

**Note:** While proceeding through the spaces directly above the White House, only one of the dice is thrown. Exceptions to this must be made because in some cases you must throw seven, eleven, or doubles to proceed. In these cases, you use the two dice. After throwing the necessary seven, eleven, or doubles, you wait until your next turn and then proceed by throwing one of the dice again.

**Becomes Law Block:**

The player moves his Symbol after reaching the second Pink Stop Space, toward the Capital Dome, continuing in the path on his side of the board. For his Bill to become Law, the player must throw the exact number (using only one of the dice) to land his Symbol on the final space.

The first player whose Bill becomes Law **WINS THE GAME.**

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**MILTON BRADLEY COMPANY**  
**SPRINGFIELD 2, MASSACHUSETTS**

*"Makers of the World's Best Games"*

# LOBBY

## A CAPITAL GAME



*The Game Board portrays the progress of a Bill through the Congress, and to this extent is educational and informative.*

*"The office of government is not to confer happiness, but to give men opportunity to work out happiness for themselves."*

—WILLIAM ELLERY CHANNING

DEFINITION OF A LOBBYIST  
Public Law 601, ch. 753, August 2, 1946  
79th Congress, 2nd Session

REGULATION OF THE LOBBYING ACT

Persons to whom applicable

Sec. 307. The provisions of this title shall apply to any person (except a political committee as defined in the Federal Corrupt Practices Act, and duly organized State or local committees of a political party) who by himself or through any agent whatsoever, directly or indirectly, solicits, collects or receives money or any other thing of value, to be used principally to aid, or the purpose of which person is to aid in the accomplishment of any of the following purposes:

- a. The passage or defeat of any legislation by the Congress of the United States.
- b. To influence, directly or indirectly, the passage or defeat of any legislation by the Congress of the United States.

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# LOBBY

*A Game for Two to Six Players*

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IMPORTANT — PLEASE READ

Before a Bill can become a law in these United States, it must be passed by both Houses of Congress and then sent to the President for his signature. Imagine yourself as a Senator or Representative from your district having a Bill that you wish to put through Congress, then open up the Game Board and see the many steps that a Bill may have to follow in order to become a law. The path on the right side of the board shows the steps that a Bill takes in the Senate, while the path on the left side follows the procedure through the House of Representatives. By reading what is printed in each step or space as play progresses, you will get a good idea of what is done with a Bill before it becomes a law, and make the game of Lobby more interesting.

This game will be more entertaining and educational than ever if the players act the part of the Congressmen they portray by using "Parliamentary" terms, addressing the Chairman as "Mr. Chairman" and his answering with "Mr. Jones, Senator from Alabama," etc.

## IMPLEMENTS

### **Congressional Record Cards:**

Notice the front. They are white cards printed with a small copy of the first page of an actual Congressional Record. On the reverse side are either excerpts from the Congressional Record or statements of imaginary support or opposition to your Bill. The printing below the three stars pertains to the playing of the game, and must be read aloud by the player when he receives a card.

### **Six Parliamentary Procedure Cards:**

They are recognized by the flag in the center and are "Negotiable." One is given to each player at the beginning of the game.

### **"Bill" Cards:**

They are small colored cards with a miniature copy of actual Bills that have been introduced in the Senate ("S . . .") or the House of Representatives ("HR . . ."). They are colored to match the Symbols or Playing Pieces.

### **Symbols:**

They are used to move around the board as your "Bill" advances.

### **Two Plastic Dice:**

They are used to determine the number of steps or spaces the player's "Bill" moves in each turn.

## STARTING AND PLAYING THE GAME

### **1. Select Chairman:**

Decide who will be Chairman by throwing the dice. The one who has the highest throw is Chairman and the next highest is Assistant Chairman. The Chairman acts as presiding officer and gives each player a Parliamentary Procedure Card. Then he shuffles the pack of Congressional Record Cards and places them (United States Seal side up) in the block marked "Congressional Record."

### **2. Select Bill Card and Symbol to Match:**

Each player selects a colored Bill Card and a matching Symbol (Playing Piece). If a player wishes to be a "Senator" he uses the "S . . ." Bill Card and places his Symbol in the upper right hand corner marked "Senate Chamber." A "Representative" uses a "HR . . ." Bill Card and places his Symbol in the upper left hand corner marked "House Chamber." The Bill Cards are held by each player unless the player's Symbol lands in a "Go to Committee" or "Filibuster" space.

### 3. Think of an Imaginary Bill:

To make the game more realistic, each player beginning with the Chairman, should think up and describe to the other players, in about ten seconds an imaginary Bill that he would like to get through Congress. Every red-blooded American has something he'd like to see passed or changed in Washington, so here is a good chance to get it off your chest. Only "Representatives" may introduce Appropriation (money spending) Bills.

### 4. Chairman Starts Play:

The Chairman starts the play by throwing the dice. He moves his Symbol from his starting "Chamber" through the number of spaces corresponding to the number thrown on the dice. He reads aloud and follows the instructions (if there are any) in the space where his Symbol lands. The Chairman then passes the dice to the player on his left and the play proceeds around the board.

**Note:** The object of the game is to be the first player to have your Bill passed by both Houses of Congress (regardless of which Chamber it has started in) and signed by the President. Therefore, in order to have a Bill become a law, the player's Symbol must follow the paths from both Chambers. To accomplish this, each player upon reaching the first Pink "Stop" Space

(bottom center of board), must **STOP**, and start his Symbol in the other Chamber (upper corner of board) immediately. Upon reaching the Pink "Stop" Space on opposite side of board, the player proceeds in the direction of the Capital Dome to the "Becomes Law" Space. The first player whose Symbol reaches this "Becomes Law" Space is the winner of the game.

## RULES OF THE GAME

### Congressional Record Cards:

Whenever a player's Symbol stops on a Yellow Space, the instructions will say "Read C.R." and that player must take the top card from the C.R. Pack. He may read aloud (if he chooses) the upper message printed on the reverse side, but he **must** read aloud the instructions printed below the three stars. If the card is not a Negotiable one he must follow instructions immediately; but if the card is marked **Negotiable Card**, the player keeps it to be used later. All C.R. Cards after being used once, are placed on the bottom of the pack.

**Note:** The real spirit of the game of Lobby is stimulated by the use of the Negotiable Cards; they may be traded with the other players for different Negotiable Cards, including Parliamentary Procedure Cards. This trading may be done at any time during the game; a player does not wait until it is his "turn" in order to

trade. Clever lobbying or trading of these cards may be a great help in winning the game. For example: Player "A" might need a Negotiable Card that will release him from the Committee Block. Upon seeing that Player "B" has such a card, Player "A" might say to him, "I'll trade you a Negotiable Card of mine that will end a Filibuster for that card of yours which will get me out of Committee. If Player "B" agrees, then they trade cards.

#### **Go to Committee:**

Whenever a player's Symbol lands on a Red Space, that player's Bill is Sent to a Committee. This is done by leaving his Symbol in the Red Space and placing his colored "Bill" Card in either the "House Committee" or the "Senate Committee" Block on the board. He may not move his Symbol forward again until his "Bill" Card is released from Committee.

#### **To Get Out of Committee:**

A player's "Bill" Card must remain in the Committee Block until he succeeds in doing one of the following, starting with his next turn:

- a. Throw a seven or doubles of any number. If he succeeds, he takes his "Bill" card from the Committee Block and moves his Symbol forward on the board, the count of seven or the doubles.

- b. If he has a Negotiable C.R. Card which states either "Your Bill is favorably reported out of Committee" or "You need not throw doubles to continue," he may use it. In this case the player takes his "Bill" Card from the Committee Block, throws the dice and moves his Symbol forward the number of spaces thrown on the dice.
- c. He may request the Chairman to hold hearings on his Bill. The Chairman (the Assistant Chairman, if it is the Chairman's Bill) calls the Committee (the other players) to order, and the player makes a 30 second speech favoring his Bill before the Committee. The Chairman may limit the speaker's time by calling for a vote. If the majority vote is "Aye," the player takes his "Bill" Card from the Committee Block and moves his Symbol forward with throw of one of the dice. If the vote is "Nay" or is a tie vote, the player's Bill stays "In Committee."

#### **Filibuster:**

When a player's Symbol lands in a space containing the picture of a Filibustering Senator, one or all of the other players may call "Filibuster." If no one calls out, he can continue. The Filibuster delays the Bill. The player must leave his Symbol in that space and place his colored Bill Card in the large block marked "Filibuster." He may not move his Symbol forward again

until the Filibuster is ended and his Bill Card is released.

**To End a Filibuster:**

A player's Bill Card must remain in the Filibuster Block until he succeeds in doing one of the following, starting with his next turn:

- a. Throw a seven, eleven, or doubles of any number. If he succeeds, he takes his colored Bill Card from the Filibuster Block and moves his Symbol forward the number of spaces showing on the dice.
- b. If he has a Negotiable C.R. Card that states either, "Filibuster ended for the holder of this card" or "You need not throw doubles to continue," he may use it. The player takes back his Bill Card from the Filibuster Block, throws the dice, and moves his Symbol forward the number of spaces showing on the dice.
- c. Call for the **Rule of Cloture**. If two-thirds of the players vote to enforce the Cloture, the player moves his Bill Card into the Cloture Block on the board. On his next turn he picks up his Bill Card and resumes play. (The Rule of Cloture has been enforced in the Senate only four times since 1917. It has been tried several times, but failed to get the necessary two-thirds vote.)

**Red Circle Spaces:**

When a player's Symbol lands in a Red Circle Space, he must start his Bill over again by returning his Symbol to the Chamber where the Bill was last introduced, unless he immediately does one of the following:

- a. In one attempt throws eleven on the dice.
- b. If he has a Negotiable C.R. Card that states "Red Circle (Start Over) does not apply to holder of this card," he may use it.
- c. Surrenders a Parliamentary Procedure Card to the Chairman who retires it from the game.

**Pink Stop Spaces:**

Pink "Stop" Spaces are located in the lower center of the board on either side of the White House. When a player's Bill has been passed by only one House of Congress (either the Senate or the House of Representatives), he must stop here and start his Symbol in the other chamber immediately. If for example, a player has thrown a count of six on the dice and has used only four to reach the Pink "Stop" Space, he may use the remaining two and advance two spaces from the chamber. If his Bill has passed both Houses, he must stop in the Pink Space and may not use any surplus dice count. On his next turn he proceeds by throwing only one of the dice henceforth.