



## 1 Sheet – Civil Liberty Rules

---

An inventory of the mechanical pieces of the game design.

- Liberty Bells, Press Leaks, Lobbying Scandals, Consumer Cart, Prescription Pills
- Climb & Jump your way thru the board; Collect liberty bells and enemy weaknesses
- Touch an enemy and the game is over, collect an enemy weakness and automatically win the level (level up); More civil liberties equals more points

### **Tokens**

Every game is made up of tokens. A token is an object in the game that is manipulated by the game rules and the player. All the tokens in play at any one time form the game environment.

- **Liberty Bell:** Collect for more points (player assist token)
- **Prescription Pills:** Enemy weakness token, collect to eliminate enemy
- **Press Leaks:** Enemy weakness token, collect to eliminate enemy
- **Consumer Cart:** Enemy weakness token, collect to eliminate enemy
- **Lobbying Scandal:** Enemy weakness token, collect to eliminate enemy

### **Resources**

There are also two resources. These are really a specialized form of token, but I'm not going to quibble with definitions.

- **Liberty Bell:** limited resource – collect for points

### **Verbs**

Verbs are the actions that the player can perform:

- Move the player
- Consume liberty bell
- Eliminate the enemy
- Find enemy weakness
- Run from enemy
- Jump across board



## 1 Sheet – Civil Liberty Rules

---

### **Rules**

Rules are how all these tokens and verbs interact and form the game. The following rules govern the game:

- Player must avoid touching enemy (or game over)
- Player must consume liberty bells for more points
- Level is successfully complete when enemies are eliminated
- Player must find and consume enemy weakness to eliminate enemy