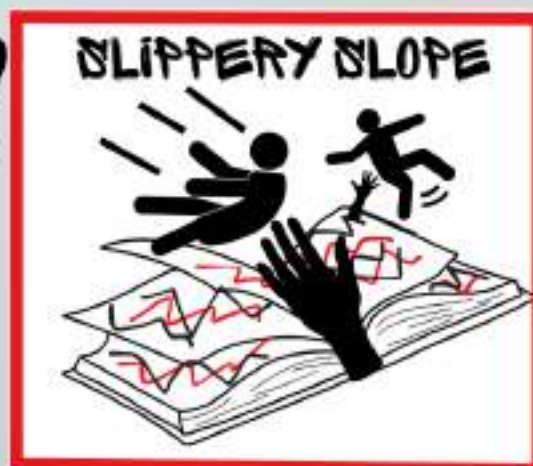


SLIPPERY SLOPE - THE GAME



RULERBOOK

About The Game:

'Slippery Slope' is a roleplaying game about the mechanisms that make xenophobic narratives persuasive.

Our story takes place in the small town of Slippendorp. The central government is planning to introduce a group of immigrants into it. Soon, the mayor will organize a plebiscite in which citizens can decide to be for or against this new policy. But how can the Mayor get the outcome he wants? Every inhabitant of the town has their own fears and motivations. If the Mayor finds out what they are, he can easily use them for his advantage...

But! The townspeople have a choice when they listen to the Mayor's emotionally charged speeches. Only when armed with knowledge can they resist his persuasion. However, just like in life, our characters undergo unexpected difficulties...

'Slippery Slope' shows how anyone could get seduced by certain narratives if they are not careful...Will you fall for it?

Players:

This game is recommended for players who are 16 and above. There needs to be a minimum of 5 players in order to begin a game. This game will function through a hybrid cooperative/competitive system. There needs to be an odd number of players for the game to work – if more people are interested in playing, two people can play as one character.

Duration:

The game lasts a total of 10 rounds, so however much time that will take. We approximate that with 5 players in the game, it will be around 35-45 minutes of gametime.

Components:

Rhetorical mechanism cards— used by the Mayor to make persuasive (but false) arguments
Character card (1 per player) – includes a name, background story, personal values, and hidden trigger words.

Fact-Check Cards — used by citizens to resist the Mayor's rhetoric and educate themselves.

Daily Event Cards — randomly introduce good or bad fortune affecting players' energy

Energy Tokens — track each player's capacity to act and resist

Fear & Anger Tokens — track how influenced a player is by the Mayor's narrative

Fear and Anger Manager — display the amount of fear and anger a character has. It helps sense what a character will vote for in the referendum.

Timer — for timed speeches (2 minutes)

Objective of the Game:

The goal of the game is to end with a referendum in which citizens vote on whether to allow the immigrant group into their town. The mayor wins the game if the majority of players vote against welcoming the immigrants. The city wins if the majority of players vote in favour of welcoming the immigrants.

Each citizen's individual goal is to end up on the winning side of the referendum and ensure their energy stays above zero.

Set up:

1. Shuffle the character cards and distribute one to each player, facing down. Players are not allowed to reveal anything regarding the card they just received.
2. Place all card decks (Rhetorical Mechanism, Fact-Check, Daily Event) face down in the centre of the table.
3. Each citizen receives 10 Energy tokens. The Mayor receives all the Fear and Anger tokens, redistributing them during the game.
4. The player assigned the Mayor character card begins the game by reading the opening speech, setting the narrative for the game.

Gameplay:

1: The Mayor's Opening Speech

Before regular rounds begin, the Mayor delivers a short speech introducing the referendum. The Mayor should stay in character and can be as persuasive as they like.

2: Introductions

After the Mayor's opening speech, each player should briefly introduce themselves, using the information provided in their Character Card, but not revealing their Trigger Words. They should try to get into character.

3: Each Round (One "Day" in the Town)

On their turn, each citizen player (everyone except the Mayor) chooses **one** of the following three actions:

- ☐ **Draw a Daily Event Card.** Events may add or subtract Energy tokens and can create opportunities to learn information about other players.
- ☐ **Buy a Fact-Check Card** (*costs 3 Energy tokens*). Fact-Check cards give you real information about immigration and make you more resistant to the Mayor's persuasion.
- ☐ **Bond with Another Player.** Spend time with another player. This allows you to learn clues about their character — and possibly discover their **Trigger Words**. Bonding builds alliances and can help you coordinate votes at the end. When you decide to bond with another player, **you give them 1 Energy Token, but receive 2 Energy Tokens after your conversation.**
- ☐ **Draw a Rhetorical Mechanism Card.** While typically reserved for the mayor, players can draw Rhetorical Mechanism cards to try to Convince or Unconvince their fellow players.

3: The Mayor's Turn

The Mayor does not draw cards. Instead, the Mayor may:

- Get a **Rhetorical Mechanism Card** (no cost, but cannot make any other moves in that round)
- **Talk to A Citizen.** Through getting to know other players, the Mayor might get an idea of what their Trigger Words may be. He needs Trigger Words to convince them.
- **Make a Persuasion Speech.** Once he has a Rhetorical Mechanism card and has an idea of what a player's Trigger Words could be, the Mayor can talk to the chosen player and try to convince them using his resources. He has 2 minutes.

4: Responding to a Speech

After a persuasion speech, targeted players must decide:

- **Resist** — spend Energy tokens to push back. You may play a Fact-Check card to counter the Mayor's rhetoric or spend 5 Energy Tokens.
- **Be convinced** — spend no energy, but receive 5 Fear & Anger tokens from the Mayor. Once convinced, you need to help the Mayor persuade others. You are only convinced when you have a majority (out of five) of fear and anger tokens.
- **Be UnConvinced** — Players can become unconvinced and lose a fear and anger token through positive interactions with other players. This includes bonding with players who use your key words to try and unconvince you, and learning from fact checks.

5: Trigger Words

Each Character Card includes a hidden **trigger word** tied to that character's deepest fear or anxiety (e.g. job insecurity, family safety, cultural identity). The Mayor or other convinced citizen must use at least 1 Trigger Word in order to convince a given player.

6: Elimination

If a player's Energy tokens drop to zero, they are **eliminated** from active play and must abstain in the final referendum.

7: The Secret Option: Revolt

At any point during the game, if a majority of citizen players have privately agreed (through bonding), they may collectively **call a revolt** against the Mayor. This ends the persuasion phase early and sends the game directly to the referendum — giving citizens a strategic advantage if they act fast.

8: Ending of the Game — The Referendum

After a set number of rounds (agreed before the game, typically 8-10), it is time for the referendum.

The Mayor delivers the closing speech and calls a vote.

Each active player (who has at least 1 Energy Token) casts a vote: For or Against the introduction of immigrants into the town.

Players with 2 or less anger tokens in their fear and anger manager vote in favour of the introduction of the immigrants. The mayor and characters with 3 or more anger tokens vote against.

- Count the votes.
- **Most votes against** → the Mayor wins. The xenophobic narrative succeeded.
- **Most votes for** → the citizens win. Rational thinking and solidarity prevailed.