POINT OF ORDER

The Constitution of the Game

ARTICLE I
Of the Starting Player

1. Before the game starts, everyone can run to be the starting player.
2. The player with most votes is the starting player, and the game proceeds clockwise.
3. The table can choose any method to settle ties.

ARTICLE II
Of the Number of Turns

1. The amount of turns is equal to twice the number of players minus one.

ARTICLE III
Of the Judge

1. The last player in turn order is the judge, and can decide how to interpret a law if there's a disagreement.

ARTICLE IV
Of the Turn

1. Each turn consists of the following phases:
    i. The player whose turn it is can propose a motion. A motion consists of a change in this rules text.
    ii. Then, there is a 3 minute clock where players may discuss.
    iii. Then everyone must vote on the motion.
    iv. If the motion is passed, make that change to this rulebook.

ARTICLE V
Of the End of the Game

1. When all the turns end, the judge wins.
2. When this game ends, write the names of the players in the back.
3. If this group plays again, use this same rulebook.

Designed by Pablo Derbez Loret de Mola