Opportunistic Election Timing Game

Requirements
- 1 die per group
- One set of economic/legislative outcomes per group

The game
- Class is divided into groups of 3-6 students
- Each student rolls to determine incumbent PM
- PM then rolls die
  - Roll 5 or 6 = single party majority government
  - Roll 3 or 4 = majority coalition government
    - If coalition, all other players roll and the highest roll is junior coalition partner
  - Roll 1 or 2 = single party minority government
- Draw economic/legislative outcome
  - If single party majority government, PM bears full responsibility (gets all the points)
  - If coalition, then PM gets 2/3 of points and jr. partner gets 1/3 of points
- PM chooses whether to continue with parliament or call elections
  - If continue, draw economic/legislative outcome
  - If dissolve, roll die to determine which party is PM
    - Incumbent PM gets the same number of rolls as point earned in last economic/legislative draw (round as appropriate) and can choose the highest roll
    - Highest roll is new PM
  - Max of 5 rounds before mandated election
GDP growth continues to increase for the 4th straight quarter, leading to annual growth of more than 5 percent.

(+3 points)

GDP growth remains stagnant at 0.5 percent, but a decrease in unemployment claims may indicate a return to growth.

(+1)

The economy shrunk by 2 percent this year. Economists expect the country to have reached the bottom of the downturn and a return to growth.

(-1)

The economy grew by 3 percent, but crises in Eastern Europe have caused gas prices to spike, unexpectedly increasing inflation to 3.5%.

(+1)

The continuing debt crisis has forced you to lower state employees’ salaries by 40% and cut 35,000 workers. The IMF is happy with your progress and approved another loan payout.

(-3)

A surge in investment due to low interest rates has led to an industrial expansion and more than 800,000 new, high paying jobs.

(+2)

Unemployment remains low, at 4% in your country. However, slack in demand for exports to your European neighbors suggests that this number could rise in coming months.

(+1)

Due to low interest rates, you are able to issue more government bonds to pay for increased unemployment benefits for the 7% of your citizens out of work.

(0)

Prices on many everyday items have been increasing markedly in the past 6 months. The cause is the ECB’s expansionary monetary policy that benefits crisis countries, but is harming yours.

(-1)

Prices are falling (deflation), making investment unlikely. You have committed to picking up the economic slack with increased government spending on roads and infrastructure.

(0)

Inflation and unemployment remain low and stable. Your economy is performing better than many of its neighbors, though growth is expected to fall in the next 6 months.

(+2)

Inflation is low (prices are not increasing rapidly), but unemployment is quite high while growth is sluggish.

(0)

Industrial output has stalled and there are widespread fears of layoffs in the south, the heart of your party’s electoral support. Unfortunately, you are unable to pass an increase in unemployment benefits at this time.

(-2)

You started a little war and you’re winning! The rally around the flag effect has resulted in a 7 percentage point bump in your approval.

(+3)

A major trading partner to your East has decided to close a major restaurant chain headquartered in your country and to stop agricultural imports due to your support of a third country the trading partner is in dispute with.

(-3)

Your minister of education was caught in a cheating scandal — he plagiarized portions of his masters thesis.

(-1)