

Young Voices in the European Democracies - DOME

Klappland: A Role Playing Game about Politics



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1 Candidate for MP in Klappland!

This is a Role Playing Game about Politics. The game takes place in an imagined country with a system of politics that roughly resembles Western Democracy. You will participate in a small part of the democratic process. You are supposed to create a candidate who wants to become an MP, join a party, elect its leadership and take part in presenting it at the first parliamentary session. The Party will propose one Bill for legislation and a general policy for the election term. At the end you actually have been elected and take a seat as an MP



On the other side you will find a form that you have to fill in to create your character. You will have to make up a name, choose your age, your gender etc. You will then have to choose a general political affiliation and then write down 3-5 political goals. Ideas for those may come from a general background to Klapplandish Politics provided by the King of Klappland in his introductory speech.

After your character is ready you will join a Political Party with others you feel you want to work with and will help you. Each party must:

1. Find a name
2. Elect a leadership (chairman, vice-chairman, secretary, cashier)
3. Make a policy: have a general political identity and 5 specific goals it wants to achieve in Parliament.
4. Draft a short bill for legislation to be presented for the Parliament.

Yes, by the way. The King of Klappland is Ármann Halldórsson, one of the Icelandic teachers.

This version of the game has no points. The leader of the largest party is considered the winner as she/he is most likely to become Prime Minister.

You will hand in your sheet at the end of the Game.

All work is to be done in English. If you have problems get help from teachers and your peers.

Note that this game is in some ways a LARP, so assuming the role of your character is encouraged, especially in the final part, i.e. the first Parliamentary Session.

Name – picture:	
Political affiliation / ideals:	
Specific goals	
1	
2	
3	
4	
5	
Party joined:	

2 Party Form

Party		
General political affiliation / ideals		
Leadership		
	Chairman	
	Vice-Chairman	
	Secretary	
	Cashier	
Specific Policies		
1		
2		
3		
4		
5		

Bill proposal:

3 Klappland – Government Charter

Party 1		
Party 2		
Party 3		
Policies		
Ministers		
Prime Minister:		
-minister		
-minister		
-minister		
-minister		
-minister		
-minister		
Bills:		

4 Klappland – simplified international version

4.1 A political role playing game

One player is the Game Master, or the King of Klappland. This player does not earn points.

All participants (students and teachers) are recently elected Members of Parliament in Klappland. Curiously they are not yet members of parties; they have been elected based on specific goals that they have promised to work on in the government or the shadow cabinet.

Each participant receives a character sheet. On this character sheet they track their progress, keep their score and notes about the game. The character sheet also states the player's goals. Each player has two goals:

-A political goal: a policy that they want to get into the party contracts, and the government or shadow cabinet contract.

-A power goal: a position in the government they aim to take.

-Some players may be 'jokers' with different goals, for examples functioning as spies....

Points are earned by getting your goals into the contract, or by getting positions in the government, like this.

Prime Minister: 10 points (shadow cabinet 8 points)

Other ministers: 5 points (shadow cabinet 4 points)

Political goals in Party Contract 3 points, in Government Contract 5 points, Shadow Cabinet Contract 4 points).

Each participant has one vote.

Round one: Party formation.

Participants hold meetings according to a system and talk to as many as they can. Then they decide whom they wish to form a party with. Number of parties around 4, but not fixed. Each party has to

-have a name

-have a slogan

-write a contract on a special document, where five policy points are included.

Round two: Government and Shadow Cabinet formation

Parties meet and when a majority is formed they announce it to the King. The other parties, in the minority form the Shadow Cabinet. Both the Government and the Shadow Cabinet write contracts on documents provided with seven policy points, one Prime Minister and seven ministers. Note that there is no rule about which ministers are in the Government or the Shadow Ministry.

Final round: The government and the Shadow Cabinet present themselves to the assembled Parliament. The leaders give speeches. The King gives Medals to MPs who he feels have somehow been exemplary in the political process – The Order of Flowers and the Knight of the Howling Owl (worth five points each).

Documents needed:

Character sheets for all participants

Party Contracts (4-6)

Government / Shadow Cabinet Contracts

Documents for the Medals (The Order of Flowers / The Knight of the Howling Owl)

4.2 Note on playing styles:

Players are free to strike all kinds of bargains, and can be open or secretive about their goals. If there are language obstacles teachers and other students must be ready to assist. There are points involved but the main goal is to experience a simulation of the political process and to have fun and get to know each other! It is a good idea to assume a character and function in the game as such – one of the things you do on your character sheet is invent a name and an identity.