



**ELECTION**

**THE GAME**

# Instructions & Rules\*

*Buy votes.  
Back-stab your friends.  
Make the world a better place...for you.*

[www.ElectionTheGame.com](http://www.ElectionTheGame.com)

\* As if Elections have rules

version 1.4

# OVERVIEW

Election: The Game is a combination Deck Building, Empire Building, and Land Capture game. The game has three phases: Gerrymandering, The Campaign, and The Election. During the game, you will build your personal Deck, build your Organization, and purchase votes on the Districts that

make up the game board. Whoever has the most Electoral Votes after the Election wins. Treachery may win you the game but also bitter enemies. But remember: victory is forever, enemies can be eliminated.

## Game Components

### Districts



Districts make up the playing field. There are three different types of Districts: **Rural**, **Suburb**, and **City**. **Rural** Districts have the lowest values, the **City** always has the highest value. The exact value is different every game, so the political landscape is always new. These values are the Electoral Votes, the Victory Point system for the game. The number of Districts you use depends on the number of players.

### Red Deck



The **Red Deck** contains two types of cards: **Money** and **Actions**. These are the cards that you use to build your **Personal Deck**.

### Blue Deck



The **Blue Deck**, or **Table Deck**, contains **Actions** and **Scandals**, some of which you can save for later. **Actions** are always positive; **Scandals** may work for or against you.

### Organization Card



Each player gets an Organization Card. You will use it to build your organization, which gives you Advantages.

### District Value Tiles



The District Value Tiles determine the Value of each District. You will place one on each District of matching color.

### Election Order Tiles



The Election Order Tiles determine the order in which each District election takes place. You will place one on each District.

### Veeple

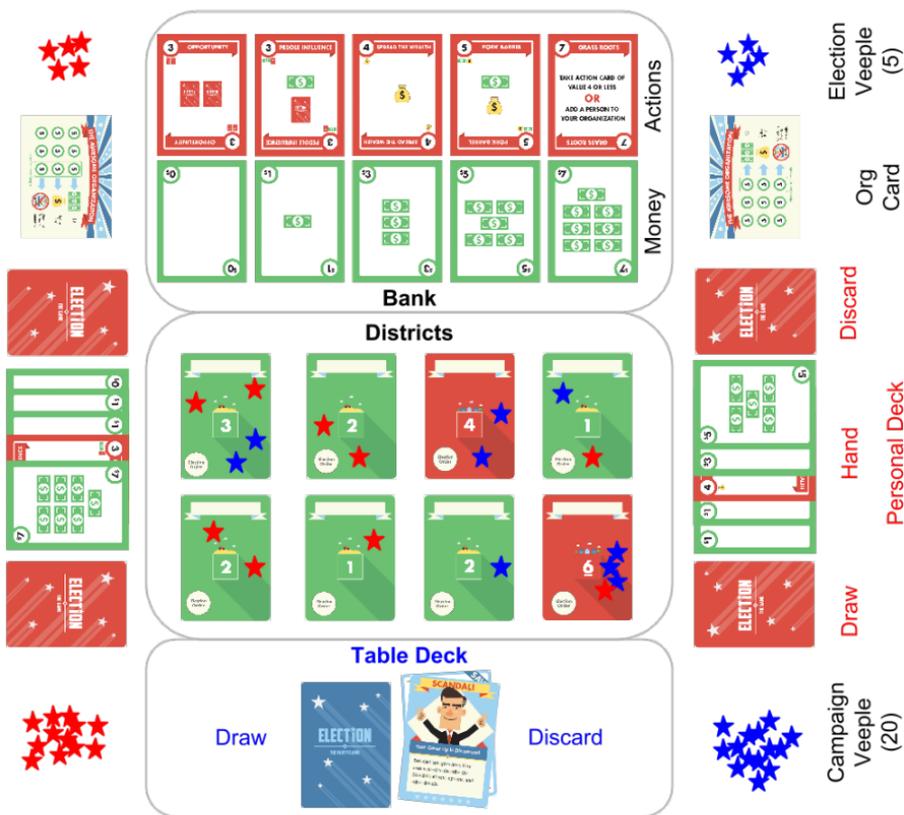


Veeple, or Vote People, are the pawns in your quest for power. Each player gets 30 Veeple of a color. Use them to build your Organization and place them on Districts to buy votes.

# INITIAL SETUP

Your first step is to choose a party color and makes up a party name. These mean nothing. You should then articulate a strong moral stance on a number of well-reasoned political positions. These also mean nothing. It is also a good idea to work the room,

shaking everyone's hand and kissing babies. Feel free to make lots of promises to the people you meet. They probably will not remember them, so you are not really committing to anything.



## Personal Decks

Each player gets seven \$1 cards and three \$0 cards for their personal deck. This deck will be used to further build itself by purchasing additional Money and Action cards.

## Bank

Place the remaining Money cards face up, by denomination: \$0, \$1, \$3, \$5, and \$7.

Place the Hand Action cards face up, each type in its own pile.



## Table Deck

Shuffle and create a stack of all **Table Deck** cards with a **Discard** pile next to it.



## Districts & Tiles

The District cards make up the game board, according to the number of players:

- 2 players: 6 **Rural**, 2 **Suburbs**
- 3 players: 7 **Rural**, 2 **Suburbs**, 1 **City**
- 4 Players: 8 **Rural**, 3 **Suburbs**, 1 **City**



Face down shuffle the District Value tiles and place one face down on a District of corresponding color. There will be several unused tiles.



Select the Election Order tiles with the values specified:

- 2 players: 1<sup>st</sup> - 8<sup>th</sup>
- 3 players: 1<sup>st</sup> - 10<sup>th</sup>
- 4 Players: 1<sup>st</sup> - 12<sup>th</sup>



Now turn the selected Election Order tiles face down, shuffle, and place one face down on each District.

## Organization

Each player gets one Organization Card. You can gain some great Advantages by building your Organization, but it will cost time and Veeple.



## Veeple (Vote People)

Each player gets 30 Veeple of one color. Set aside 5 for the first phase of the game, 20 for the second, and 5 more for the final phase. The Veeple are your workers. They will ensure the success or failure of your campaign.



# GERRYMANDERING

During this first phase of the game, you will attempt to gain the advantage in the Districts of your choice. Youth has advantages in politics, so the youngest player goes first.

While the District Values and Election Order tiles are still face down, place a total of 5 Veeple, one per player per turn, onto any Districts of your choice. There is no limit to the number of Veeple you can place on a single District.

At this point, strategies will emerge. Are you focusing on swinging the populous city, watering a grass-roots campaign among the rural areas, or wildly flailing about with

### ***gerrymander*** [jer-i-man-der]

*Noun*

1. *the dividing of a state, county, etc., into election districts so as to give one political party a majority in many districts while concentrating the voting strength of the other party into as few districts as possible.*

the appearance of a brilliant strategy? Take your time and watch for signs of what your opponents are plotting, or maybe they are also flailing.

When all players have finished placing the initial Veeple, reveal the District Values and Election Order tiles.

# THE CAMPAIGN

During this phase, you will build your **Deck**, build your Organization, and purchase votes to prepare for the Election. This is the main phase of the game.

## Order of Play

1. Draw a 5-**Card Hand**
2. Play a **Table Action** (Optional)
3. Play **Hand Actions** / Purchase(s)
4. End of Turn

### 1. Draw Hand

Draw 5 Cards from your personal **Deck** to form your **Hand** for the turn. These cards represent the myriad options available to you at the moment.

### 2. Table Action (Optional)

Optionally, before making any Buys or playing Action cards from your hand, you may draw a single **Table Action** card. If it is not a **Scandal**, you may use it (if you want) and then return it to the **Table Discard** pile. **Scandals** must be performed. If a card indicates that you may **SAVE** it, then you may either play it immediately or keep it face down - private - in your own space. Never add **Blue** cards to your **Hand** or **Deck**.

### 3. Hand Actions and Buys

You may play any or all of your **Hand Action** cards in your hand in any order - before, during, or after Buying. You are not required to play your **Hand Action** cards. **Hand Action** not played are still discarded into your personal Discard pile.

Each turn grants you a single Buy. Some **Table / Hand** Action Cards and Organization Upgrades can give you extra Buys. You are not required to use all your Buys or **Money**.

**Money** spent does not return to the Bank, but to your personal Discard pile. It's like your right hand paying your left hand -- you are in politics now.

Things that **Money** will Buy:

1. **Veeple**: It's politics, so of course you can buy votes. You "buy" a Veeple from your personal stash and place it on a

District. The cost to place a Veeple is the District Value plus the number of your Veeple already on that District.

2. **Organization Veeple**: Build your Organization. Completing a 3-Veeple Upgrade gives you the indicated Advantage. It takes **\$5** to place each Veeple into your Organization. When you fill all three Upgrade Positions, you can immediately place one Veeple on any District for free. The indicated advantage does not take effect until your following turn.
3. **Money**: **Money** is Bought at face value and then placed into your **Discard** pile for use later. Who says you can't print your own money?
4. **Hand Actions**: **Action Cards** are bought for the price listed on the face of the card and are also placed immediately into your **Discard** pile. They cannot be used this turn.

### 4. End of Turn

Discard your entire **Hand** into your personal **Discard** pile. Deal yourself your next 5-card **Hand**. If your Deck does not have 5 cards, deal the remaining cards then shuffle your **Discard** pile thoroughly, and use it as the new **Draw** pile to complete a full 5-card **Hand**.

### Ending the Campaign

As soon as the first person runs out of Veeple, the Election is triggered. Each remaining player completes one final turn and then the Election begins. Sure hope you are positioned well, because the real fun is about to begin...

# THE ELECTION

It is Election night. You have one last chance to utterly destroy your opponents and cement your position as the Supreme Authority. This is when the final decisions for the District Elections happen, and this phase determines the final score to see who wins the game. Many will fight, but only one will win.



To start the Election, each player gathers all their **Hand** cards and shuffles them one final time into their personal **Deck**. That **Deck** will be the only cards the player can use for the entire Election. Each card will only be used once and is then trashed, not recycled into their **Deck**.

## General Rules During the Election

- The **Table Deck** and the **Bank** (non-purchased **Money** and **Action** cards) are no longer used; put them away.
- You can use any **Table Action** cards that you have saved. Don't forget about them!
- Organization Advantages are still in effect.
- Your **Hand Action** cards can be used either as described or as **Money** at its face value, but not both.
- Any remaining **Veeples** plus your additional 5 **Veeples** can be used during the Election.

District Elections occurs one by one in the order of District Order tile. Each District Election involves only the Parties that have **Veeples** present on that District. Each involved Player draws a 5-card **Hand**. The District Election play begins with the underdog. If there is no underdog, play starts with the player who would have taken the next turn. If nobody can remember, then whoever wins an arm wrestling contest goes last and sues the winner.

The District Election continues as long as any involved Players want to make a Play. If a Player participates from their **Hand** in any way, their turn ends by trashing the entire **Hand**. Trashed cards do not go to the **Discard** pile but are permanently removed from the game. Playing just a saved **Table Action** card, saved **Scandal** card, or Organization Advantage does not require a **Hand** to be trashed.

During each turn, each Player has the option to Trash and draw a new **Hand**, then proceed with their Turn. If a Player chooses to not Play, they retain the cards for their next turn. If the only action taken was to Trash a **Hand**, the remaining full **Hand** does not have to be trashed, but can be if the player chooses.

# SCORING

After each District Election completes, the winner takes all the points of that District. If there is a tie, the tying players split the points evenly, even fractionally. Three- and Four-way ties are completely valid and potentially pointless. See, there was a reason for some of that math you learned.

In the event of an overall tie for the game, sum up the values of all non-trashed cards in your deck. Actions count as face value. The winner is the player with the highest value. Alternatively, use the tiebreaker form 1040-TB available from the IRS.

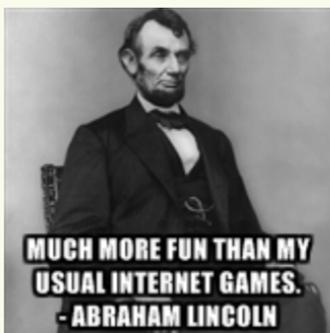
# FAQ

1. Someone removed a Veeple from my completed Organization Upgrade, do I have to remove the Veeple that I placed on a District for free? No, that Veeple is safe, and the Veeple removed from the Organization is available to be placed back into your Organization or another District as you see fit.
2. There aren't enough Money cards in the Bank to satisfy this Scandal! What do I do? It's someone's lucky day. The effect starts with the player to the left of the Scandal Victim. Once the Bank is empty, the Scandal runs out of steam and stops.
3. Do Hand Action cards count for "highest value" or "lowest value" or just Money cards? Yes, they do count as their Face (Purchase) Value.
4. A Hand Action ties for "highest value" with a Money card. Which one should I use for this Scandal? Your choice.
5. I used a Saved Scandal and it wasn't my turn. Do I have to Trash my Hand? No. Playing Saved Table Action and Scandals do not count as having played from your Hand.
6. During the District Election, I made a play using just my Organization Advantages. Do I have to Trash my Hand? No. None of the cards from your Hand were played, so the Hand does not need to be Trashed.

# WHAT PEOPLE ARE SAYING ABOUT ELECTION THE GAME

*Hey, Craig, what do you think about designing a game? It could be fun.*

*- Tony*



*This was a lot of work, Tony. I sure hope people like it.*

*- Craig*

*This is the most amazing game I've ever seen. Whoever designed this must be a genius.*

*- Craig's Mom*

*This is the most amazing game I've ever seen. Whoever designed this must be a genius.*

*- Tony's Mom*

**[www.ElectionTheGame.com](http://www.ElectionTheGame.com)**

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This game is humbly dedicated to politicians everywhere, whose tireless efforts have made this world a great place...for them.