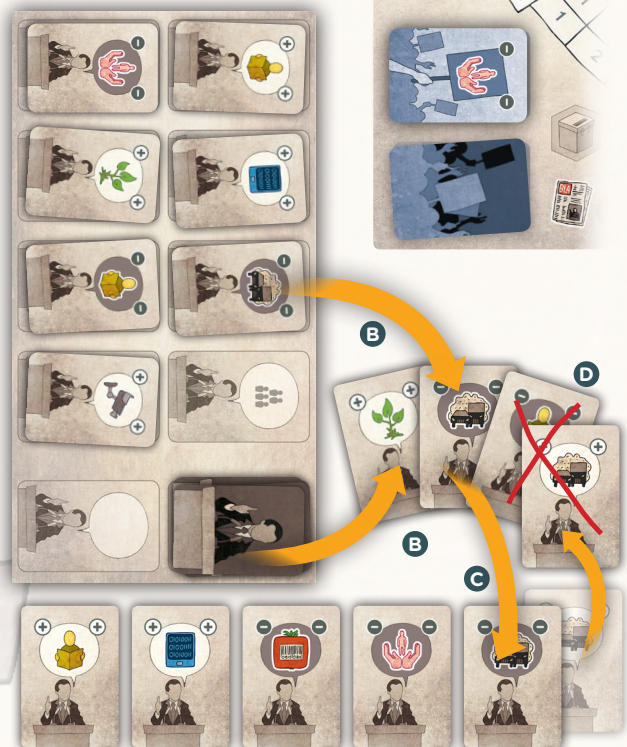
Each time before the next player carries out their changes to their program, each empty spot on the display is refilled with one party program from the top of the draw stack.

As soon as the party program draw stack runs empty, the start player shuffles the discard stack and places it face down as the new draw stack.

After each player has carried out their change of the party program, this phase ends.

**Example:** Marion intends to align her party program better with popular opinions in Niedersachsen **A**. She takes a face-down card from the party program stack and then the open -traffic party program to her hand **B**.

She changes her party program, in removing her +traffic, and instead placing the -traffic card, so that now 3 of her party programs match popular opinions of Niedersachsen **C**. She keeps the +environment party program in hand and discards her other two hand cards to the discard stack of party programs **D**.





## DEPLOYMENT

### 3 SECURE MEDIA INFLUENCE

The players try to steer the local media in the federal states. They need to have the majority of media markers in a federal state in order to influence popular opinion later on.

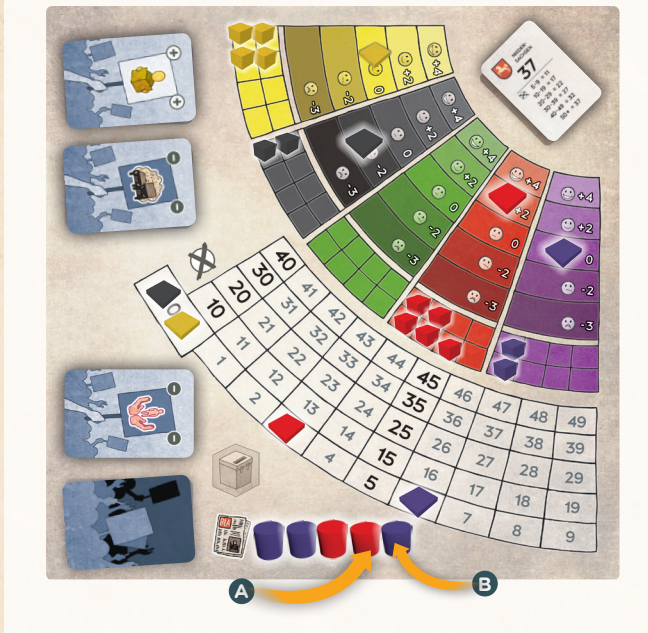
Beginning with the start player and continuing in a clockwise direction, each player is allowed to buy one media marker at a time. To do so the player pays 5,000 Euro to the bank and places one media marker on an empty media spot of one federal state.

Instead of buying a media marker a player may pass. If it is their turn again, because at least one player has bought a media marker, the player may choose again either to buy a media marker or to pass. (Players may buy multiple media markers during a single secure media influence phase but only one at a time!)

On each federal state board there are 5 media spots which may be occupied by any player's media markers. If each spot is occupied by any player's media marker, no player may place a media marker in that federal state for now.

This phase ends, if each player has passed subsequently.

**Example:** Marion buys a media marker for 5,000 Euro and places it on a media spot of the Niedersachsen board **A**. Angie also wants to influence the media in Niedersachsen and also buys a media marker that she places in Niedersachsen **B**. Now each media spot in Niedersachsen is occupied, thus no player may place a media marker there for now.



### 4 ORGANIZE PARTY RALLIES

The players organize party rallies in the federal states to transform them later into votes.

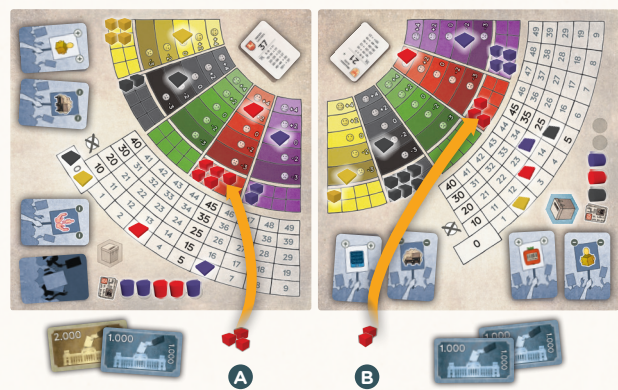
Beginning with the start player and continuing in a clockwise direction, each player may buy party rallies *once*.

The player decides whether they want to buy rallies in one single federal state or multiple ones. They must pay the costs for each federal state separately, depending on the number of newly placed party rallies:

Number of newly placed party rallies in a federal state	Costs	Number of newly placed party rallies in a federal state	Costs
1	1.000 €	5	7.000 €
2	2.000 €	6	10.000 €
3	3.000 €	7	15.000 €
4	5.000 €	8	20.000 €

The player pays the costs to the bank and places the corresponding number of party rally cubes from their personal supply to the party rally spots in their color of the chosen federal state. Each federal state may have a maximum of 8 concurrent party rallies per party. If each spot has been taken, the player must transform party rallies into votes at the end of the round, before they may buy new party rallies in subsequent rounds in that state.

**Example:** Marion buys three party rallies in Niedersachsen **A** and two party rallies in Brandenburg **B**. She pays 5,000 Euro altogether to the bank (3,000 + 2,000) and places the wooden cubes on the corresponding spots of both federal states. Marion now has 8 party rallies in Niedersachsen, so she must transform some of them at the end of the round into votes, in order to buy new party rallies there in the subsequent round.



## 5 SEND SHADOW CABINET

The players send politicians of their shadow cabinet to the federal states to influence the outcome of the election in favor of their party.

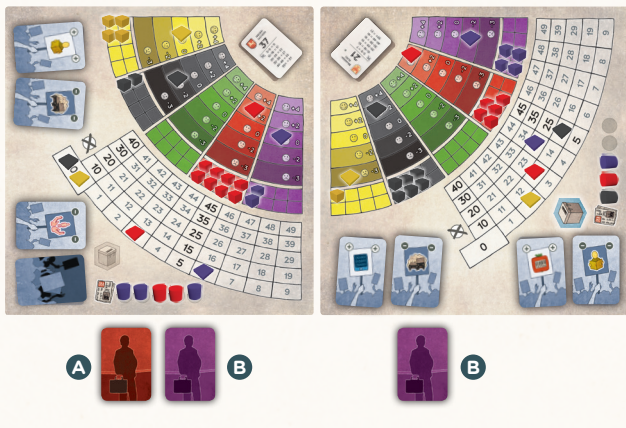
Beginning with the start player and continuing in a clockwise direction, each player may place shadow cabinet politician cards (in short: politicians) next to federal states. Each player chooses up to one politician per federal state and places it face down next to the federal state, in such a way that all placed politicians from all players are aligned in a row.

There are no initial costs for placing politicians. Note, that there are costs for carrying out their respective action in the next phase.

Each player has five politicians they may use over the course of a game. Each of them is single use. After the action of a politician has been carried out in the next phase, it is removed from the game and returned to the game box.

**Example:** Marion chooses to place a politician next to Niedersachsen

**A** She elects to retain her other politicians for now. Angie then places one politician of her shadow cabinet next to Brandenburg and one next to Niedersachsen **B**.



## CHANGES

### 6 ACTIONS OF THE SHADOW CABINET

The players carry out the actions of their shadow cabinet politicians to influence the elections in the federal state they are placed next to.

Beginning with the federal state that holds an election at the end of this round and continuing in a clockwise direction, players carry out the following:

- First the players reveal all politicians placed next to this federal state. Then each player must pay the costs of their politician to the bank. If a player is not able to pay the cost of a politician or chooses not to pay it, that politician is immediately removed from the game and returned to the box without carrying out its action.
- Then players carry out any actions of their politicians in the order that they have been placed. A player may carry out the main action shown in the top part of their politician and any one of the secondary actions listed below.

**Exception:** Some actions are marked with an **!**. Each of these marked actions only may be carried out once among all players in a given federal state. As soon as any one player has carried out this action in a given federal state, no player may carry out the same action in that same federal state. This means that it is possible that a player may not use the main action of their politician or that they are forced to carry out another secondary action instead of their favored one.

**Reminder:** All politicians that are placed next to a federal state are removed from the game at the end of this phase.

The players have access to the following five politicians:



**Backbencher:** When revealed the owning player must pay 3,000 Euro to the bank.

**Main Action:**

**2x!** The player places or removes a double marker from a face-up popular opinion. *Only one single double marker may be in a given federal state at any time!*

A popular opinion with a double marker is safe from being shifted by the media and counts double during the transformation into votes.

**Secondary actions:**

**☺+1** The player raises their marker on the trend scale by 1 space.

**✂+3** The player raises their marker on the votes track by 3 votes.



**Vice-Chancellor:** When revealed the owning player must pay 5,000 Euro to the bank.

**Main action:**

**☺+1** The player raises their marker on the trend scale by 1 space.

**Secondary actions:**

**2x!** The player places or removes a double marker from a face-up popular opinion. *Only one single double marker may be in a given federal state at any time!* A popular opinion with a double marker is safe from being shifted by the media and counts double during the transformation into votes.

**🗳️** The player changes their party program – see page 8

(2) *Changes to the party programs*.



**Spokesperson:** When revealed the owning player must pay 5,000 Euro to the bank.

**Main action:**

**🗳️!** The player pays 5,000 Euro to another player to remove their media marker from a media spot. If they have at least one media marker in their reserve themselves, they may place it without further costs

instead of the removed one.

**Secondary actions:**

**☺+1** The player raises their marker on the trend scale by 1 space.

**✂+5** The player raises their marker on the votes track by 5 votes.



**Secretary:** When revealed the owning player must pay 8,000 Euro to the bank.

**Main action:**

**✂+8** The player raises their marker on the votes track by 8 votes.

**Secondary actions:**

**🗳️!** The player pays 5,000 Euro to another player to remove their media marker from a media spot. If they have at least one media marker in their reserve themselves, they may place it without further costs instead of the removed one.

**1** The player takes the topmost poll without auctioning it off, thus without paying for it and then decides whether to publish it or not – see page 11 (**8**) *Auctioning off of Polls*.



**Parliamentary leader:** When revealed the owning player must pay 15,000 Euro to the bank.

**Main action:**

☹️-1! The player decreases the marker on the trend scale of each other player by 1 space.

**Secondary actions:**

🗳️ The player changes their party program – see

page 8 (2) *Changes to the party programs*).

1 The player takes the topmost poll without auctioning it off, thus without paying for it and then decides whether to publish it or not – see page 11 (8) *Auctioning off of Polls*).

**Example:** In this round Brandenburg holds an election, thus our players begin there. Angie reveals her Secretary there and pays 8,000 Euro to the bank (A). As main action she raises her marker on the votes track by 8 votes. As secondary action she then takes the topmost poll card from the stack. After inspecting the poll, she chooses to publish it and thus carries it out: She raises her marker on the trend scale by 1 space and lowers the trending marker of the SPD by 1 point according to the poll card. The Green party doesn't participate in this play through, thus Angie ignores their negative polling result. (B)

In a clockwise direction Niedersachsen is next. Marion reveals her Backbencher there and pays 3,000 Euro to the bank, whereas Angie reveals her Vice-Chancellor there and pays 5,000 Euro (C). Marion places her double marker as a main action on the ☹️-welfare state and raises the marker of her party on the trend scale by 1 space (D). Angie also raises her marker on the trend scale as a main action (E). As the action concerning the double marker may only be carried out once in Niedersachsen, she has to carry out the other secondary action of her Vice-Chancellor and thus she changes her party program.



**7 MEDIA INFLUENCE**

Those players that influence the media in federal states, may shift the popular opinion into the direction of their party program.

A player counts as *influencing the media*, if they own more media markers in a federal state than any other player. In case of a tie, no player counts as influencing the media.

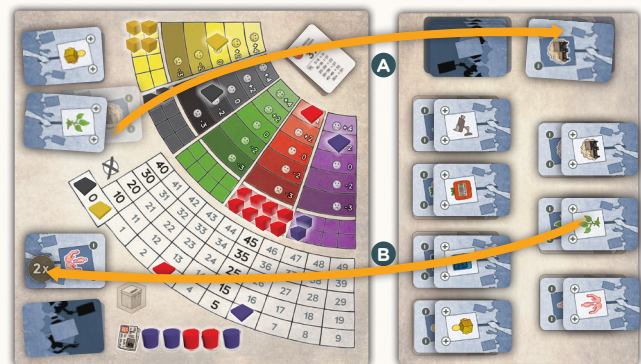
Beginning with the federal state that holds an election at the end of this round and continuing in a clockwise direction, each player that influences the media in a given federal state may *shift* one popular opinion there: Thus they remove one popular opinion from that federal state to the discard stack and then refill the empty spot with

one face-up popular opinion from the display on the popular opinion board. They may never refill the empty spot with a popular opinion that has the same topic as those already present there (neither approving nor disapproving). If a wanted popular opinion is missing on the display, a player must choose another popular opinion. The empty spots on the display are never refilled during the game.

**Exception:** Whenever a popular opinion is marked by a double marker, this popular opinion is out of question and may not be shifted. The player then must choose another popular opinion to be exchanged.

Instead of changing a popular opinion a player may also choose to pass and thus forfeit their media influence in this phase.

**Example:** Angie influences the media in Niedersachsen. ☹️-welfare state is marked with a double marker, so she may not touch it. Instead Angie discards ☹️-traffic (A) and replaces it with ☺️-environment from the face-up display of popular opinions (B).



**8 AUCTIONING OFF OF POLLS**

The players may purchase auction polls in each federal state, and thus either change the trends of parties or raise their own party base.

Beginning with the federal state that holds an election at the end of this round and continuing in a clockwise direction, for each federal state the topmost poll card from the stack is auctioned off.

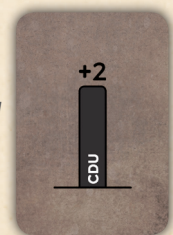
The party whose trend marker is raised by 2 spaces on the trend scale is marked on the back of each poll card.

After a few games of *Die Macher*, this becomes a tactical element, as players will draw conclusions off of the poll cards that have already been revealed and which ones still remain in the stack.

The player with the most votes in this federal state is the auctioneer. If there is a tie in votes, the start player (or the player closest to the start player) is the auctioneer.

Beginning with the player to the left of the start player and then continuing once in a clockwise direction, each player may bid or pass. If a player bids they must bid higher than the current highest bid. The auctioneer has the final bid. The lowest bid to start with is zero. No player may bid more money than they have.

If at any time a player bids more money than they own and is caught doing so, they must pay all their money to the bank and lower their party base size by 10 points as a penalty. The player is then excluded from all further auctions in this phase. The remaining players must restart the auction from the beginning and then continue with any further auctions in a likewise way.



The highest bidder pays their bid to the bank and takes the topmost poll card from the stack. They then carry out one of the following two options:

- *Not publish* the poll and therefore raise their party base marker by 3 points;
- or *publish* the poll. This option may only be chosen, if the trend of the player's party is raised by the poll card. If so, the player raises the marker on their trend scale in this state by the number of spaces indicated on the card and they lower the markers of the other parties on their trend scales in this state as shown on the card. Ignore the changes to parties that are not present in the game.

**Exception:** The party of the player that influences the media in this federal state, is never lowered by a poll card!

**Example:** Nicole bids 4,000 Euro for the topmost poll card, as the back of the card indicates that the trend of her CDU is raised by 2 spaces on this poll. As she wins the bid, she pays the 4,000 Euro to the bank and takes the card **A**. Nicole decides to publish the poll, therefore she raises the marker of her CDU on the trend scale by 2 spaces. Furthermore, she lowers the marker of the FDP by 2 spaces **B**. She does not lower the marker of the Linke, as the Linke influences the media **B**.



## 9 EVALUATION OF VOTES & FEDERAL STATE ELECTION

This phase lasts longest, so it is split into the following steps that the players carry out together.

### a Relocate votes

The players may transform their party rallies into votes in their federal state. One of the federal states holds its election.

In the reverse direction, beginning with the federal state that holds its federal election last, and continuing in a counter-clockwise direction, players may transform their party rallies into votes. Beginning with the start player in each federal state and continuing in a clockwise direction, each player may transform their rallies into votes once.

**Federal states not holding an election this round:** If a player wants to transform party rallies into votes in such a state, they must transform at least 4 party rallies into votes. If they are not able or willing to do so, they must pass and thus forfeit the option to transform rallies into votes in this federal state for now.

Party rallies are transformed into votes by using this formula:  
**(Party rallies + trend) x matching topics = votes**

First, the player adds their number of party rallies in this federal state to the current trend of their party there.

Then the player compares the topics and attitudes of their party program with those of the popular opinions in this federal state. Each matching topic with a matching attitude counts +1, each matching topic with an opposite attitude counts -1, all others count 0. If there is a double marker on a topic, that topic counts double in either direction. This means it counts +2 if it matches and -2 if it is opposite. If the party program matches the popular opinion so badly that the sum is zero or even negative, the sum is considered to be +1.

The player multiplies both figures, and then raises their marker on the votes track by the result. Then they remove the transformed party rallies and place them back into their personal supply.

**Example:** Marion wants to capitalize on the very good situation of her SPD in Niedersachsen and thus transforms all her eight party rallies there into votes. Due to her trend of "+4", she has the maximum sum of +12 (8 + 4) **A**. Her party program matches popular opinion in Niedersachsen in 2 topics and thanks to the double marker on **-welfare state** she reaches a figure of +3 for matching topics **B**. So she raises her marker on the votes track by 36 votes total (12 x 3 = 36 votes) and returns all of her 8 party rallies back to her personal supply **C**.



**Current federal state election:** In this federal state each player must transform all their party rallies into votes. For simplicity players may do so in the direction indicated by the order of the parties on the federal state board, either starting with the FDP or with the Linke.

Apply the aforementioned formula. During the election a player transforms rallies into votes if they have at least 1 party rally there; as a positive trend without a party rally still gathers no votes!

If the sum of party rallies and the trend is zero or negative (possible with 3 or less rallies and a trend of -2 or -3), the player calculates with a result of +1 instead.

After players have transformed all their votes, they determine the effects of the election in the next step.

**Example:** Brandenburg holds its federal state election, so that all party rallies there will be transformed into votes.

- A** The FDP seemingly has laid their focus on other federal states and because of their very bad trend there and opposite party program, they only get 1 further vote thus having 3 votes in total.
- B** The CDU receives for her party rallies 8 votes and thus has a total of 23 votes.
- C** The SPD adds 21 votes and becomes second power in gathering a total of 34 votes.
- D** The Linke matched the mood of voters with their party program perfectly. The party adds 20 votes and wins the election with a total of 52 votes.



<b>A</b>		$= (1 + -3) \times -2 = 1 \times 1 = 1$
<b>B</b>		$= (6 + -2) \times 2 = 4 \times 2 = 8$
<b>C</b>		$= (5 + 2) \times 3 = 7 \times 3 = 21$
<b>D</b>		$= (4 + 0) \times 5 = 4 \times 5 = 20$

**b Determine Effects of the Federal State Election**

The players now receive victory points for their votes and determine the winner of the election.

Each player marks the victory points of all parties on the back of their scoring sheet.

**The federal state election grants the following victory points:**



**Victory points for votes:** The federal state card shows the number of victory points a player receives for their number of votes in that state. Votes in a larger federal state are worth more victory points, as these states have a higher influence in German politics.

★ **Victory points for winning the election and influencing the media:** The players now determine the winner of the election.

● **If only one single party reaches a total of 50+ votes:**

- ★ **Winner of the election:** This party wins the election and receives 12 victory points that each player marks down for this party on the back of their scoring sheet.
- 📺 **Influencing the media:** If the winner of the election has at least 1 media marker in this federal state, they move one of them from the federal state to the media/party base board. They determine the media presence spot according to the current election, so if this is the first election they place it on the spot with a "10" (the first spot on the left with white numbers). Players mark these victory points only at the end of the game!

● **If two or more parties reach a total of 50+ votes:**

- ★ **Winner of the election:** Each of these parties receives 10 victory points immediately. The party with the most votes is considered to be the winner of the election. In case of a tie for most votes each party participating is considered to be the winner.
- 📺 **Influencing the media:** If the winner of the election has at least 1 media marker in this federal state, they move one of them from the federal state to the media/party base board. They determine the media presence spot according to the current election. Players mark these victory points only at the end of the game!


● **If the strongest party has less than 50 votes, they must build a coalition:**

- The strongest party looks for a coalition partner. In case of a tie for the strongest party, the start player (or the player closest to the start player) takes precedence.

When looking for coalition partners, players must adhere to the following rules:

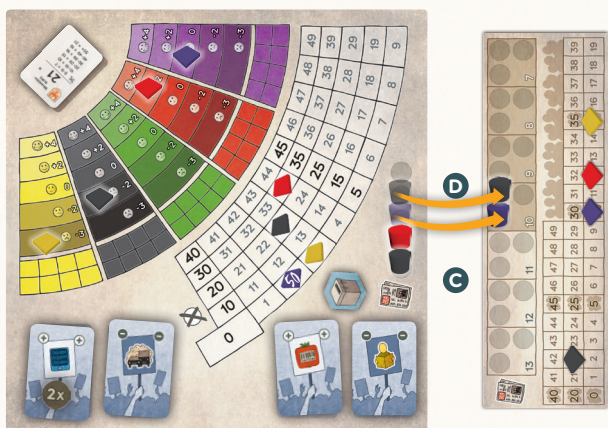
- The coalition consists of two parties. A coalition of three parties is not allowed.
- The coalition must reach at least 50+ votes together, otherwise no coalition is possible.
- The order in which parties become candidates for a coalition is determined by the number of matching party program topics and attitudes between the parties. In case of a tie the start player (or the player closest to the start player) takes precedence.

- ★ **Winner of the election:** Both partners in the coalition receive 7 victory points each immediately.
- 📺 **Influencing the media:** If the coalition partners have at least 1 media marker in this federal state, they each move one of them from the federal state to the media/party base board. They determine the media presence spot according to the current election. Players mark these victory points only at the end of the game!
- **No coalition possible, ★ Winner of the election:** The strongest party receives 5 victory points immediately.

**IN ANY CASE:**  **Media influence.** If the player that influences the media is not among the winning parties, they now move a media marker from the federal state to the media/party base board. They determine the media presence spot according to the current election. Players mark these victory points only at the end of the game!

**Example:** Brandenburg grants a maximum of 21 victory points. The CDU receives 13 victory points for their 23 votes, the SPD receives 16 victory points for 34 votes and the Linke the maximum of 21 victory points for their 52 votes. The FDP scores no victory points, as a party needs to have at least 5 votes to score victory points **A**.

As the Linke is the only party that gathered 50+ votes, they are the winner of the election. They score an additional 12 victory points **B** and move their media marker from Brandenburg to the "10 Victory Points" media presence spot on the media/party base board **C**. The CDU influences the media and thus may also move one of their media markers from Brandenburg to the "10 VP" media presence spot **D**.



	LINKE	SPD	GRÜNE	CDU	FDP
<b>A</b>	21	16		13	0
<b>B</b>	12				

**C Pay money (not in the 4<sup>th</sup> Game Round!)**

The players receive more state money and donations to further finance their political work.

Beginning with the start player and continuing in a clockwise direction, each player takes the following amount of money from the bank:

- **Federal state election:** The player takes 1,000 Euro for each victory point scored during the election, but *not* for the victory points brought by winning the election;
- **Party base:** The player takes 1,000 Euro for each point of their party base size;
- **Donation:** Each player then decides whether to accept a party donation or reject it. First each player chooses one of their 3 donation cards and then chooses one of these two options:
  - They accept the donation on the card and take the corresponding amount of euros from the bank (10,000, 20,000 or 30,000 Euro). As a tradeoff, they then must lower their party base size on the party base scale by 1, 2 or 3 points, respectively.
  - They reject the donation. In this case the party base is fostered. The player raises their party base size on the party base scale by 1, 3 or 5 points according to the donation they rejected.

Afterwards the donation card is removed from the game and placed back into the game box.

This phase is skipped during the 4th game round, as players don't receive any further money in that round.

**Example:** Marion scored 16 victory points during the election and therefore takes 16,000 Euro from the bank. Her party base is currently at 12 points, thus she takes another 12,000 Euro. Marion then decides to accept the donation of 20,000 Euro. She takes the money and then lowers her party base marker on the party base scale by 3 points.

**d Prepare for the next Game Round (not in the 4th Game Round!)**

The players then prepare the next game round as follows. This phase is skipped in the 4th game round, instead the players end the game.

The start player now removes the entire federal state board that held its election in the current game round. They place the board and the tracking markers of the players back into the game box and discard the popular opinions to the discard stack on the popular opinion board.

The start player then reveals one further popular opinion in each of the remaining federal states. As explained in the setup of the game, no topic may be double, neither with the same nor the opposite attitude, if revealed they must be exchanged accordingly.

Finally, the start player discards all remaining party program cards from the party program board and draws and reveals new cards from the party program stack to replace the discarded ones and form a new display.


## 07 END OF GAME AND FINAL SCORING

The game ends after the completion of four federal state elections.

After determining all effects of the fourth federal state election, players move on to final scoring:

- **Media scoring:** Each player scores all their media markers on the media/party base board according to the victory points of the media presence spot they are placed in.
- **Party base scoring:** Each player scores 1 victory point for each point achieved on the party base scale.
- **Leftover money:** Only the two players with the most leftover money score victory points for money according to the table below. In case of a tie for the first and for the second player, each participating player scores the entire victory points according to the table.

1. player	6 Victory points	2. player	3 Victory points
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 The player with the highest final score of victory points is the most successful party ruler and wins **Die Macher**.

## 08 SEVEN FEDERAL STATE ELECTIONS

**Die Macher** offers players that want to dive deep into the inner workings of German politics, an expanded game over seven elections. Behold, this is a truly epic gaming experience!

The rules in this section take precedence when in conflict with the rules of earlier sections.

## “Greater” Shadow Cabinet

During setup, each player takes all eight politicians of their shadow cabinet. The players thus have access to three new politicians:



**Honorary chairman:** When revealed the owning player must pay 8,000 Euro to the bank.

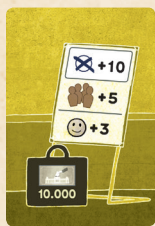
### Main action:

+8 The player raises their marker on the votes track by 8 votes.

### Secondary actions:

! The player pays 5,000 Euro to another player to remove their media marker from a media spot. If they have at least one media marker in their reserve themselves, they may place it without further costs instead of the removed one.

! The player places or removes a double marker from a face-up popular opinion. *Only one single double marker may be in a given federal state at any time!* A popular opinion with a double marker is safe from being shifted by the media and counts double during the transformation into votes.



**Party executive:** When revealed the owning player must pay 10,000 Euro to the bank.

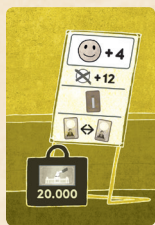
### Main action:

+10 The player raises their marker on the votes track by 10 votes.

### Secondary actions:

+5 The player raises their marker on the party base scale by 5 points.

+3 The player raises their marker on the trend scale by 3 spaces.



**Front runner:** When revealed the owning player must pay 20,000 Euro to the bank.

### Main action:

+4 The player raises their marker on the trend scale by 4 spaces.

### Secondary actions:

+12 The player raises their marker on the votes track by 12 votes.

The player takes the topmost poll without auctioning it off, thus without paying for it and then decides whether to publish it or not – see page 11 ( *Auctioning off of Polls*).

The player changes their party program – see page 8 ( *Changes to the party programs*).

## Five media markers

Each player takes 5 media markers during setup, instead of only 4.

## Five Game Rounds yet Seven Elections

The game ends after 5 game rounds. In setup, the players prepare two ballot box markers for later use.

In each the 4th and the 5th game rounds two federal states hold elections, instead of only one. Both federal states that hold elections will be marked with a ballot box marker in those rounds.

At the end of the 4th game round, the fourth and fifth federal states hold elections; and at the end of the 5th game round, the sixth and seventh federal states hold elections.

In setup step C, the player that reveals and places the four federal state cards, then takes all 12 remaining federal state cards and shuffles them. They then draw 3 cards from those randomly and place them as a face-down stack next to the federal state boards for later use. They then remove the leftover federal state cards from the game and place them back into the game box.

In each phase 9, step c), of the first 3 rounds, the player only removes the federal state card that completed its election and places it back into the game box (instead of the entire board). They then discard the popular opinions in that state to the discard stack. They then reveal and place the next federal state card from the stack onto the spot of the federal state board. Then they draw new popular opinions for that state according to the usual rules. The fifth and sixth federal states come into play with 2 face-up popular opinions, while the seventh enters the game with 3 face-up popular opinions.

At the end of the 3rd game round, one player refills each of the seven spots of the display on the popular opinions board with one and one -card of each of the seven topics. Then they add the remaining draw stack to the discard stack and shuffle them together, and place them as the new draw stack on the popular opinions board.

## Modifications to the “Pay Money” phase

The players only have access to three donation cards which they must decide on during the first 3 game rounds.

In the 4th game round, players only get money for their victory points earned in the elections of the fourth and fifth federal state plus one single time the money for their party base. There are no party donations left at this point.

The pay money phase is skipped altogether during the 5th game round, players don't receive any further money in that round.

## Credits

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## “Small” Shadow Cabinet



**Backbencher:** When revealed the owning player must pay 3,000 Euro to the bank.

**Main Action:**

2x! The player places or removes a double marker from a face-up popular opinion. *Only one single double marker may be in a given federal state at any time!* A popular opinion with a double marker is safe from being shifted by the media and counts double during the transformation into votes.

**Secondary actions:**

- ☺+1 The player raises their marker on the trend scale by 1 space.
- ✂+3 The player raises their marker on the votes track by 3 votes.



**Vice-Chancellor:** When revealed the owning player must pay 5,000 Euro to the bank.

**Main action:**

☺+1 The player raises their marker on the trend scale by 1 space.

**Secondary actions:**

- 2x! The player places or removes a double marker from a face-up popular opinion. *Only one single double marker may be in a given federal state at any time!* A popular opinion with a double marker is safe from being shifted by the media and counts double during the transformation into votes.
- 🔄 The player changes their party program.



**Spokesperson:** When revealed the owning player must pay 5,000 Euro to the bank.

**Main action:**

🗳️! The player pays 5,000 Euro to another player to remove their media marker from a media spot. If they have at least one media marker in their reserve themselves, they may place it without further costs instead of the removed one.

**Secondary actions:**

- ☺+1 The player raises their marker on the trend scale by 1 space.
- ✂+5 The player raises their marker on the votes track by 5 votes.



**Secretary:** When revealed the owning player must pay 8,000 Euro to the bank.

**Main action:**

✂+8 The player raises their marker on the votes track by 8 votes

**Secondary actions:**

- 🗳️! The player pays 5,000 Euro to another player to remove their media marker from a media spot. If they have at least one media marker in their reserve themselves, they may place it without further costs instead of the removed one.
- 📄 The player takes the topmost poll without auctioning it off, thus without paying for it and then decides whether to publish it or not.



**Parliamentary leader:** When revealed the owning player must pay 15,000 Euro to the bank.

**Main action:**

☺-1! The player lowers the markers of each other player on the trend scale by 1 space.

**Secondary actions:**

- 🔄 The player changes their party program.
- 📄 The player takes the topmost poll without auctioning it off, thus without paying for it and then decides whether to publish it or not.

## “Greater” Shadow Cabinet



**Honorary chairman:** When revealed the owning player must pay 8,000 Euro to the bank..

**Main action:**

✂+8 The player raises their marker on the votes track by 8 votes.

**Secondary actions:**

- 🗳️! The player pays 5,000 Euro to another player to remove their media marker from a media spot. If they have at least one media marker in their reserve themselves, they may place it without further costs instead of the removed one.
- 2x! The player places or removes a double marker from a face-up popular opinion. *Only one single double marker may be in a given federal state at any time!* A popular opinion with a double marker is safe from being shifted by the media and counts double during the transformation into votes.



**Party executive:** When revealed the owning player must pay 10,000 Euro to the bank.

**Main action:**

✂+10 The player raises their marker on the votes track by 10 votes.

**Secondary actions:**

- 👤+5 The player raises their marker on the party base scale by 5 points.
- ☺+3 The player raises their marker on the trend scale by 3 spaces.



**Front runner:** When revealed the owning player must pay 20,000 Euro to the bank.

**Main action:**

☺+4 The player raises their marker on the trend scale by 4 spaces.

**Secondary actions:**

- ✂+12 The player raises their marker on the votes track by 12 votes.
- 📄 The player takes the topmost poll without auctioning it off, thus without paying for it and then decides whether to publish it or not.
- 🔄 The player changes their party program.