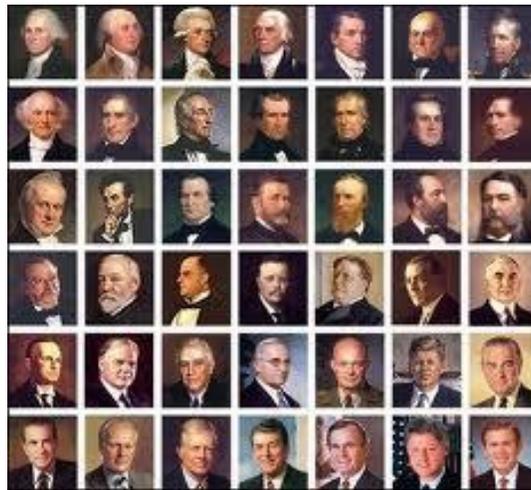


Politocracy The Game™

The Rules – Long Form (PTG 1009)



WARNING: The Rules and Regulations governing Politocracy The Game may appear long and complicated. In fact, this game follows a very simple political mantra:

Popularity + Money = Victory

In addition, in the event that you do not like some of the rules contained herein, change them. We would only ask that you tell us about your changes so that we can assess their suitability for future editions.

Politocracy The Game – The Big Idea

Politocracy The Game is a presidential election campaign board game in which players as candidates compete to become *President*, or, as some may frame it: *Occupy the White House*. To win, candidates acquire the popularity and finances to secure their position in the polls, overcome obstacles and pay for advertising necessary to win the election.

Political skill and shrewd planning are needed to win. Good luck is helpful in defeating opponents, especially experienced *politicos* who hold diametrically opposed ideological views, are unscrupulous, and have a burning desire to win.

Politocracy is a competitive game that emulates the American competitive political battlefield. In a way it is a war game and should be played as a war game. We also believe it is fun and challenging, and it should provoke a worthwhile dialog between players irrespective of their political ideologies.

The acquisition of popularity and money, like life itself, requires skill. Success in *Politocracy* can also be affected by luck: “*the luck of the draw*” and “*the roll of the dice*.” Observers of American political history have seen or read about politicians’ good and bad luck during the course of bitterly fought campaigns. For example, Mike Dukakis had the misfortune of being videotaped while riding in an Army M1 tank. While attempting to convey strength and ease with the military, he did not present favorably; he looked totally out of place. Not the image some would want for their “Commander In Chief”.

Jimmy Carter owned the Iranian hostage crisis beginning in November 1979. It lasted for 444 days and, in concert with a harsh economy, did not serve him well. Against the hardened, notorious anti-Communist cold warrior Ronald Reagan, Carter didn’t stand a chance.

Barak Obama had the good luck and advantage of competing against a candidate who was ill prepared for commanding all of the weapons of modern Internet-Political warfare.

James A. Garfield had the misfortune of having been assassinated four months after the start of his term as 20th President of the US. Really bad luck there, too. And it goes on.

Luck can determine or influence political outcomes. In a political game as in political life, good luck can be very helpful, bad luck can impede or terminate a campaign. A candidate may have the misfortune of a secret affair or illegitimate child revealed. Or a confidant may be exposed for having taken campaign money to hush up an old association with a revolutionary or radical “cleric”.

We believe that skill – shrewd competitive manipulation and deception - is a very important winning in *Politocracy The Game*. Give it your best competitive shot. Hope for the best Change in your campaign.

The Essentials

Candidates accumulate popularity delivered by Constituents and money delivered by Affinity Organizations, interest groups. Popularity + Money = Victory.

The Game Board consists of two Trails:

- **The Campaign Trail:** Is made up of four streets each with Constituents, Hope and Change and the Media and Polling/Debate areas located at the corners. Constituents provide *approval* (popularity % points) to candidates based on their ideological affiliation or affiliation. Constituent “properties” can and should be bought to secure their support throughout the campaign. Candidates identify owned constituents by color coded markers included in the game. There are four streets on the Campaign Trail:
 - Main Street
 - Wall Street
 - The Government Street
 - The Ideology Street
- **The Money Trail:** Where fundraising occurs, consists of *Affinity Organizations* that provide financing to candidates based on their ideological affiliation. Deficit Dollars are used to acquire Constituents and pay for “positive” and “negative” advertising in the election.

On The Campaign Trail:

Candidates roll a (single) die, stopping on Constituents, Hope and Change, the Media and Poll/Debate squares until such time that they roll their way onto the Money Trail.

- **Constituents:** are located on each street. Constituent values in **(a)** delivering popularity points (%) and **(b)** cost in Deficit Dollars varies as a function of the ideological match with candidates.
- **Hope and Change:** Candidates are required to select an appropriate card when landing on these spaces and when beginning their trip on new street. Events or actions indicated on the card may help or hinder a candidate’s campaign. **Hope** generally affects an individual or all candidates’ popularity or position on the board; the effect of Hope is revealed immediately upon selecting the card. **Change** cards are usually held for future use and are not revealed to other candidates until played - at an opportune time. **Change** usually helps the holder but frequently inflicts political pain on the holder and/or one or all candidates.
- **The Media:** The Media provides an opportunity for candidates to improve or reduce their popularity. Candidates should understand how their ideology is affected by The Media. Candidates must land on or be directed to The Media not simply pass it. Candidates **can** declare their Ideology and remove scandalous effects when addressing the Media.

- **Poll/Debate:** Located on opposite corners, all candidates must STOP to take a poll and pay the Poll Tax or debate another candidate.
- **Popularity:** (1) Hope and Change increase or decrease a candidate's popularity. (2) Candidates secure popularity when purchasing constituents. The cost (\$M) of acquiring a constituent and securing their popularity points (%) depends upon the ideological match between the candidate and constituent. For example, a Centrist landing on Special Interests would pay \$3M to secure that constituent's 3% (popularity) "support." A candidate's ideology determines the degree of popularity gain - in % points - for each constituency group visited.
- **Pandering:** In a Politocracy and most political campaigns, candidates express their views merely for the purpose of acquiring support and if possible, votes. Such expressions do not necessarily reflect their ideologies or values if in fact they have any. In Politocracy The Game, when landing on a constituent, if a candidate does not or cannot acquire the constituent, the candidate or a surrogate obtains one (1) Pandering Point for each constituent "visited" regardless of ideological match. Pandering Points add up such that when it is time for a poll or the election, Pandering Points are converted into Popularity Points on a one for one basis. Candidates keep track of Pandering on a separate Pad (included with some games). At the end of a Poll, Candidate's Pandering Points are taxed at 100%. Surrogates collect Pandering Points which accumulate for conversion to Popularity prior to the election. Pandering is essential to climbing the political ladder.

Fundraising - The Money Trail

Candidates take a Change card when arriving on the Money Trail then roll a (single) die, stopping on Interest Groups and Hope/Change for one (1) revolution unless otherwise directed by a Change card or due to the ill will of another candidate (e.g. called to Debate).

- **Interest Groups** (e.g. Super Political Action Groups - SPACs) provide Deficit Dollars to favored candidates based on ideology.
- **Hope and Change.** Same as on the Campaign Trail.
- **Surrogates.** When entering the Money Trail, a candidate can buy a (one) Surrogate to travel the Campaign Trail pandering as long as the candidate is fundraising. A Surrogate **costs \$2M** and the owner must have at least **30% popularity**. Surrogates are particularly good at pandering and accumulate Pandering Points.

Upon completion of one revolution on the Money Trail, candidates return to the Media square of their choice. At the Media the candidate (1) **must** roll the die to determine Media Effects – gain or lose popularity, (2) **can declare** an Ideology and (3) **can** attempt to **Remove Scandalous** effects.

Stating what should be obvious: Candidates should spend as much time fundraising as possible; enormous sums of money are needed to buy constituents and purchase election advertising.

WARNING: If a candidate traveling the Money Trail with a Surrogate on the Campaign Trail is called into a debate by another candidate, the Surrogate is terminated.]

Political Profiles

At the beginning of the game each candidate will randomly choose a political profile. In the event that a candidate simply cannot abide by the first profile chosen, the candidate may select another from the deck - **that must be played.**

The profiles rate the candidate along four variables:

- **Natural Charisma** [1to 3 HEARTS], represents a value of a candidate's innate popularity or "likeability". Each heart is worth 5% in any poll or election and can be diminished only through events specified by Hope or Change, like a Scandal. During polling and the elections, 5% popularity points provides one roll of the die. E.g. 25% = 5 die rolls.
- **Integrity** [1 to 3 STARS], represents a candidate's true integrity – honor, reliability, truthfulness. In some cases high integrity (3 stars) will be helpful to a candidate, in other cases low integrity (1 star) will be helpful. **Integrity is fungible.** At a critical time in the campaign, Integrity "units" can be exchanged for Charisma or Fundraising Capital "units" on a one for one basis. Depending on the candidate and his or her position in the campaign, exchanging Integrity may be useful to add popularity and necessary to pay for advertising. A candidate cannot be left without any Integrity at all (no Integrity Stars); candidates with only one remaining Integrity star cannot exchange it. High Integrity increases the chances of having scandalous effects removed.

NOTE: The candidate with the highest Integrity has the final say in rule disputes and inconsistencies.

- **Fundraising Ability** [1 to 3 \$'s] Candidates begin the campaign with the amount of money (\$'s) on their profile. At start, 1\$ = \$5M, 2\$ = \$10M, 3\$ = \$15M. It also represents the amount of Deficit Dollars that can be extorted from Interest groups:
 - Poor fundraiser 1\$ = ½ of the funds from an interest group,
 - Average fundraiser 2\$ = 1X funds and
 - Great fundraiser 3\$ = 2X funds from an interest group.

Very few profiles have only 1 or 3 \$'s.

- **Insider/Outsider Status.** Insider/Outsider status will have various implications – both positive and negative – as the game progresses.

In 2 player games, each candidate begins play on opposite Start locations. In 3 - 4 player games there should not be more than 2 players starting from the same Start location. Movement on the board begins in a Counter-Clockwise direction.

Warning! We do not recommend playing with more than 4 Politocracy Candidates. Bank currencies may be depleted rapidly, producing shortages and panic amongst candidates. Players may, however, invoke the Gheitner/Bernanke Rule and by way of Quantitative Easing (QE – n) print more money.

Candidate Ideologies

In The Game, the candidate’s ideology may become an important factor in determining the outcome of the game, or in affecting the intensity of discussion between candidates. There are two possible Ideological Choices:

Progressive – (The Left, Democrats or “liberals”)

Conservative – (The Right, Republicans or “conservatives”)

Although **all candidates start out in the “middle” as “Centrists”, Centristism**, is **not** considered an ideology here. There is nothing wrong with being a Centrist, however in this game, it may be less interesting, less provocative.

[NOTE: A “middle” position candidate in the “real world” is considered to be “a Moderate”, someone who can work “both sides of the isle.” However, in Politocracy, we consider Centristism to be neutral - absent of ideological polarization. As a gaming factor, this is undesirable! Further, while it is possible for a Centrist to win the Presidency, it is unlikely.]

[NOTE: Consistent with the original and perhaps universal colors of political parties, Progressive Constituency Groups are represented by **RED**, Centrist Constituency Groups **WHITE** and Conservative Constituency Groups **BLUE**; hence RED, WHITE and BLUE. This color scheme was reversed by the Mainstream Media prior to the 2000 presidential campaign.]

Declaring an Ideology

Declaring an Ideology is an option (a) when a candidate lands on or is directed by a Change card to the Media, (b) if a Change Card provides the option, or (c) before a debate.

Declaring an ideology should be done to **derive some political/competitive advantage**; to gain influence (popularity), increase financial assets, to ensure political longevity and, ultimately, win. This decision should be based upon other candidates’ popularity, owned constituent groups (their ideological influence) and the financial costs involved.

Polls, Debates and Rolling Onto the Money Trail or Debating

When landing on a Constituent, the candidate can (1) acquire it, the cost is based upon Ideological match or (2) receive one Pandering Point regardless of Ideological match.

Popularity will accrue until reaching a Political Poll/Debate square. All candidates must STOP at each Political Poll and make a decision to “submit” to a Poll or Debate another candidate.

Taking a Poll or Choosing to Debate

Polling in *Politocracy* is the path to the Money Trail (unless redirected by Change). All candidates enter a poll with the popularity derived by

(A) Their natural charisma as defined by the candidates Profile (one, two or three hearts on the Profile card equals 5%, 10% or 15% respectively),

(B) Pandering Points which convert to popularity on a one for one basis (as described above by simply **landing** on a Constituent),

(C) The “Permanent” popularity derived from **buying** Constituents with Deficit Dollars while traveling the Campaign Trail, and

(D) Popularity gained from Hope and Change cards.

Every 5% points of popularity provides 1 Die Roll. E.g. Accrued popularity of 27% translates to 5 die rolls – chances to roll onto the Money Trail.

At the Poll, the candidate rolls a die:

- 5 – 6 = Advance to the Money Trail.
- 1 – 4 = Continue along the Campaign Trail.
- **Pay Poll Tax** (all Candidate accumulated Pandering Points)

Note: Surrogates do not take a Poll and do NOT pay a Poll Tax.

Polls can be avoided by choosing to Debate another candidate.

Debates

Candidates choosing to Debate, if undeclared, **can** first declare an Ideology - Progressive or Conservative.

The debating candidate then selects another candidate with the same ideology to pull into the Debate. Lacking an ideologically compatible candidate, the debater then chooses a Centrist, if available, then one with an opposing ideology.

The candidate demanding a debate forces the selected debater to move to the designated Poll/Debate location regardless of where that candidate is on the Campaign or Money Trail.

Warning! Debating can be disruptive!

As noted above, all candidates start the game as Centrists. In a Politocracy, Centrism is not an ideology; it is the absence of an ideology, or the absence of an ideological framework. This isn't to say that a candidate cannot win the game as a Centrist. That is possible, although in today's political real world environment, very difficult to imagine. This isn't to say that Politocracy is polarizing; rather, the political world that it reflects is polarized.

As a debate can be a positive or negative event for both candidates, each candidate rolls the die to determine how much is gained or lost.

Die Roll	% Gain/Loss
6	+10%
5	+ 5%
4	+ 3%
3	0%
2	- 2%
1	- 5%

Debates can be avoided by taking a Poll.

Sometimes politicians have to spend time doing what taxpayers are paying them to do: Administer their responsibilities according to the Constitution: Govern. Therefore, with a couple of exceptions, a candidate is only entitled to spend one trip around the Money trail and then must return to the tedious process of acquiring popularity. Exceptions: Some events imposed by Hope and Change cards that can lengthen or shorten time on the Money Trail.

Acquiring Constituents – Securing Popularity

A constituent's value is indicated by the popularity % points available to a candidate as a function of the candidate's ideology.

For example, if a Progressive candidate lands on the college **Professors** constituent, the candidate acquires 5% (soft) popularity points **if and only if** the candidate purchases the Professors at a cost of \$1,000,000 (\$1M). If a Conservative lands on the **Professors**, only a 1% gain is possible and the **Professors** it cost a Conservative \$5,000,000 (\$5M). By comparison, a Centrist can own professors and gain 3% at a cost of \$1,000,000 (\$1M). **If a Centrist later changes ideology, becoming a Progressive for example, he or she can appreciate the additional gain in popularity – the additional 2% points - without incurring the additional cost**

of paying the difference in constituent “fees” – Centrists pay the same as Progressives. When a constituent is bought, the acquiring candidate will place a marker on that constituent square indicating ownership.

Professors	
	
+5%	* \$1M
+3%	* \$1M
+1%	* \$5M

To state the obvious, Constituents typically have an ideological preference, favoring one side or the other or one side more than another. Some Constituents will strongly favor one ideology while expressing revulsion with the other – opposite – ideology. Obviously, a Progressive constituency will favor a Progressive candidate and a Conservative constituent will favor a Conservative. Hence, the rewards (gain in popularity) for a Conservative landing on a Conservative Constituent will be greater than if a Centrist lands on a Conservative Constituent. And visa verse.

Some constituents will favor or reward a Centrist as much or more than a member of either Progressive or Conservative ideologies. A candidate may elect to play a middle-of-the-road strategy throughout the campaign as it may seem to be the best or safest journey to the White House. A candidate may elect to declare or change ideologies at a point close to the end of the campaign if in so doing the declaration yields some competitive advantage (% popularity or \$).

If candidates do not acquire a Constituent, they or their Surrogate can still accumulate Pandering Points simply by landing on Constituents – whether owned or un-owned - while traveling along the Campaign Trail. As a candidate’s campaign progresses – visiting different constituencies - their popularity gradually increases through constituent acquisitions and pandering (bad luck notwithstanding).

In the example of the **Professors** constituent group, a Centrist candidate can acquire this professorial group for \$1,000,000 and immediately gain 3% popularity points. If this candidate later declares his ideology to be Progressive, he will gain an additional 2% popularity points without an additional investment. When a constituent is bought, the acquiring candidate will place a marker on that constituent square indicating ownership.

“I’m Going to Buy You Out” A candidate may land on a Constituent owned by another candidate.

- If the two Candidates in this case possess different ideologies, the Constituent can be “bought-out” for the price associated with the candidate’s Ideology without having to

pay additional fees. For example, if a Centrist candidate lands on the Professors initially acquired by a Progressive candidate for \$1,000,000, the Centrist can acquire the Professors by paying \$1M; the Centrist receives 3% popularity points and the Progressive loses 5% popularity points.

- If the buyer and relinquishing candidate share the **same ideology**, the buyer **pays the acquisition price plus an additional \$1M.**

Buy-outs cause harm to a competing candidates, a natural consequence of politics. There is no limit to the number of times a constituent can be bought, sold or re-aligned.

Mainstream Media Effects

Media zones allow players to:

- **Declare their Ideology.** Candidates begin with a profile that specifies their Charisma, Integrity and Fundraising Ability but not their Ideology. All candidates begin ideologically neutral - Centrists. Centrist candidates can declare an ideology when landing on or being sent to a Media zone or when forced into a debate. Remaining neutral until some key point in the game may be a good strategy but may not be practical, politically.
- **Scandals and Removing 'scandalous' effects.** Scandals come up as a result of bad luck, bad decisions or in *Politocracy* luck of the draw. A Change Card can reveal something scandalous about a candidate, a candidate's campaign or a candidate's opponent. There are several types of Scandal cards and cards for ameliorating their effects.

Scandals affect all candidates (high or low Integrity) equally. Costs: 1% popularity point per turn on the Campaign Trail, or \$100K per turn on the Money Trail.

However, a candidate's Integrity will affect his or her ability to have the scandalous effects removed. Because the media can be used effectively to "remove", cover up or limit the effects of a scandal, landing on a Media square is helpful. To ameliorate scandalous effects a candidate rolls the die for each Integrity point:

- Rolling a 1-3 removes/covers-up a scandal, rolling a 4-6 is inconsequential but allows scandalized players to rehearse a better apology for their next attempt at redemption.
- A candidate with Integrity of 3 Stars rolls the die three times.
- A candidate with Integrity of 1 Star rolls the die only once.

A candidate dealing with the effects of a scandal is incented to expedite a move to Media ASAP. Of course, this isn't always possible.

- **Adjust popularity.** All players are subject to a popularity adjustment when **landing on** the Media. A Centrist rolling a 1-3 will increase their popularity +5%, but rolling a 4 -6 will decrease their popularity -5%. Conservatives, however, suffer from a natural disadvantage simply because they are, well, Conservatives. The Media generally is uncomfortable with Conservatives and don't treat them as generously. Whereas a Progressive or Centrist rolling a 1 or 2 receives a 5% bump from the Media, a Conservative rolling 1 or 2 receives only a 3% bump. Rolling a 5 or 6 has greater negative consequences for a Conservative than for a Centrist or Progressive.

Media Die Roll Chart	
Progressive	Conservative
1-2 = +5%	1-2 = +3%
3-4 = 0%	3-4 = 0%
5-6 = -3%	5-6 = -5%
Centrist	
1-2 = +5%	
3-4 = 0%	
5-6 = -5%	

Fundraising – The Money Trail

On the Money Trail, Candidates move from one fund raising group to the next. A candidate's ideology and the roll of the die, determine the funds that can be acquired or extorted from each group. There are three (3) species of funding donors: Those that provide only to Progressives and Centrists (e.g. **Am Teachers**), those that give only to Conservatives and Centrists (e.g. **Big Oil Inc.**) and those that fund Centrists and hedge their bets by giving to both Conservatives and Progressives (e.g. **American Beer**).

In the examples below, the **Am Teachers** provides \$1,400,000 to Progressives, \$700,000 to Centrists and \$0 to Conservatives; **Big Oil** gives \$3,000,000 to Conservatives and \$1,500,000 to Centrists and nothing to Progressives; **American Beer** delivers \$1,000,000 to Progressives, \$1,500,000 to Centrists and \$2,000,000 to Conservatives .

American Beer 	Am Teachers 	Big Oil 
\$ 1M	\$ 1.4M	\$ 0
\$ 1.5M	\$.7M	\$ 1.5M
\$ 2M	\$ 0	\$ 3M

The game is really that simple. Payouts to Candidates based on Ideology have been based on actual financial distributions for American political candidates from 2008 to present.

Surrogates

While entering the Money Trail candidates can acquire Surrogates to continue pandering along the Campaign Trail. However, Surrogates are not cheap. A candidate must have 30% popularity and must pay \$2M for each Surrogate (one Surrogate per candidate at a time). A Surrogate is able to travel the Campaign Trail from one Interest Group to another, acquiring Pandering Points along the way. The Surrogate takes turns like any other candidate as long as the Surrogate's "owner" is on the Money Trail. As soon as the owner departs Fundraising (completes one trip or is forced off the Money Trail), the Surrogate is terminated. The media tends to think of Surrogates as political advocates but they are more like "puppets" in a Politocracy. Surrogates' acquired Pandering Points accumulate until the election, whereupon they are converted to Popularity Points for the candidate.

Change Cards

A Change Card IS drawn when a candidate lands on Change. Most Change Cards are **held** for future self-aggrandizement or to inflict damage on others' campaigns at a future time in the campaign. Some must be displayed immediately and affect the candidate or candidate's competitors.

- **Scandal Cards:** There are several types of Scandal cards and cards for ameliorating their effects. Scandals affect all candidates equally: 1% popularity point per turn on the Campaign Trail, or \$100K per turn on the Money Trail. However, a candidates Integrity will affect his or her ability to have the scandalous effects removed.
- There are many other types of Change Cards: 'dirty tricks,' 'October Surprises,' Cover-up cards, protection cards, move cards. Change cards can be used at an auspicious time, to adversely affect one or more opponents. Some Change cards can be held for play against another player, while others force the drawing player to suffer the effects immediately.

- Some Change cards allow for movement to specified spaces, such as Poll, or allow a player to move an opponent to a specified space. Some Change Cards result in lost turns for Insiders, simulating the requirement that sitting politicians sometimes have to actually govern.

Game Duration

The Game lasts until someone is elected President. When a candidate is elected to President, the game is considered over, at least until the next election, in which case the winner – The Honorable President - can run again but this time as an incumbent.

- The Election will occur when two candidates achieve 50% popularity. A Candidate leading in the popularity race may have much more than 50%.
- Or, if a majority of players agree to a time limit, 1 to 1 ½ hours. In this case, at the expiration of an agreed upon time, the two candidates with the most popularity will enter the election.
- If there are more than 2 candidates, those candidates with insufficient popularity officially become **losers**. Losers can choose to quit or support one of the two remaining candidates entering the election. Support means that ½ of the losers' financial resources can be given to a candidate entering the election.

The Election: Winning or Occupying The White House

Recommended Method for the Election

1. An election will take place as soon as a 2nd candidate achieves 50% popularity. The first to achieve 50% can continue to acquire Deficit Dollars and additional popularity until the other finalist reaches 50%. Candidates with 50% or more popularity convert their popularity into **Regional Voting Chits (RVCs)**. . Voting Chits are required for candidates to compete in each region; chits equal die rolls. 5 Popularity Points = 1 RVC = 1 die roll. For example, if a candidate has 50% popularity they are converted into 10 RVCs; the candidate can use one RVC per region or use multiple RVCs per region. A candidate with 60% popularity has 12 RVCs. A candidate can choose to use RVCs in critical Regions and leave other Regions uncontested. RVC placement – competing in critical Regions – becomes important strategically.

2. There are no Primaries in a Politocracy. Two candidates with 50% or more popularity compete for the presidency. All others are **Losers** (or non-winners for the PC-disabled). Losers do not receive a trophy or accolades for good sportsmanship. However, Losers can

- (a) Support either leading candidate or

(b) Honorably resign from the game - not be “kicked around any longer...”

3. Losers can provide ½ of their money (the un-taxed portion) to one of the two finalists. If they do not share ideologies, they must declare their intention to change their ideology to the candidates’ they intend to “support”. This may seem like a formality and may test a player’s ideological mettle but it is a requirement of this game. Some players might find this distasteful and choose instead to resign, withholding financial aid.

[Note: It is permissible for all final candidates to possess the same ideology. This has occurred in some games. In a Politocracy, all candidates can be Progressive, Conservative or both. Given the nature of a Politocracy, ideological differences become irrelevant]

4. Those candidates entering the Presidential Election can only have one (losing) former candidate’s support. Agreement between final candidates and contributors must be mutually agreed upon.

5. Candidates competing for the White House compete for each region’s Electoral Votes as specified above. Region voting occurs in sequence from **I (1) to X (10) – from East to West:**

<u>Region</u>	<u>Electoral</u>	<u>Summary</u>
	<u>Votes</u>	<u>in Order</u>
Region I =	33	33
Region II =	43	76
Region III =	54	130
Region IV =	103	233
Region V =	85	318
Region VI =	64	382
Region VII =	27	409
Region VIII =	27	436
Region IX =	76	512
<u>Region X =</u>	<u>26</u>	<u>538</u>
Total =		538

The candidate with the most Electoral Votes (at least 270) wins.

Alternative Method for the Election

In the event that players choose to play the game with a time limit, if at the end of a preset time for the campaign (e.g. 60 minutes), and two candidates do not have 50%, then the two

candidates with the most popularity will enter the election. All rules pertaining to voting, chit placement and losers remain the same.

Political Advertising

A significant aspect of any presidential election is advertising. By the time the final (2) candidates reach the election phase, they should have acquired large sums of Deficit Dollars for investing in advertising - to influence voting in each Region.

Before rolling the die (to determine who will win a region), each player announces his intent to advertise. Positive advertising increases the player's die roll 'one'; each positive "investment ad" costs \$1M. Negative advertising decreases an opponent's die roll by one; each "negative investment ad" costs \$1M. The ultimate effects of positive and negative advertising are the same. However, we have observed that players are enthusiastic about the concepts of 'positive' and especially 'negative' advertising.

Candidates can attempt to counteract an opponent's advertising by paying a similar amount for positive and negative ads.

Each player can bid as high as he or she likes in an attempt to affect the die roll [in appropriate increments], but the maximum investment by each candidate for each region is \$5M. Since there are 10 regions, the maximum amount that can be invested by each player is \$50M.

Candidates should plan their advertising investment strategies wisely and be aware that investment strategies may change from Region to Region. All advertising investments must be made before the beginning of each Regional election – rolling of the die.

6. Each Region is contested in the following manner:

Candidates Roll the Die to determine who wins each region. The highest number wins.

- Candidates can increase their die roll by 1 for each \$1M invested.
- Candidates can also decrease their opponent's die roll by 1 for each \$1M invested.
- Investments must be made prior to rolling the die for each region.
- A candidate can invest a maximum of \$5M investment per Region.
- A maximum of \$50M advertising dollars can be invested by each candidate for the entire election.

[Note: In case you were wondering: Popularity is necessary for the two candidates to get into the Presidential Election but once the voting starts, it's all about the money.]

Example: Alternating Regional Wins - Candidate 1 vs Candidate 2

In the following theoretical election, this assumes that Candidate 1 wins region 1 and Candidate 2 wins region 2. Winning is alternated for illustration. Winning is identified by **bold numbers**. This assumes that players are average die rollers and also that they invest correctly in each region.

<u>Region</u>	<u>Electoral Votes</u>	<u>Summary in Order</u>	<u>Candidate Number 1</u>	<u>Candidate Number 2</u>
Region I =	33	33	33	00
Region II =	43	76	33	43
Region III =	54	130	87	43
Region IV =	103	233	87	146
Region V =	85	318	172	146
Region VI =	64	382	172	210
Region VII =	27	409	199	210
Region VIII =	27	436	199	237
Region IX =	76	512	275	237
Region X =	26	538	<u>275 wins</u>	263 Loses
Total =	538			

It is also possible that a particularly shrewd (smart investor) and lucky (good die roller) Presidential candidate can have an election won by the end of voting in Region V. Anything is possible.

DISCLAIMER:

The designers have taken certain liberties with reality in the hopes of clarifying matters for the purposes of simulating the real world; if any offense is taken, we ask that you not attack United States Ambassadors and Security Personnel but instead peacefully refrain from ever voting again.