

REPRESENTATIVE NEGOTIATIONS



A game about the frustrations of communicating with your elected representative.

What Is This?

Welcome to the Representative Negotiations, also known as the Quest For Your MP To See Your Point Of View! This set of gruelling and hair-raising Ordeals will be full of frustration and none of them should be attempted without a good breakfast. You may decide to undertake the challenges yourself, or to gather a team of equally intrepid would-be communicators.

More seriously, this game is designed to help you communicate better with your elected representatives, whether in Westminster or elsewhere. It was created following the 2014 UK General Election, and therefore it is aimed at Members of Parliament, but there is no reason why you should not adapt it for your own needs. Pull it about and reshape it as needed. You might be running some workshops and find it helpful to dip into the message section or to role play some of the dice-based Ordeals, or you might use this as an individual exercise.

It's based on MPs because of the 650 MPs who were elected on Thursday 4 July 2024, 335 of them had never been elected to Parliament before. There were also many returning MPs who were now representing slightly different constituencies because the boundaries had changed. So a large number of us woke up on Friday morning with new or different elected representatives. The question remains: how do we talk to them?

You Will Need

- A pencil or pen
- Two small counters (coins, or bits of scrunched up paper)
- Up to four standard 6-sided dice (you can roll dice online on your phone)
- Paper copies of these sheets
- Some extra paper

What's Included

- This introduction
- Character Sheet
To be filled out before you play
- Message Sheet
To be filled out before you play
- The Ordeal Of Introducing All Your Concerns
Role play, small groups
- The Ordeal Of Thanking Your MP For An Action Previously Taken
Dice worksheet, solo
- The Ordeal Of Undertaking Research And Listening To Your Friends
Role play, small groups
- The Ordeal Of Raising An Issue Not Previously Considered
Dice worksheet, solo
- The Ordeal Of Persuading Someone You Know Disagrees With You
Dice worksheet, two player

Filling Out Your Character Sheet

The Character Sheet is divided into different sections. On the left side of the page are boxes about you. On the right side the boxes are for your MP. And at the bottom you have a track for your Energy and a track for your Goodwill.

Start with your own character. Write in your name and your role. For example, you might be Mary from the Oxford Road Community Group.

Choose one of the four roles: Visionary, Storyteller, Logistics, and Facilitator. Choose the role which feels most like you. Obviously in real life people are more complicated than this, and you might find that you struggle between two different roles. If you're playing this in a workshop with other people then it's useful to have different roles within the groups. Circle the role you have chosen or cross off the other roles.

You'll see that below the roles you have a chance to add 1 extra point of Charisma, Flexibility, Passion, or Patience. This will happen as a result of some of the Ordeals.

There is also a section where you can mark off a useful item. These are acquired through the Ordeal Of Undertaking Research.

It's time to move to the right hand side. This section is all about your MP.

Write down your MP's name and whether they have any roles. It won't come up directly in this game, but it's certainly useful to know whether they are a backbencher or part of the Government or Opposition.

The next five boxes ask you to choose between two different traits on a sliding scale of 1 to 5. For example, the first box is "Pragmatic Thinking 1 2 3 4 5 Principled Ideals". Someone who was very pragmatic and believed that the answer always depended on context, cost, circumstances (etc) would be put down as a 1 on this scale. Someone who thought that the principle overrode the circumstances might be a 5 on this scale. You should imagine where your MP fits. It may be that you are simply guessing, which is absolutely fine – in real life, where you find out more about your MP you can always adjust your assumptions.

Fill out all five boxes by circling the number on the scale which you think best represents your MP.

Now you only have one more thing to do! Find two small counters, and place one on number 2 of the Goodwill track and one on number 4 of the Energy track. When you play through the Ordeals you may gain or use both Goodwill and Energy.

Crafting Your Message

This sheet helps you to come up with a clear message which is easy to communicate. First write the answers to the questions on a blank piece of paper. Then use those answers to write a paragraph, summarising and encapsulating as much as possible. It is difficult, and may not appear at first that it's coming together, but please do keep at it and you'll find a message emerges.

You might wish to undertake the Ordeal Of Introducing All Your Concerns in order to hone the message.

Continued on next page

How To Play

Have you completed your character sheet and your message? If so, you are ready to play!

Start by ensuring that you have your two counters on the Energy and Goodwill tracks on your character sheet. Energy should be 4 and Goodwill should be 2.

There are five different Ordeals. The first three are single pages, and the last two have multiple pages.

Each Ordeal starts with the type of game, number of players, and what you need. It then gives you instructions, and asks you to either score the other person or to score yourself. Write the scores in the boxes provided and then read the results section

In the two longer Ordeals you will need to roll dice several times and score. Take each section at a time, taking care to fill each in. You will calculate the MP's Doubt and your counter argument, by looking at the character sheet. Make sure that you have circled the right number for the MP and written in your number for you before you roll the dice.

All the instructions are on the individual worksheets. Keep filling in boxes until you either complete the Ordeal or run out of Energy.

How Do I Win or Lose?

If you manage to complete all the worksheets without running out of Energy, then you have successfully established a good relationship with your MP and won the game.

What If I Want To Play Alone?

For the Ordeal Of Introducing All Your Concerns, I recommend that you write down your message five times in five slightly different ways. Each should be framed within one of the five approaches on your MP's section of the character sheet. So, if they are a Big Picture person, focus on that and not on the detail.

When you've done that, go and have a cup of tea. Stretch your legs. Come back 20 minutes later and read what you've written. Score yourself +2 point if the message was clear, +2 point if it was convincing, and +2 point if it would appeal to someone of that approach. Use the results on the printed worksheet to reward yourself.

For the Ordeal Of Undertaking Research And Listening To Your Friends then you can also write down your answers. Get yourself some tea and then come back and score yourself according to the Ordeal worksheet as printed. For the timed 30 second in part 2, I suggest you speak to the mirror. Again, score yourself according to the worksheet.

For the Ordeal Of Persuading Someone You Know Disagrees With You, you will need to be rolling the dice every single time. That makes this rather tricky. Because of that, at the end of each Doubt you gain double the Energy and Goodwill – essentially you get what would have got to the other missing player as well.

Questions or comments? We're Dissent Games, and can be found at dissentgames.com or on most social media as @dissentgames.

The Ordeal Of Introducing All Your Concerns

You'll only have one opportunity to introduce the issue. You have two objectives here: to try to get your message across, and to garner goodwill. Unfortunately, this will depend on how well you fit with your MP...

Type of game Role play	You will need • your message • two standard 6-sided dice • your character sheet • two counters per person (for Energy and Goodwill)
Number of players Groups of 2-3 people	

You decide to introduce yourself to your MP in person. This will be a role play, in which one person will play the MP and the other(s) will play their character(s).

If you are playing the MP, then roll two dice and hide the results from the other players. Keep rolling until you have two different numbers of 1-5. (So if you roll a 6 then you should reroll that die, and if the two dice are the same then reroll one until it's different.) Keep the results hidden. These two dice represent the approaches you are going to focus on.

- 1 – Pragmatic Thinking / Principled Ideals
- 2 – Big Picture / Desire for Detail
- 3 – Long Term View / Immediate results
- 4 – Loyalty & Solidarity / Utilitarian Approach
- 5 – Deep Thinker / Quick Thinker

If you are playing yourself, then your task is to explain your issue to the MP. The MP will then give you a score based on their judgement of how clear you were and how well you fitted your message to their traits. They will also ask you to guess which traits on which they were focusing, and if you guess correctly then you'll score additional points.

Score (as decided by the person taking the role of the MP)	Score
How clear was the message? • I understood the issue +1 point • I was convinced that there was some merit to the argument +1 point • The message or the answers were too long, and/or too aggressive or rude -1 point	
What were the two traits on which I focused? +1 point for each trait identified	
Were the answers suited to those two traits? +1 point for each trait to which they were well suited	
Total score	

Results:

0-2 — You need to work on either your message or your tone, or possibly both. -1 Goodwill.

3-4 — Your message could do with some work, and perhaps you could consider how to alter it to fit the individual. +1 Goodwill.

5-6 — Your message is persuasive and appropriate. +1 Goodwill and +1 Energy.

The Ordeal Of Thanking Your MP For An Action Previously Taken

Have they done something you can thank them for? Or congratulate them on? Thanking an MP can be more luck than anything else — sometimes they open the email or letter at just the right moment and it strikes the perfect note. Other times the busyness and fluster of their office means that it goes unnoticed.

Type of game Dice worksheet	You will need - a standard 6-sided die - a pencil - your character sheet - two counters (to track your Energy and Goodwill)
Number of players One	

You decide to thank your MP for a past action. You will gain or lose points for the format of your communication, length, and previous actions. You may be asked to refer to other Ordeals.

Your actions	Score	Energy
How do you intend to send your thanks? Choose ONE. - Email with one paragraph thanks: +1 to your score - Physical greetings card with one paragraph thanks: +2 to your score, and also -1 Energy - Email with three paragraph thanks: +2 to your score, and also -1 Energy - Physical greetings card with three paragraph thanks: +3 to your score, and also -2 Energy		
How many times have you thanked your MP? - If you have thanked your MP 1 or 2 times before: +1 to your score - If you have thanked your MP 5 or more times before: -1 to your score		
Have you already completed The Ordeal Of Introducing All Your Concerns? If the answer is yes, and you gained Goodwill from the encounter, then add +1 to your score.		
Roll one standard 6-sided die. Add the number in the score column. (This represents the amount of random luck.)		
Total of each column.		

Results (based on score only):

- 2 — your message is perceived to be slightly suspicious or self serving. -1 Goodwill.
- 3 — your message is unfortunately overlooked. No effect on Goodwill.
- 4 or 5 — your message is received and the MP is grateful. +1 Goodwill.
- 6 or more — your message is read by both MP and their staff, and (briefly) discussed positively in the office. +2 Goodwill.

On your character sheet, update both your Goodwill and your Energy by moving your counters.

Record your score in the left-most empty box.

The Ordeal Of Undertaking Research And Listening To Your Friends

How do you acquire more knowledge? In this game, as in real life, skill sharing is generally a really good way to learn from others.

Type of game Role play	You will need • your message • your character sheet • something which can time you for 30 seconds
Number of players Groups of 2-3 people	

Part 1: Skill Sharing, Skill Expanding

You will test your message against your fellow players, and they will test theirs against you. This will be partly role play and partly guess-which-skill-this-is. You'll each take it in turns.

When it's your turn, choose one of the four skills below.

- 1 – Charisma
- 2 – Flexibility
- 3 – Passion
- 4 – Patience

Express your message to the other player(s), framing it in terms of the skill chosen. Then ask the other player(s) to score how well you did.

Score (as decided by the other player or players)	Score
How clear was the message? • I understood the issue +1 point • I knew which of the four skills was the chosen skill +1 point • I did not find the message dull, too long, or irrelevant to the chosen skill +1 point	

Results:

- 0-1 — You need to work on either your message or your tone, or possibly both. No reward.
- 2 — You expressed your message within the context of a specific skill. Tick the box on your character sheet which says +1 for the skill used. You can now add that to your score in future worksheets.
- 3 — Your message is persuasive and appropriate, and you can frame it within a specific skill. Tick the box on your character sheet which says +1 for the skill used AND move on to the next part of this Ordeal.

Part 2: Special Items (both physical and non-corporeal)

Can you create one of the special items? All you have to do is convince the other player that you would have the ability to create it...but you only have 30 seconds to do so. You can choose any of the four items labelled A to D (executive summary, personal experience etc) on the character sheet.

Set a timer for 30 seconds and see if you can say something sensible enough by the time it goes off. The other player(s) judge whether you've been successful. If there are two of them then you only need to convince one person for it to count. If they think your 30 second explanation is sufficient, then mark the item on your character sheet. You can now use it to help you in future Ordeals.

The Ordeal Of Raising An Issue Not Previously Considered

A surprise argument! An ambush! Your representative is not expecting your thoughts on this issue. It is something previously unknown, and so their reactions will be instinctive and knee jerk, or based on other issues which initially appear similar.

Type of game
Dice worksheet

Number of players
One

You will need

- your message
- four standard 6-sided dice
- a pencil
- your character sheet
- two counters (to track your Energy and Goodwill)

This is a long worksheet, over three pages. They are all numbered.

You decide to contact your MP directly about your key issue. This is the issue about which you have written your message. If you decide to try out another message, you can do this ordeal again. You will gain or lose points for the format of your communication, length, and previous actions. You may be asked to refer to other Ordeals.

Your key task is to defeat the MP's Doubts. These Doubts are determined by their traits on the character sheet, and so will be different for each MP. You will need to judge where you will use most of your Energy. At any point you can give up 2 Goodwill for 1 Energy – possibly thus giving you the strength to carry on.

You will take each Doubt one at a time, and you have three chances to roll dice in order to reduce the initial Doubt score to 0. As you defeat one Doubt, you'll move on to the next. In order to pass the Ordeal (and therefore to successfully raise an issue not previously considered by your MP) you will need to defeat all the Doubts in one sitting. If you run out of Energy then you must withdraw from the negotiation. You can try again later, but you'll need to start with the First Doubt again.

Turn to the next page to face the First Doubt: "It's not a common issue, so it can't be that important."

After completing both Doubts, return here.

After completing this Ordeal

As this is the end of this Ordeal, you may wish to move on to a new Ordeal or to pause here. Keep your current Energy and Goodwill on your character sheet.

A different way to complete the Ordeal

You could also use this as a way to role play a meeting with an MP. Work in groups of two, three, or four people. Using the two Doubts as prompts, try to act out the arguments which you would have made. Based on your different roles and skills, how would it have been different for each of you? What would have happened if you were working as a group instead of individually?

The First Doubt: “It’s not a common issue, so it can’t be that important.”

<i>Calculate the MP’s initial Doubt. Over the course of the discussion their Doubt will reduce as you start to defeat it.</i>		<i>How strong is your counter argument?</i>	
Loyalty & Solidarity / Utilitarian Approach		Charisma	
Pragmatic Thinking / Principled Ideals		Flexibility	
		+1 point if you have item B	
Circle the total Doubt	1 2 3 4 5 6 7 8 9 10	Strength of argument total	
<i>Roll two dice and add their sum.</i>		<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 1: sum of dice		Exchange of views 1: sum of dice	
New total of circled Doubt and dice		New total of argument and dice	

If your argument-and-dice total is higher than the MP’s Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP’s Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

If their Doubt has been reduced to 0, skip to the end of this section where it explains winning.

<i>Roll two dice and add their sum.</i>		<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 2: sum of dice		Exchange of views 2: sum of dice	
New total of circled Doubt and dice		New total of argument and dice	

If your argument-and-dice total is higher than the MP’s Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP’s Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

<i>Roll two dice and add their sum.</i>		<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 3: sum of dice		Exchange of views 3: sum of dice	
New total of circled Doubt and dice		New total of argument and dice	

Results: winning, losing, or agreeing to disagree with regards to Doubt

If you run out of Energy then you lose and must withdraw from the negotiation. There is no penalty, except that you’ll need to start again from the First Doubt. Reset your Energy to 3. You might wish to try another Ordeal in order to boost your Energy and Goodwill.

If at any point the MP’s Doubt is reduced to 0, you win the argument. You gain +3 Energy and +1 Goodwill, and you can move on to the next Doubt.

If at the end of three rolls (three exchanges of views) the MP still has Doubt and you still have Energy, then you agree to disagree. You gain +1 Energy and you can move on to the next Doubt.

The next Doubt is on the next page.

The Second Doubt: “This seems rather complex and technical...are you absolutely certain?”

<i>Calculate the MP's initial Doubt. Over the course of the discussion their Doubt will reduce as you start to defeat it.</i>	
Big Picture / Desire for Detail	
Loyalty & Solidarity / Utilitarian Approach	
Deep Thinker / Quick Thinker	
Circle the total Doubt	1 2 3 4 5 6 7 8 9 10
<i>Roll two dice and add their sum.</i>	
Exchange of views 1: sum of dice	
New total of circled Doubt and dice	

<i>How strong is your counter argument?</i>	
Patience	
Flexibility	
+1 point each for item A and item D	
As many points as your message scored	
Strength of argument total	
<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 1: sum of dice	
New total of argument and dice	

If your argument-and-dice total is higher than the MP's Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP's Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

If their Doubt has been reduced to 0, skip to the end of this section where it explains winning.

<i>Roll two dice and add their sum.</i>	
Exchange of views 2: sum of dice	
New total of circled Doubt and dice	

<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 2: sum of dice	
New total of argument and dice	

If your argument-and-dice total is higher than the MP's Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP's Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

<i>Roll two dice and add their sum.</i>	
Exchange of views 3: sum of dice	
New total of circled Doubt and dice	

<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 3: sum of dice	
New total of argument and dice	

Results: winning, losing, or agreeing to disagree with regards to Doubt

If you run out of Energy then you lose and must withdraw from the negotiation. There is no penalty, except that you'll need to start again from the First Doubt. Reset your Energy to 3. You might wish to try another Ordeal in order to boost your Energy and Goodwill.

If at any point the MP's Doubt is reduced to 0, you win the argument. You gain +4 Energy and +2 Goodwill.

If at the end of three rolls (three exchanges of views) the MP still has Doubt and you still have Energy, then you agree to disagree. You gain +2 Energy and +1 Goodwill.

This is the end of both Doubts in this Ordeal.

The Ordeal Of Persuading Someone You Know Disagrees With You

You are aware that your MP disagrees with you on this issue. Can you change their mind? You only have one attempt at this. You will probably need to use a different issue and message to that used in the Ordeal Of Raising An Issue Not Previously Considered. This Ordeal is also different because it is for TWO people.

Type of game Dice worksheet	You will need • your message • four standard 6-sided dice • a pencil • your character sheet • two counters (to track your Energy and Goodwill)
Number of players Two	

This is a long worksheet, over five pages. They are all numbered.

You decide to contact your MP directly about your key issue. This is the issue about which you have written your message. If you decide to try out another message, you can do this ordeal again. You will gain or lose points for the format of your communication, length, and previous actions. You may be asked to refer to other Ordeals.

Your joint task is to defeat the MP's Doubts. These Doubts are determined by their traits on the character sheet, and so will be different for each MP. You will need to judge whether you will use extra Energy to roll a second die or not.

At any point you can give up 2 Goodwill for 1 Energy – possibly thus giving you the strength to carry on.

You can also switch between players, even between one exchange of views and the next – but you need to choose which player is taking the next round before you roll the dice. (And they need to roll the dice). Only one person can benefit from having the appropriate special item, so choose who will be player 1 and who will be player 2 each round.

You will take each Doubt one at a time, and you have four or three chances to roll dice in order to reduce the initial Doubt score to 0. As you defeat one Doubt, you'll move on to the next. In order to pass the Ordeal (and therefore to successfully raise an issue not previously considered by your MP) you will need to defeat all the Doubts in one sitting. If either player runs out of Energy then you must both withdraw from the negotiation. You can try again later, but you'll need to start with the First Doubt again.

Turn to the next page to face the First Doubt: "It costs too much."

The First Doubt: "It costs too much."

<i>Calculate the MP's initial Doubt. Over the course of the discussion their Doubt will reduce as you start to defeat it.</i>	
Long Term / Immediate Results	
Pragmatic Thinking / Principled Ideals	
Add in 2 points for entrenched views	
Circle the total Doubt	1 2 3 4 5 6 7 8 9 10
<i>Roll two dice and add their sum.</i>	
Exchange of views 1: sum of dice	
New total of circled Doubt and dice	

If your argument-and-dice total is higher than the MP's Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP's Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

If their Doubt has been reduced to 0, skip to the end of this section where it explains winning.

<i>Player 1's counter argument.</i>	
Patience	
Flexibility	
+1 point if you have item C	
Strength of argument total	
<i>Player 2's counter argument.</i>	
Patience	
Flexibility	
Strength of argument total	
<i>Roll one die, or use one Energy to roll two dice</i>	
Exchange of views 1: sum of dice	
New total of argument and dice	

<i>Roll two dice and add their sum.</i>	
Exchange of views 2: sum of dice	
New total of circled Doubt and dice	

<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 2: sum of dice	
New total of argument and dice	

If your argument-and-dice total is higher than the MP's Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP's Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

<i>Roll two dice and add their sum.</i>	
Exchange of views 3: sum of dice	
New total of circled Doubt and dice	

<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 3: sum of dice	
New total of argument and dice	

Results: winning, losing, or agreeing to disagree with regards to Doubt

If either of you run out of Energy then you both lose and must withdraw from the negotiation. There is no penalty, except that you'll need to start again from the First Doubt. Reset your Energy to 4. You might wish to try a role playing Ordeal in order to boost your Energy and Goodwill.

If at any point the MP's Doubt is reduced to 0, you win the argument. You EACH gain +3 Energy and +1 Goodwill, and you can move on to the next Doubt.

If at the end of three rolls (three exchanges of views) the MP still has Doubt and you still have Energy, then you agree to disagree. You EACH gain +1 Energy and you can move on to the next Doubt.

The Second Doubt: “This sits on top of other issues and problems – and we need to solve them first.”

<i>Calculate the MP's initial Doubt. Over the course of the discussion their Doubt will reduce as you start to defeat it.</i>	
Long Term / Immediate Results	
Big Picture / Desire for Detail	
Add in 3 points for entrenched views	
Circle the total Doubt	1 2 3 4 5 6 7 8 9 10
<i>Roll two dice and add their sum.</i>	
Exchange of views 1: sum of dice	
New total of circled Doubt and dice	

If your argument-and-dice total is higher than the MP's Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP's Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

If their Doubt has been reduced to 0, skip to the end of this section where it explains winning.

<i>Player 1's counter argument.</i>	
Patience	
Passion	
As many points as your message scored	
Strength of argument total	
<i>Player 2's counter argument.</i>	
Patience	
Passion	
Strength of argument total	
<i>Roll one die, or use one Energy to roll two dice</i>	
Exchange of views 1: sum of dice	
New total of argument and dice	

<i>Roll two dice and add their sum.</i>	
Exchange of views 2: sum of dice	
New total of circled Doubt and dice	

<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 2: sum of dice	
New total of argument and dice	

If your argument-and-dice total is higher than the MP's Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP's Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

<i>Roll two dice and add their sum.</i>	
Exchange of views 3: sum of dice	
New total of circled Doubt and dice	

<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 3: sum of dice	
New total of argument and dice	

Results: winning, losing, or agreeing to disagree with regards to Doubt

If either of you run out of Energy then you both lose and must withdraw from the negotiation. There is no penalty, except that you'll need to start again from the First Doubt. Reset your Energy to 4. You might wish to try another Ordeal in order to boost your Energy and Goodwill.

If at any point the MP's Doubt is reduced to 0, you win. You EACH gain +3 Energy and +2 Goodwill.

If at the end of three rolls (three exchanges of views) the MP still has Doubt and you still have Energy, then you agree to disagree. You EACH gain +1 Energy and +1 Goodwill, and you can move on to the next Doubt.

The Third Doubt: “This is going to be technically very difficult to achieve. Is it really worth it?”

<i>Calculate the MP's initial Doubt. Over the course of the discussion their Doubt will reduce as you start to defeat it.</i>		<i>Player 1's counter argument.</i>	
Long Term / Immediate Results		Charisma	
Big Picture / Desire for Detail		Passion	
Add in 3 points for entrenched views		+1 point if you have item D	
Circle the total Doubt	1 2 3 4 5 6 7 8 9 10	Strength of argument total	
<i>Roll two dice and add their sum.</i>		<i>Player 2's counter argument.</i>	
Exchange of views 1: sum of dice		Charisma	
New total of circled Doubt and dice		Passion	
		Strength of argument total	
If your argument-and-dice total is higher than the MP's Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.		<i>Roll one die, or use one Energy to roll two dice</i>	
		Exchange of views 1: sum of dice	
		New total of argument and dice	

If your argument-and-dice total is lower than the MP's Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

If their Doubt has been reduced to 0, skip to the end of this section where it explains winning.

<i>Roll two dice and add their sum.</i>		<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 2: sum of dice		Exchange of views 2: sum of dice	
New total of circled Doubt and dice		New total of argument and dice	

If your argument-and-dice total is higher than the MP's Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP's Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

<i>Roll two dice and add their sum.</i>		<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 3: sum of dice		Exchange of views 3: sum of dice	
New total of circled Doubt and dice		New total of argument and dice	

If your argument-and-dice total is higher than the MP's Doubt-and-dice total, then their Doubt is reduced by 3. Circle the new number and cross off any numbers higher than the circle. Award yourself 1 Energy on your character sheet.

If your argument-and-dice total is lower than the MP's Doubt-and-dice total, then their Doubt is reduced by 1. Circle the new number and cross off any numbers higher than the circle.

<i>Roll two dice and add their sum.</i>		<i>Roll one die, or use one Energy to roll two dice.</i>	
Exchange of views 3: sum of dice		Exchange of views 3: sum of dice	
New total of circled Doubt and dice		New total of argument and dice	

Results: winning, losing, or agreeing to disagree with regards to Doubt

If either of you run out of Energy then you both lose and must withdraw from the negotiation. There is no penalty, except that you'll need to start again from the First Doubt. Reset your Energy to 3. You might wish to try another Ordeal in order to boost your Energy and Goodwill.

If at any point the MP's Doubt is reduced to 0, you win the argument. You EACH gain +4 Energy and +2 Goodwill.

If at the end of four rolls (four exchanges of views) the MP still has Doubt and you still have Energy, then you agree to disagree. You EACH gain +2 Energy and +1 Goodwill.

Additional rewards

Congratulations! You have demonstrated your ability to learn and use some of the other skills. Each choose one of the four skills (Charisma, Flexibility, Passion, Patience) and tick the box on your character sheet which says +1 for that skill. You can now add that to your score in future worksheets.

After completing this Ordeal

As this is the end of this Ordeal, you may wish to move on to a new Ordeal or to pause here. Keep your current Energy and Goodwill counters on your character sheet.

A different way to complete the Ordeal

You could also use this as a way to role play a meeting with an MP. Work in groups of two, three, or four people. Using the two Doubts as prompts, try to act out the arguments which you would have made. Based on your different roles and skills, how would it have been different for each of you if you were working alone?