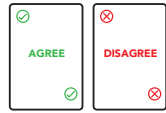


SETTING UP THE COURT

- Each player chooses a colored set of Voting cards. Each set includes: 8 cards with votes numbered: 1 (x4), 2 (x1), 3 (x2), and 1 Dissent card.



- Each player also needs 2 Opinion cards (1 AGREE and 1 DISAGREE) for their hand.



- Shuffle the Topic card deck then randomly choose 7 cards to play for the game and place them face-down. Set the remaining cards back in the box.
- Place the game box near the group as players will discard into it during the game.
- The game is played in 7 rounds. During those rounds, players take turns acting as the Chief Justice.
- Choose the wisest player to be the first Chief Justice and hand them the Chief Justice card. That player will place the card in front of them.
- Court is now in session, and you're ready to play the first round!

PLAYING A ROUND

A round is played in 3 parts in the following order: 1.) Arguments, 2.) Voting, and 3.) Judgement.

1. Arguments

The current Chief Justice draws the top Topic card, reads it out loud, and places it in the middle of the table for all to see.

Each player must either vote to **AGREE** or **DISAGREE** with the topic. The side that ends up with the most votes will score points.

The Chief Justice now decides how long the group gets to argue the topic so players can determine how they'll vote. They may use the 1-minute timer included, set a phone timer to 2 minutes, or keep it open-ended for juicier topics. It is entirely the Chief Justice's choice.

When ready, the Chief Justice starts the discussion (and timer).

Players discuss, debate, and manipulate the argument to feel out who will vote to **AGREE** or **DISAGREE**.

**TIP: Read the table. Can you get a sense of where most votes will go? Sway players to one side or another to try and collect more votes. Form voting alliances. Break alliances. Bluff. Just end up on the side with the most votes to score!*

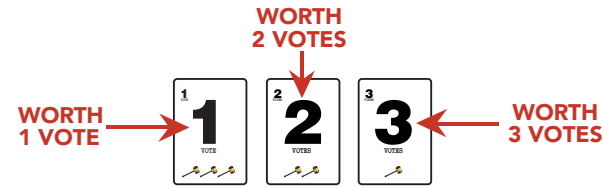
The Chief Justice chooses when to end the discussion (or when time runs out on the timer).

Now, it's time to vote.

2. Voting

When voting, everyone - including the Chief Justice - will play 2 cards: an Opinion card and a Voting card.

- First, each player secretly chooses 1 Opinion card - to either **AGREE** or **DISAGREE** with the statement on the Topic card.
- Then each player must also secretly choose one numbered Voting card to play with their Opinion card (*unless they choose to play their Dissent card - but we'll get to that in a minute*).



Each Voting card is worth 1, 2, or 3 votes. All votes cast for each side will be added together. The side with the most cumulative votes will win the round and score. How many votes do you need to play in order to help your side secure the most votes?

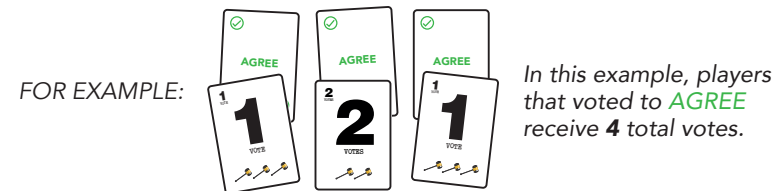
- Each Voting card may only be used once in the game.
- When ready, each player puts their 2 cards out in front of them, face-down, with their hand covering their cards to signal their votes are locked in.

Once all players are locked in, it's time to reveal the votes and hear the judgement.

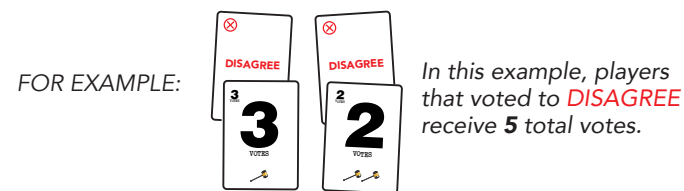
3. Judgement

Let's reveal the outcome of the vote:

- First - the Chief Justice asks all those who voted to **AGREE** with the statement on the topic card to reveal their cards and the number of votes they played. Then add up the total number of votes **AGREE** received.



- Then - the Chief Justice asks all those who voted to **DISAGREE** to reveal their cards. Then add up the total number of votes **DISAGREE** received.



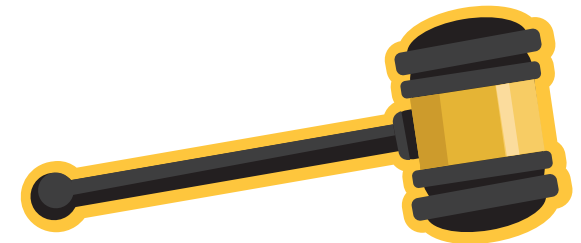
- The side with the most votes wins!



- Winning players** put their Voting cards in front of them face-up in a line to score.
**TIP: During the game, players should keep an eye on how many votes other players have won to inform how they may vote in future rounds to keep these players from winning more cards. You may want to bluff to throw the leader into a minority vote to keep them from scoring.*
- Losing players** discard their Voting cards from the round into the box.
- If there is a tie vote**, then there is no winner for the round. All Voting cards used in the round are discarded into the box.

Now players get ready for the next rounds:

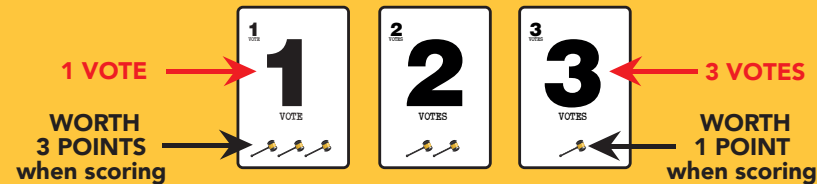
- All players hold onto their Opinion cards (**AGREE** and **DISAGREE**) for the next round.
- The Chief Justice card is passed to the next player on the left and the next round begins.
- Play continues for 7 rounds when all the Topic cards have been played. Each player will finish the game with 1 Voting card.
- Then players add up their score to see who wins! (see **SCORING & WINNING!**)



COLLECTING POINTS & VOTING STRATEGY

The goal is to score the most points by the end of the game. Points are found on the bottom of each Voting card – signified by the number of gavels.

So, in order to collect points, you will need to win votes during the game. You'll see that each Voting card (1, 2, and 3) has a different point value on it (gavel icon). Cards with less votes have more points.



Since cards have different point values than the number of votes, that will tell you that you need to play a bit more carefully when playing certain cards in order to get those points. Play strategically and get others to vote a certain way so you can successfully play less votes for a reward of scoring more points!

FOR EXAMPLE:

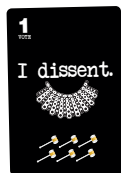
- If you're confident that you'll be in the majority, you play a 1 vote... and get rewarded with 3 points!

or

- If you're not sure and trying to swing the vote in your favor, you may play 3 votes to get your side to win... but only get rewarded with 1 point. .

Play wisely. Remember, each voting card will only be used once during the game. Play your cards carefully so you can get the most points that you can.

DISSENT CARDS



Once you get a good handle on the game's strategy, you may want to try using your Dissent card to steal the vote.

Each player has one Dissent card in their hand.

If played successfully, you will score 6 points and BLOCK those in the majority from scoring any points in the round. That's the power of this dissent!

However, this card must be played in the MINORITY of a vote to succeed.

You'll need strategy and savvy to play this card. For example, make a strong argument to get others to AGREE, then play your DISAGREE and DISSENT cards to try and ensure your spot in the minority of a vote.

Here's how it works:

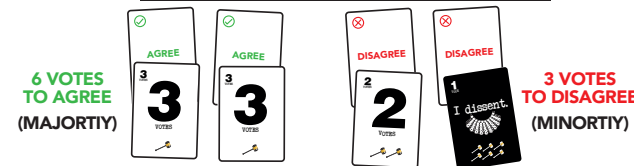
Play the Dissent card as a Voting card along with your Opinion card. It is worth 1 vote for your side.

- If a player successfully played their Dissent card in the MINORITY of a vote, they score and place their Dissent card in their score pile. All players in the majority - and any players in the minority that did not play a Dissent card - do not score and discard their voting cards into the box. Only the Dissenters in the minority win the round.

If multiple Dissents are successfully played in the MINORITY, they all score.

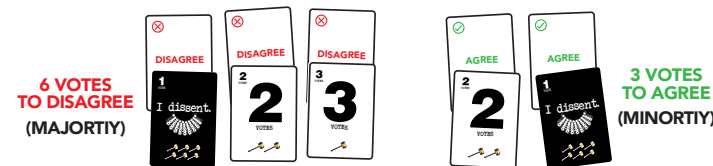
- If a Dissent card ends up in the MAJORITY, then it doesn't score. The Dissent card is discarded into the box, and those in the majority who did not play a Dissent card still score as normal.
- If a Dissent card ends up in a TIE vote, then it doesn't score, and all Voting cards for the round are discarded.

EXAMPLE 1 – A SUCCESSFUL DISSENT!



The Dissent card is played successfully in the MINORITY vote. That card is the only one that scores for the round and scores 6 points.

EXAMPLE 2 – MULTIPLE DISSENTS ARE PLAYED



Two Dissent cards are played. One in the MAJORITY and one in the MINORITY vote. The Dissent in the minority is the only card that will score for the round. ALL other Voting cards are discarded.

SCORING & WINNING!

After the final round, each player tallies up the number of points (gavel icons) on the cards in their scoring line. (Each player will have one Voting card leftover in their hand. This card is not counted in the final score.)

The player with the most points is the winner and reigns supreme!



What's in the box:

81 Topic Cards
18 Opinion Cards (9 Agree / 9 Disagree)
9 Sets of Voting Cards (8 cards per set)
1 Chief Justice Card
1-Minute Timer
Game Instructions

I dissent.

A game of SUPREME opinions.



OVERVIEW

Players preside over the court of public opinion and rule on hot button topics of the day.

In each round all players will vote to AGREE or DISAGREE on a topic. Be on the side with the most votes to score points. The player with the most points after 7 rounds is the winner – and reigns supreme!

However, being on the side with the most votes takes skill. Watch out for players switching sides or playing a Dissent card to get ahead. You may find yourself on the wrong side of a vote and not scoring any points at all.



A portion of this game's proceeds will be donated to the American Civil Liberties Union, which is home to the Women's Rights Project that Ruth Bader Ginsburg co-founded.



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