

Detroit Motors RULES

Introduction

This card game is an attempt to answer to the question: we have 10 people; what shall we play?

It plays 6-18 players.

Components

A supply of tokens. Poker chips work fine. Or 1" Wood Circle, 1/8" Thick, SKU JC6210 sold by Craftparts (www.craftparts.com).

55 cards, comprising five suits (*factions*) of eleven cards apiece – Auto Workers, City Hall, Port Authority, Railroad, and Supplier.

Some of the cards have a large solid circle. These are *plunder*. Other cards have a large hollow circle. These are *scraps*.

Set Up

Choose a player to go first.

Game Play

The game is played in a series of rounds. For each round, follow this sequence:

1. Deal cards

Shuffle the cards. Deal three face-down to each player. Players may look at their cards. Set the remainder aside.

2. Take a Position

Starting with the first player, proceeding to his left, and going around once, each player plays

one card face up in front of himself. This is his *position* card.

3. Form a coalition

All players with position cards in the same suit belong to that faction. The player with the highest card in each faction is the *boss*. The bosses negotiate to form a *coalition* of players. Everyone else holds their peace.

A coalition is comprised of one or more factions. It must contain:

- Over half the number of players.
- A minimal number of factions.

The coalition is formed when the bosses in the prospective coalition agree:

- Which factions comprise the coalition.
- Which one of the bosses is awarded a token (the *gravy*) from supply. This boss may be outside the coalition.

Give the *gravy* token to the selected boss.

Example:

There are 10 players. The factions are as follows:

- *Auto Workers – 3*
- *City Hall – 2*
- *Port Authority – 2*
- *Railroad – 2*
- *Supplier – 1*

The minimal number of players in the coalition is 6 (over half). Since it is not possible to achieve that number with just 1 or 2 factions, the minimal number of factions is 3. The Auto Workers, City Hall, and Railroad bosses decide to form the coalition, comprising 7 players.

If the bosses cannot agree, no coalition is formed. Skip to 7. *Blame and Recriminations* below.

4. Distribute the Scraps

Gather the position cards from the players excluded from the coalition. Randomize them face-down and deal them back out to the excluded players.

Award any player receiving a scrap card a token from supply. Ignore plunder.

Then excluded players discard *all* their cards face-down, out of play. They are done participating in the round.

5. Elect a Broker

Choose one player in the coalition to be *broker*, as follows.

Each coalition player still has two face-down cards. These cards are his *support*.

The first player is the boss who received the gravy, or if that boss is not in the coalition, the boss of the largest coalition faction.

Starting with the first player, proceeding to his left, and going around once, each coalition player either nominates himself for broker or he folds. Folding players discard their support cards (only) face-down, out of play.

Now the nominees reveal their support. The player with the highest support hand becomes broker. Hands from highest to lowest:

1. A pair – both cards have the same number.
2. A brace – both cards have the same suit.
3. A mess – both cards have nothing in common.

Resolve ties by comparing high cards.

Example:

Nominee A has a brace:

- *Port Authority 8*
- *Port Authority 3*

Nominee B also has a brace:

- *City Hall 7*
- *City Hall 5*

Nominee A prevails, since his high card (8) is higher than nominee B's high card (7).

If all players folded, the first player is broker.

6. Distribute the Plunder

The broker obtains a number of tokens from supply, corresponding to the number of plunder position cards in the coalition. (Ignore support cards revealed by nominees.) He distributes the tokens to coalition players, with these restrictions:

- Failed nominees are ineligible to receive plunder.
- Distribute plunder evenly. The number an eligible player receives, and the number another receives, may differ by at most one.

The broker is the first player in the next round.

7. Blame and Recriminations

If no coalition was formed, award any player with a plunder position card a token from supply. Ignore scraps.

The boss of the largest faction is the first player in the next round.

8. Round Epilogue

Gather up all cards and start a new round.

Game End

The game ends *immediately* when a player reaches 5 tokens. The player with the most tokens wins.

Special Situations

When comparing two cards with the same number, the higher card is the one with more little dots next to the number.

When identifying a player as the boss of the largest faction, or as the winner of the game, resolve ties by favoring the player with the highest position card at that time.

Example:

When scraps are distributed, players A and B both receive their fifth token. When the position cards

were dealt back out, Player B received the higher position card. He wins. The game is over. Subsequent activities (broker election, etc.) are canceled. There is no crying in Detroit.

Do not inject extra random mechanisms into the game. Make a decision.

Example:

Bosses in the prospective coalition decide that the gravy will be awarded by coin toss. This is invalid. Other players quote the rule, and frown at them.

Recommended Etiquette

Be a good sport and try to win. Don't throw the game to another player. (Seriously?)

When the broker is distributing plunder, it is customary for him to favor himself, and then to favor players having low scores. After that, feel free to favor:

- Family
- Friends
- Less skilled players
- Someone likely to return the favor
- A pretty girl you're trying to impress
- Someone to whom you owe money
- Your ride home
- Or to keep the peace, players with lower position cards