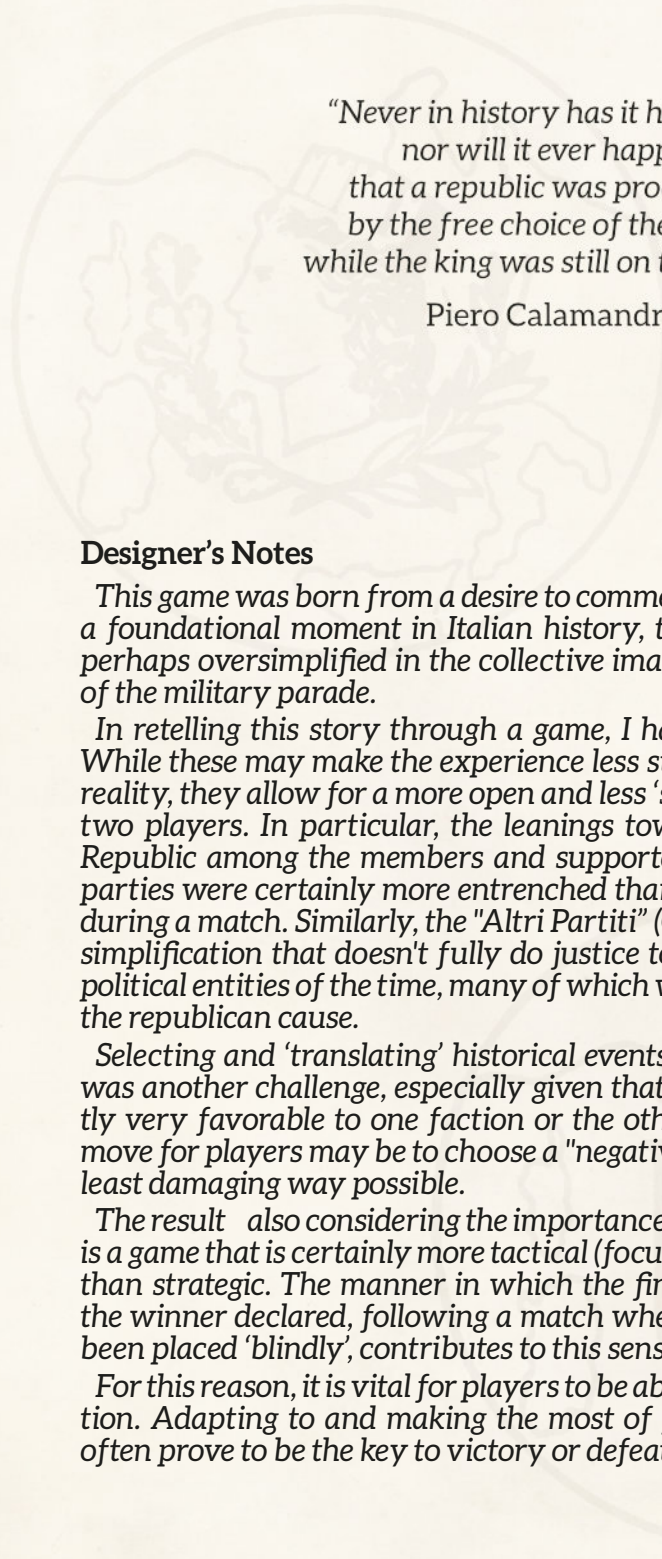


PAOLO MORI

2 GIUGNO 1946 --- PER LIBERA SCELTA DI POPOLO





“Never in history has it happened,
nor will it ever happen,
that a republic was proclaimed
by the free choice of the people
while the king was still on the throne.”

Piero Calamandrei

Designer's Notes

This game was born from a desire to commemorate eighty years later a foundational moment in Italian history, the celebration of which is perhaps oversimplified in the collective imagination as merely the day of the military parade.

In retelling this story through a game, I have taken certain liberties. While these may make the experience less strictly faithful to historical reality, they allow for a more open and less ‘scripted’ experience for the two players. In particular, the leanings toward the Monarchy or the Republic among the members and supporters of the various political parties were certainly more entrenched than they often turn out to be during a match. Similarly, the “Altri Partiti” (Other Parties) category is a simplification that doesn't fully do justice to the variety of significant political entities of the time, many of which were staunch supporters of the republican cause.

Selecting and ‘translating’ historical events into gameplay mechanics was another challenge, especially given that certain cards are inherently very favorable to one faction or the other. In such cases, the wise move for players may be to choose a “negative” event and apply it in the least damaging way possible.

The result also considering the importance of the public opinion track is a game that is certainly more tactical (focusing on short-term choices) than strategic. The manner in which the final ballot is conducted and the winner declared, following a match where posters may have often been placed ‘blindly’, contributes to this sense of uncertainty.

For this reason, it is vital for players to be able to read the current situation. Adapting to and making the most of political contingencies can often prove to be the key to victory or defeat.

June 2, 1946: Italy is called to the polls. For the first time in a national election, universal suffrage grants every citizen a voice in the monumental choice: remain a Monarchy or become a Republic.

While the days of the referendum itself pass in relative calm, the same cannot be said for the weeks surrounding them. The campaign is a whirlwind of protests, fiery proclamations, and late-hour abdications. As the ballots are counted, the air grows thick with rumors, accusations, and civil unrest—a tension that lingers from the first vote cast until the Republic's victory is finally and definitively confirmed.

GAME OVERVIEW

The game consists of five rounds, each representing a month of the electoral campaign (from January to May 1946), during which players alternate selecting available Event cards and resolving the actions indicated on them. At the end of the five rounds, the scoring phase—called the Ballot—takes place, where the Voters on the board are assigned to one faction or the other. The player with the most Voters at the conclusion of the Ballot is the winner of the game.

GAME COMPONENTS

- 1 Main game board
- 1 Support game board
- 24 Event cards
- 32 Poster tiles (16 red for the Monarchy and 16 green for the Republic)
- 6 Special tiles
- 30 Voter cubes
- 1 Public Opinion marker
- 1 Current Month marker
- 4 Faction pawns (2 for the Monarchy and 2 for the Republic)
- This rulebook

GAME ELEMENTS AND TERMINOLOGY

Desk

The table space in front of each player is referred to on the cards as the “Desk.” This is the area where players keep their available Poster tiles, along with any cards or tiles as directed by the chosen Event cards.

Event Cards

Player actions are governed by the Event cards available in each round. Each Event card features a public opinion value (1), a title in both Italian and English (2), a period image (3), the card's effect text in Italian (4), the text in English (5), and a brief historical context of the card (6).



Poster tiles



Each player has a reserve of 16 Poster tiles of their faction. At the start of each round, players take a certain number of these to be placed during the game onto the various party sections of the main board, in an attempt to secure their support and votes in the final ballot.

The Poster tiles come in two colors (green for the Republic, red for the Monarchy) and have a value from 1 to 4, representing their ability to influence voters. Additionally, two Poster tiles for each faction display a “?”

symbol. These represent voters who remain undecided until the very last moment. Their value will depend on Public Opinion at the time of the referendum (see “Ballot and Victory” at the end of the rules).

Voters



Voters are represented in the game by white wooden cubes. Each cube represents approximately one million voters. At the start of the game, most voters are placed in the areas designated as “Non votanti” (Non-voters.) During the game, many of them will be mobilized and added to the sections of the various Parties.

Constituencies



For the 1946 elections, Italian territory was divided into 36 constituencies. In the game, for the sake of simplicity, these constituencies have been grouped on the main board into three large areas: Northern, Central,

and Southern Italy.

The presence of pre-printed posters indicates the leaning of these three areas toward one faction or the other (the North was clearly in favor of the Republic, while the South favored the Monarchy). Players will carry out their electoral campaigns independently in each of these three constituencies.

Please note: It is never possible during the game to move a voter from one constituency on the board to another (for example, from Central to Southern Italy, or from Southern to Northern Italy).

Sections



In the 1946 consultations, in addition to the referendum on the institutional framework, citizens also voted for the Constituent Assembly. Consequently, the electoral campaigns for the Monarchy and the Republic overlapped with those of the various political parties, which had been erased from the country's active political life during the twenty years of Fascism.

Within each Constituency, there are four "Section" spaces,

each belonging to one of the main parties or party groupings of the post-war period: the Communist Party ("Partito Comunista"), the Socialist Party ("Partito Socialista" - officially the Italian Socialist Party of Proletarian Unity), Christian Democracy ("Democrazia Cristiana"), and Other Parties ("Altri partiti", representing the multitude of small or medium pro-monarchy parties, whether aggregated into electoral blocs or not).

Each Section has four spaces for placing the Poster tiles of the two factions (some of which already feature a 'pre-printed' poster). These posters 'influence' the vote of the electors in that specific section, who are represented by the wooden cubes placed in the box below the posters.

Each Constituency also includes a "Non-voters" ("Non votanti") space, where the majority of voters are placed at the start of the game. It is the players' task to drive them to the polls by moving them into the various party sections. The "Non-voters" space is not considered a Section.

Public Opinion Track



On the support board, there is a Public Opinion track, which

indicates which of the two factions enjoys greater popular support or media favor during the electoral campaign. Having Public Opinion on your side grants more control over the campaign and the votes of “undecided” electors at the time of the referendum.

The marker moves along the track at the end of each round based on the Public Opinion values present on the Event cards chosen by the two factions.

Ballot track



The Ballot track on the support board is used to track the votes for each faction during the final

counting phase. Next to the track, there is a space for “Null Ballots” (“Schede nulle”), those Voters remaining in the sections at the end of the game who cannot be assigned to either faction (see the “Ballot and Victory” section).

GAME SETUP

- Choose or randomly determine who will play for the Monarchist faction and who for the Republican faction;
- Open the main game board (1) and place the support board (2) next to it. Position them between the two players so that each faction is on the correct side of the table;
- Each player receives the



Poster tiles of their faction and shuffles them face down to form their personal supply (3);

- Each player receives the two tokens (4) of their faction;
- Shuffle the Event card deck and place it face down next to the support board (5);
- Place the Public Opinion marker (6) on the space marked with a star (the first green space, toward the center of the track);
- Place the Month marker on the January space (7);
- Place the Voter cubes (8) on the main board as shown in the figure (each space indicates the number of Voters it contains at the start of the game);
- Place the special tiles next to the game board (9).

HOW TO PLAY

The game takes place over five rounds (each corresponding to a month of the election campaign), plus a final ballot to determine the winning faction. Each round is divided into the following phases:

- Preparation
- Election Campaign
- Public Opinion
- End of Month

Setup phase

- Each player draws the number of Posters indicated above the current position of the marker on the Public Opinion track. If a faction already has a number of Posters on its Desk remaining from the previous turn exceeding the value indicated on the Public Opinion track, they may keep them without drawing new ones.
- Draw the first four cards from the Event deck and place them face up in the four dedicated spaces on the support board. Read the effect text of these cards aloud as they are revealed and placed.

Election Campaign Phase

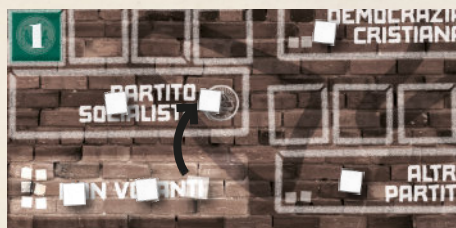
Starting with the faction currently trailing on the Public Opinion track (at the start of the game, this will be the Monarchist player), the two players will alternate turns by:

1. Placing a faction token on one of the revealed Event cards that has not yet been chosen;
2. Resolving the event indicated on the chosen Event card;
3. If one of the three Event cards on the left was chosen, performing the additional action indicated below the Event card space (see the "Additional Action" paragraph);
4. Finally, passing the turn to the opposing player.

General Rules for Resolving Event Cards

- The text on Event cards always takes priority over the standard game rules;
- Every effect must be resolved. If the card text can only be partially applied, it must be resolved as much as possible.

Adding and Moving Voters

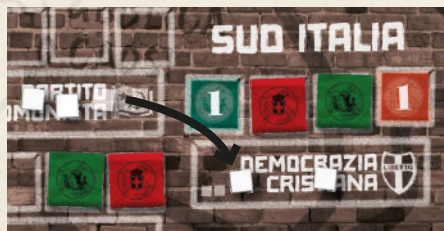


A Non-voter is added to the Socialist Party section.

- If the text requires you to "add a Non-Voter" you must take a Voter from a "Non-Voters" ("Non Votanti") space and place it in one of the sections within the same Consti-

tuency, following the card's instructions. If there are fewer Non-Voters than required by the card, add only those currently available;

- If the text requires you to "move a Voter", you must take a Voter cube from one party's Section and move it to a different party's section within the same Constituency.



A Voter is moved from the Communist Party section to the Christian Democracy section.

Placing Posters

- If the text requires you to place one of your faction's Posters, you must choose and place one from your Desk onto one of the spaces allowed by the card effect or the additional action.
- If you have no Posters on your Desk, you must take one randomly from your supply and place it without looking at it;
- In the rare case that both a faction's Desk and its supply are empty, and it is necessary to place or draw a Poster, shuffle that faction's discarded Posters to create a new supply.

- Posters must always be placed face down, with the value hidden. It is not permitted to look at Posters (whether your own or your opponent's) once they have been placed on the board;
- A pre-printed Poster can only be covered by a Poster of the corresponding faction.

Additional Action

Below each Event card space on the support board, an Additional Action is indicated, which must be resolved when the corresponding card is chosen.

For the three leftmost cards, you may choose one of the following additional actions:

- Place one of your Posters in a section of your choice within the specified Constituency (Northern, Central, or Southern Italy), following the standard placement rules.
- Add a Non-Voter to a section of your choice
- Move a Voter from one section to another of your choice, always within the specified Constituency.

The additional action for the rightmost card instead indicates "+2 Public Opinion." Unlike the others, this action is not resolved immediately after the Event card text. Instead, it is resolved only at the end of the

round, when calculating the difference between the total Public Opinion values of the Event cards chosen by the two factions, and the marker on the track is moved accordingly.



The Monarchist player chose the second card from the left, and as their additional action, decided to place one of their Posters in a section of Central Italy.

Public Opinion phase

When both players have completed two turns (and all Event cards have been resolved), each player sums the Public Opinion values shown on the Event cards marked with their faction token. The player who chose the rightmost Event card adds +2 to their total.

The marker on the Public Opinion track is then moved toward the side of the player with the higher total by a number of spaces equal to the difference between the two factions' sums (any movement beyond the far left or far right ends of the track is simply ignored).



The Monarchist player has $3+1=4$ Public Opinion points, while the Republican player has $2+2+2=6$. Therefore, the Republican player moves the marker two spaces in their direction on the Public Opinion track.

End of the month phase

Players retrieve their faction tokens;

The revealed Event cards are discarded (except for those containing the text “Keep this card on your Desk”, which are taken by the faction that placed its token on them);

Each faction may discard any number of Posters from its Desk. Discarded Posters are placed face up (with the value visible) next to the game board;

Move the “Month” marker to the next space and proceed with a new round. If the marker was on the last space (May), proceed to the Ballot phase.

BALLOT AND VICTORY

At the end of the fifth and final round of play, the game proceeds to the Ballot, where players determine how many Voters chose each of the two factions, and consequently, what Italy's future institutional

framework will be.

To proceed with the Ballot, follow these steps:

- Starting with Southern Italy, and continuing through Central and Northern Italy, choose a section that contains one or more Voters;
- Reveal the values of the Posters present in that section;
- Undecided tiles (those with a question mark on either a faction-colored or gray background) take on the value determined by the position of the marker on the Public Opinion track at the end of the game;



In this case, the Uncertain tiles (“?”) are worth 2 additional points for the Republican player.

- Sum the total value of each Faction's tokens—including any pre-printed value in the section—and calculate the difference between the two totals;
- A number of voters from that section equal to the difference between the two factions' totals is moved to the row of the winning faction on the Ballot track. If the number of Voters present in the section is lower than the difference between the two factions, move all available voters;

- Any remaining voters left in the section are divided equally between the rows of the two factions;
- If one voter is left over after this division (meaning the number of remaining voters was odd), place this voter in the "Null Ballots" ("Schede nulle") box;



In this case, the difference between the Poster values is 1 point in favor of the Republic. Therefore, the Republican player takes the first Voter. Two other Voters are split between the two factions, while the last remaining Voter ends up in the 'null ballots' space.

- Choose a new section and continue assigning voters until all voters on the board have been allocated.

The faction with the highest number of voters wins the game. In the event of a tie, the winning faction is the one holding the favor of Public Opinion at the end of the game.



At the end of the ballot, the Republic prevails over the Monarchy by a single million votes. Fortunately!

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