

UNITY'S DECISION MAKING AUXILIARY DESCRIPTION SHEET

The steps of the action phase and reasoning are performed by the players starting from SP and moving to the left of it. Players first select the card they want to propose to implement from their hand, and then everyone describes their proposal as follows:

ARGUMENT PHASE 1

As soon as possible, the following should be answered in connection with the proposed card:

- ◆ In which area does it act?
- ◆ What is the effect?
- ◆ How much does it cost?
- ◆ Based on the current economic situation, can the cost condition of the card be met?
- ◆ What are the chances of it happening (dice probability calculation)?
- ◆ Does your proposal serve a purpose?
- ◆ What are the aims of your proposal?
- ◆ How many goals does it contribute to achieving?
- ◆ How many problem indicators can you remove by it?
- ◆ How many problem indicators can you avoid by it?
- ◆ Is there an additional condition for the implementation of the proposal, if so, what is it/ are those?

ARGUMENTATION PHASE 2

Would anyone want to step back from making a suggestion because the others suggestions are more suitable for free card slots. Everyone who wants to step back should raise their hand SP says.

ARGUMENTATION PHASE 3

The SP determines which slots are still in competition based on the remaining suggestions, and then determines the helpful questions and criteria on the basis of which it is likely to decide which of the remaining cards will be played. Assistive questions can be selected from the questions in the 1st reasoning phase. You can then form an opinion starting from SP and moving to the left of it according to the topic order. SP again asks if there is anyone else who would like to step back, if there are still more proposals left than could be placed after that, the Board will have to vote, see the Voting section of the Rules.

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