

Equipment

- 2 x foam dice
- 1 x playing instructions
- 1 x playing mat
- 6 x players bibs
- 1 x set question cards
- 1 x set consequence cards
- 1 x ballot box black container for game

Please ensure that all equipment is returned to the ballot box when you have finished.

If you have any questions please contact
The Electoral Commission Do Politics Team
dopolitics@electoralcommission.org.uk.

For more independent political resources visit
www.dopolitics.org.uk.

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How to play

START!

POLLS OPEN!

Choose a bib. Roll the dice - the player with the highest roll goes first. Roll again and move forward the number of squares shown on the dice. If you **roll a double** you can roll again.

62



If you land at the bottom of a **pencil** you can move up the pencil to the cross.

46



If you land at the top of an **electoral roll** you must move to the square at the bottom of the roll.

2



If you land on a **question square** get someone to ask a question from the cards supplied. If you get the answer right you can roll again. Get it wrong and you have to stay put.

20-



If you land on a **ballot box square** get someone to read a consequence from the cards supplied. You must do what the card tells you.

92



If you land on a **swing-o-meter square** you change places with the leading player. However, if you are in the lead you must change places with the player in last position.

If you land on any other squares do nothing and wait until your next turn.

FINISH!

CLOSE OF POLLS

If you make it to the **finish** first you are the winner!

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