



PATRIOT ACT

THE HOME VERSION

On September 11, 2001, the United States of America was attacked on our own soil by radical fundamentalist terrorists. In response to this great tragedy, our government and heads of state drafted and passed a poorly thought out piece of reactionary legislation in *only eight days*. Keeping with the flag-waving “my country, right or wrong” mood of the time, this legislation was entitled **The Patriot Act**, which ironically gives the government the ability to restrict and even remove the civil liberties of American citizens. Thus, while our brave soldiers were out defending freedom around the world, our own freedoms were at risk right here at home.

The Patriot Act: Home Version, is a game inspired by this historic abuse of governmental powers and its effect on society. Many of the “hypothetical situations” in the game are based on real life events. So get ready to laugh, cry and trample upon the Constitution!

OBJECT: Last player to maintain his or her civil liberties wins.

EQUIPMENT: The equipment consists of a board, dice and tokens. There is a Homeland Security deck, a Free Speech deck, play Civil Liberties (hereby referred to as CL) and a Vault to deposit lost liberties into.

THE VAULT: All lost CL are relinquished into the Homeland Security Collection Vault.

PREPARATION: Place the board on the table and put the deck of cards face down on its allotted space. Each player chooses one token to represent him/her while traveling around the board.

To begin: players take turns rolling the dice to determine amount of civil liberties (CL) for each category to begin game.

- Citizenship Status: Roll Even # = Citizen; roll Odd # = not U.S. Citizen; Citizen gets 5 CL; Non-citizen gets 1
- Race/Ethnicity: “1” = Arab; “2” = Pakistani; “3” = African American; “4” = Latino; “5” = Asian; “6” = White Amount of CL distributed corresponds to dice roll.
- Religion: Christian = 5-6; Jewish = 4; Muslim = 2-3; other = 1 Amount of CL distributed corresponds to dice roll.

- Employment: White collar business = 6; Blue Collar = 5-4; Unemployed = 2-3; illegal Migrant worker = 1 Amount of CL distributed corresponds to dice roll.
- Political Affiliation: Ultra Right Wing = 6; Mod. Republican = 5; Democrat = 3-4; Ultra Lefty = 2; Color me Pink = 1 Amount of CL distributed corresponds to dice roll.

THE PLAY: The player with the most civil liberties goes first, and the rest of the players proceed clockwise from the starting player. Place tokens on **Bring it On!**, throw dice and move tokens in the direction of the arrow the number of spaces indicated. The tokens remain on the spaces occupied and proceed from that point on the player’s next turn. Two or more tokens may rest on the same space at the same time. The color coding of the Terror Alert System determines if a player is at risk of losing CL at the hands of another player.

Alert Color Coded Spaces:

- Red (Severe) — If a player lands on a RED space, that player loses 1 CL, as does any player within 5 spaces.
- Orange (High) — If a player lands on an ORANGE space, they must select a suspicious player to lose 1 CL.
- Yellow (Elevated) — If a player lands on a YELLOW space, they must roll the dice: if an odd number is rolled, a player must be selected

to retreat to the nearest FBI and follow standard protocol.

- Blue (Guarded) — Player on BLUE must still be vigilant; move back one space.
- Green (Low) — Player on GREEN space cannot lose CL or be affected by another player.

GUANTANAMO BAY/SECRET DETENTION:

If player lands on “Go to Detention” or gets a HS card of same direction, player automatically loses 3 CL. On each subsequent turn, the player must roll dice to get a “1”; each time player rolls any other number, player loses another CL and stays in Detention until next time to roll. If a player rolls a “1”, player gets out of Detention, but does not proceed until next turn.

Any player who lands on Detention due to dice roll only, that player is only visiting and must not speak or acknowledge any player who is being held in detention, or that player risks moving backwards to the nearest FBI office.

If a player has a “Get out of Detention” card, then the player simply waits on the space until next turn.

If a player runs out of CL before game is over, they report to Detention for the duration of the game without participating. Player can only get back into the game if another player is forced to give CL to player in Detention. If this happens, then detainee follows above rules on how to get out of Detention.

FREE SPEECH ZONE: If player lands on Free Speech Zone, he/she draws from the Free Speech deck and must read the card aloud. Player may elaborate or debate said statistic with other participants. Player is protected from investigation, inquiry or random search and seizure regardless of what is said with no risk of losing CL.

FBI: If player lands on an FBI office or draws a card of the same instruction, that player must roll dice to determine outcome of interrogation:

- Roll “1–2” — player refuses to cooperate; moves back 5 spaces and loses a turn.
- Roll “3–4” — player offers another player as suspect; designated player reports to same FBI space and loses 1 CL
- Roll “5–6” — player is suspect; must report to Detention and loses 2 turns.

PRO/ANTI-WAR RALLY: If a player lands on a War Rally space or draws a card of same direction, player refers to political affiliation designated at beginning of game. If Rt. Wing or regular Republican lands on Pro space, no CL lost, but can force any player with opposing affiliation to move back 3 spaces, or stand up and recite the Pledge of Allegiance. If, by chance, the player does not recite The Pledge correctly, that player loses 1CL.

Likewise, if a Democrat or other Left-leaning affiliation lands on an Anti-War Rally, they can choose a player with a more “right-leaning” party affiliation to donate one of his/her CL to another Lefty player other than the one on the square, or move back 3 spaces.

These rules apply if the Dem/Lefty lands on the Pro-War space (or Right-Winger on Anti-War), except the player automatically loses a turn and still has to complete the “penance task”.

AIRPORT SECURITY: If a player lands on an airport, he/she is detained and loses one turn. If the player is a non-White, the player moves back 2 spaces and loses a turn. Additionally, if the player is a Muslim, that player also loses 1 CL.

END OF GAME: Game ends when one player is left still in possession of CL and not held in Detention.

...anyone?