Rules

One player is the **Incumbent** (**I**), all others are **Swing States (S)**. Players choose who is **I** or selects the eldest player. Game is all against one. One player is banker and manages vote exchanges and advancing the pawn in Round 4.

Players compete for Votes (V-chips). Each **S** only collects Vs in its color. **I** collects Vs in each of the **S** colors and maintains piles. At the end of the game, each **S** compares the number of Vs they have with the number of Vs in the corresponding **I**'s pile. Whoever has more wins that state.

The game takes place over the campaign, Election Day, after the polls close and in the time between the election and the final ballot counts on Jan 6.

I must win a majority of states to win the game.

Setup

At the start, only **I** has Vs. Starting # is determined by the number of opponents as shown. **I** starts off with a pile of Vs for EACH opponent. **S**s start with none. Banker shuffles all cards *honestly*.

#state players	1	2	3	4	5
I's starting Vs	0	6	2	8	6

Game Play

The game is played in 4 rounds. Rounds 1-3 are similar. Round 4 is a card game explained later. **Round 1** is the outer ring. **Round 2** and **Round 3** are played in the next two inner rings. **I** traverses the outer **red** track and the

Ss traverse the inner **blue** track on each ring. Some spaces are shared. Round 1 is **two** laps and rounds 2-4 are each **one** lap. Players roll the die to advance in rounds.

When a player reaches the end of the round he waits until all players complete the round and then all advance to the next round together.

During the rounds, players may take Vs from the pot, give them back or transfer them. Unless specified, **I** can determine which pile he/she adds or subtracts from.

Cards

Players that land on a **News Card** (**N**) space take a card, read the headline and text out loud. If **I** draws the card, he reads the text in the **red box** and transfers Vs according to the instructions. **S**s read the **blue box** and follows the blue box instructions. Then the **News Card** is discarded. Unless the **News Card** says otherwise, all the **Vs** gained or lost by a player are taken from or put in the pot.

S's that land on a **Cheat Card** (**C**) space draw a **Cheat Card** and use that to steal Vs from **I**. **I** collects **Evidence Cards** (**E**) and saves them until the last round. Any **Black Wild Cards** collected are saved for Round 4.

Cheats

Cheat Cards are color coded and can only be used in the rounds matching their color or a previous round played. A State cannot play a **Cheat Card** for a round he/she hasn't reached yet.

Ss may play only 1 cheat per turn and MUST do so before they roll. When a cheat is played, the **S** reads it out loud, then **I** gives the **S** the card value of the cheat (as long as he has some in that state's pile left to give). Then, the **S** places played **Cheat Cards** face up in a stack to be saved for round 4 along with any **Black Wild Cards** collected along the way.

Round 4: The Challenge Round

The last round is a card game and only **I**'s pawn plays. The banker advances the pawn one space beginning each turn. For the first turn only, **I** can opt to use the turn to roll for additional **E** cards. Otherwise each space on the round is a card hand.

At the start of the round, all **S**s discard unplayed **Cheat Cards**. They retain the face-up **Cheat Cards** played and any **Black Wild Cards** they may have collected.

I starts each turn by laying down an **Evidence Card**. Each **S** must lay down a played **Cheat Card** that matches the color(s) on the **E** card. If they don't have one, they MUST play a **Black Wild Card** if they have it. If they can't do either, they pass this hand.

If the value of the **Evidence Card** is *equal to or greater than* the value on the **Cheat Card**, the **State** gives back **Vs** to the **I** of the value of the **Cheat Card**. Otherwise the **S** gives back the **Cheat Value** minus the **Evidence Value**.

Play is over when **I** runs out of **Evidence Cards** or after the last hand is played on Jan 6th.

Winning

After round 4, there is a ballot count. Each **S** reports how many **Vs** they have and **I** counts how may **Vs** he has in his associated pile. If **I** has the same or more **Vs** in that pile, he beats the **State**. He must defeat a majority of the **States** to win the game (election). If **I** loses, **States** win in order of the number of **Vs** they retain.

QUICK START GUIDE

Swing ● State ● Steal

Relax. It's just a board game.

Players:	**2-6**
Age:	**16+**
Playing Time:	**45-90 min.**