

RULESSHEET



 A GAME BY
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 1-4 AGES: 18+

GAMEPLAY

The game is played in a series of rounds

Round 1: The President draws a random issue from either pile depending on comfort level.

2: The President reads the issue card out loud the remaining 3 parties have **40 seconds** to propose a solution with the letters on-board

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THE WORLD HAS SOME PROBLEMS... OBVIOUSLY.

The White House is so desperate they are turning to people like you to solve today's most pertinent issues. Unfortunately, the President can only communicate through alphabet fridge magnets.

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3: After time is up, each party has **30 seconds** to justify their proposal verbally

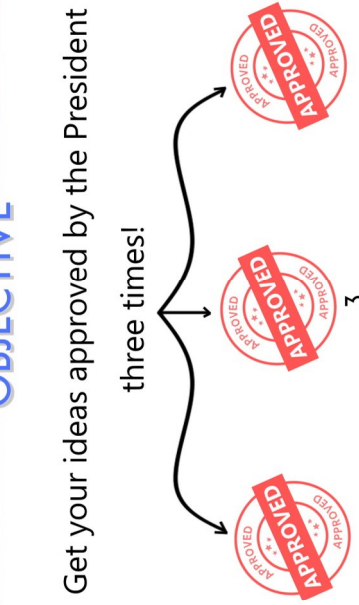
4: The President picks their favorite proposal, and the party who proposed the idea keeps the world issue card. Success!

5: The title of President is passed on to the winner of the round, and the next round begins

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OBJECTIVE

Get your ideas approved by the President three times!



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PENALTIES

-If a party steals a letter from another party, the their gets timeout. They must take a step back and count out loud to 5 Mississippi(s) before resuming play

-If a letter falls to the floor or if a party is holding more than one letter at a time, the responsible party must do 5 jumping jacks before resuming play

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SET-UP

1. Divide players into 4 parties.
2. Shuffle all magnets on a whiteboard in the starting state (a clump at the center)
3. The President in the first round is determined by all players voting on who they see as most likely to become President of the United States.

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**NOW GO
SAVE THE
WORLD!**

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☐ CARDSHEET 1 BACK



CARDSHEET 1 FRONT

CRIPPLING
DEPRESSION

OVERPOPULATION

CORRUPT
LEADERSHIP

NUKES

TERRORISM

ILLEGAL
IMMIGRATION

NORTH KOREA

HUMAN
TRAFFICKING

WORLD FAMINE

☐ CARDSHEET 2 BACK



CARDSHEET 2 FRONT

DRUGS

DATING APPS

GLOBAL WARMING

GUN CONTROL

RUSSIA

POVERTY

GLASS CEILING

UNDERAGE
DRINKING

THE TAIWAN
STRAIT

☐ CARDSHEET 3 BACK



CARDSHEET 3 FRONT

ARTIFICIAL
INTELLIGENCE

METEORITES

INCOME
INEQUALITY

ALTERNATIVE
ENERGY

PRIVACY

CHILD LABOR

DISCRIMINATION

CYBERSECURITY

MONOPOLIES

☐ CARDSHEET 4 BACK



☐ CARDSHEET 4 FRONT

