

INSTRUCTIONS & RULES

ELECTION

THE GAME

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.

You must have at least one vote on a District to be part of its election and compete for its Electoral Votes. The player with the most Electoral Votes wins the game.

Build your personal Deck, build your Organization, and purchase votes on the Districts that make up the game board.

Treachery may win you the game but also bitter enemies. But remember: victory is forever, enemies can be eliminated.

INITIAL SETUP

First choose a party color and make up a party name. These mean nothing. Next, articulate a strong moral stance on a number of well-reasoned political positions. These also mean nothing.

Work the room, shaking everyone's hand and kissing babies. Make lots of promises to everyone. They probably will not remember them, so you are not really committing to anything.

Veeple (Vote People)

Choose a color set of 30 Veeple. The Veeple are your staff. Use them to build your Organization and place them on Districts to buy votes.



5 for Gerrymandering



20 for The Campaign



5 for The Election

Set aside three groups of Veeple for the three stages of the game.

Party Name

Make your own clever Party Name from the list of Party Name Tiles. More are available for download from the web site.



Organization

Take an Organization Card and choose a side to play. Build your Organization by filling up the \$5 spots with Veeple to gain some great Advantages.



Personal Decks

Deal each player seven \$1 cards and three \$0 cards. This is your personal deck. You will add to it by purchasing additional Money and Action cards. Shuffle it and put it face down.



Bank

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



Table Deck

Shuffle and create a stack of all Table Deck cards with space for a Discard pile next to it. It has Actions and Scandals, some can be saved for later. Actions are always positive; Scandals may work for you or against you. Do not recycle the deck if it runs out.



Districts

Choose a set of District cards to 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



District Value Tiles

These determine the Electoral Votes for each District. This is the Victory Point system for the game. Shuffle them and place one face down on a District of corresponding color. There will be several unused tiles.



Rural: 1, 2, or 3
Suburbs: 4, 5, or 6
City: 7, 8, 9, or 10

Election Order Tiles

These determine the order in which each District election will take place. Use the set of Election Order tiles indicated, based on the number of players. Shuffle them and place one face down on each District.



2 players: 1st - 8th
3 players: 1st - 10th
4 Players: 1st - 12th

GERRYMANDERING

During this first phase of the game, you will attempt to gain a foothold 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 trying to win just the high-value City, lots of low-value Rural districts, or wildly flailing about with 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 5 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.

Order of Play Each Turn

1. Draw a 5-Card Hand
2. Table Action (Optional)
3. Hand Actions and Buys
4. End of Turn

1. Draw Hand

Draw 5 Cards from your personal **Deck** to form your **Hand** for the turn.

2. Table Action (Optional)

Before making any Buys or playing Action cards from your hand, you may optionally draw a single **Table Action** card. 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 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 one Buy (\$). Some Action Cards and Organization Advantages can give you extra Buys and **Money**. 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 paying your right hand paying your left hand -- you are in politics now.

How to Use Your Buy

Distict Veeple - Pay to buy a vote and place one of your Campaign Veeple on a District. The cost is the District Value plus the number of your Veeple already on that District.



Money - Pay face value for **Money** cards and place them into your **Discard** pile to use later.

Organization Veeple - Pay \$5 to place a Veeple onto your Organization Card. Completing a 3-Veeple set allows you to place an additional Veeple on any District for free. The set Advantage (\$3, Extra Buy, Immunity) takes effect on your next turn.



Hand Actions - Pay face value for **Action Cards** and place them into your **Discard** pile to use later.

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 first, 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, gather all your **Hand** cards and shuffle them into your final personal **Deck**. That **Deck** will be the only cards you can use for the entire Election. You can only use each card once and then it is trashed, not recycled into your **Deck**.

General Rules During the Election

- You get your final 5 Veeple for the Election. You can also keep half (rounding up) of your remaining Veeple from the Campaign. Discard the others.
- 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 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.

District Elections occur one by one in the order of District Order tile. Each District Election involves only the Parties that have Veeple 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 you participate from your **Hand** in any way, your 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 you to trash your **Hand**.

During your turn, you have the option to Trash and draw a new **Hand**, then proceed with your turn. If you choose to not Play, you retain the cards for your next turn.

SCORING

After each District Election completes, the winner takes all the Electoral Vote Points of that District. If there is a tie, the tying players split the points evenly, even fractionally. See, there was a reason for some of that math you learned.

The player with the highest total of District Points wins the election. If there is an overall

tie for the game, the winner is the one with the largest value of non-trashed cards in his deck. Actions count as face value.

If you still don't like the results, sue your opponent and drag it out in court until you get the result you want.

Now go make the world a better place... for you.

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

www.ElectionTheGame.com

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