CAMPAIGN MANAGER 2024

The year is 2024...

A national pandemic has just sunset on the world, but more recently the United States of America. People's lives have been permanently changed by the societal upheaval, global supply chains are uncertain, and people are generally uneasy. New parties may emerge from the wreckage of an unprecedented political realignment. Can you win a plurality of the outdated electoral college to become the President of the United States?

Released in COMPUTE!'s Gazette August 1984 and developed by Todd Heimarck, Campaign Manager is a type-in machine language game for the Commodore 64. Campaign Manager 2024 is a full recode of the original game to correct bugs and add new features, still written entirely in assembly.

ORIGINAL INTRO

The Democratic delegates are gathered in Moscone Center, wearing straw hats, carrying balloons and signs. The floor fights are done. The time has come to nominate.
"Maryland?"
"Mister Chairman-the great state of Maryland, The Free State, Home of the World Champion Baltimore Orioles, casts all of its votes for the senator from Arizona."
The chairman pounds his gavel. The din of cheers and jeers subsides. The convention is deadlocked. And you control a large block of uncommitted delegates. It's all up to you.
The vice president from Rhode Island has good charisma and intelligence, but you know his health is poor. The reverend from Arkansas is attractive, but a bit conservative. Although the senator from Arizona is experienced, he's not very smart. Perhaps the New Jersey doctor? No, the Ohio senator has the best combination of personality and issues, plus you'll get a home region advantage in the populous Heartland.
Now it's the Republican's turn. Of the five choices, the woman from South Carolina is the best all-around candidate. She has high charisma and fundraising appeal, which translates well into television ads.
It's time to hit the campaign trail.

HOW TO PLAY

OVERVIEW
Your goal is to select a candidate and use a combination of ACTIONS over 9 WEEKS (63 days, or ACTIONS) to achieve the most ELECTORAL VOTES and become the President of the United States.

CONTROLS
Use IJKLM; space/M = confirm (or FIRE), K/down = back

GAME OPTIONS
PLAYERS: The number of players in the game. Parties are always set to player number, so e.g. Player 1 is always the Democrat and goes first, Player 2 is the Republican and goes second, etc. 3-player mode lets you choose between the INDEPENDENT and WORKERS parties for the third player. 4-player mode lets you choose either the EXTREME parties or the REGIONAL parties.
GAMEMODE: PARTIES MODE is the standard game, where candidates' issues are specific to their party and STATE LEANS are predetermined by the map in APPENDIX A. In RANDOM MODE, the CANDIDATE ISSUES are generated completely randomly regardless of party, and the STATE LEANS are set proportional to candidates' ISSUE BONUS in states. RANDOM MODE is particularly useful if you want to insert your own candidates via CUSTOM for an ahistorical scenario; otherwise, you can get some pretty bogus combinations of issues that won't give you good chances of success.
EQUAL CER: (HIGHLY RECOMMENDED ON!) If ON, sets CHAR and INTL values for all generated candidates to 5, greatly balancing all generated candidates by giving them equal CER values.
DEBATE: If ON, sets DEBATES to occur at the beginning of WEEKS 4 and 7; see the DEBATE section for more details.
EVENTS: If ON, sets EVENTS to occur weekly; see the EVENTS section for more details.
CLASSIC: If ON, emulates the original CAMPAIGN MANAGER game as closely as possible.
CUSTOM: If ON, all players will select their candidates' HOME STATE, PRIMARY STATS, and IDEOLOGY.
MAX MOE: If ON, the MARGIN OF ERROR will be set to 99% for all WEEKS. Not compatible with CLASSIC.
SIMULATE: If ON, music will be skipped, AI turns will be processed without human input, and the results reveal-by-region will be skipped. If all players are AIs, the game will proceed to the final results.

PRIMARIES
The first part of the game is candidate selection. You'll see the map (don't worry about it now), the candidate's home state, their PRIMARY STATS (bottom left), SECONDARY stats (bottom middle), and their IDEOLOGY (bottom right). PRIMARY STATS are best at 8, except for CORP, which varies; SECONDARY STATS are calculated from PRIMARY STATS; optimal IDEOLOGY varies depending on where you want to be campaigning, but '1' and '6' are the worst for off-by-one ISSUE BONUS (as there are no states with '0' or '7' issue values).

Once you've found your preferred candidate, select YES. The following prompts will occur:
1. Enter your name (names may not start with spaces).
2. Choose your INCUMBENT status. Your candidate will be given a small positive or negative bonus to CER/FUND based on your choice. Any number of candidates can be INCUMBENTS.
3. Choose whether the candidate is an AI. If not, select HUMAN. If so, SILLY AI is for first-time players, and the rest are for advanced players.

Once confirmed, control is passed to the next player until all players have chosen a candidate.

MAIN GAME
Before the game starts, each candidate automatically does a PREGAME campaign in every state.
The left display shows the popular vote (i.e. CP percentage of total; every state has the same amount of CP) and ELECTORAL VOTE sum for each candidate, including a sum for tied states. The bottom left display shows the current candidate, along with their HEALTH, FUNDS, portrait, and campaign cumulative bonus/penalty if applicable. The bottom right is the schedule display. The top right display shows the current party, current week, current region of the candidate, and all the campaign ACTIONS.

The top left displays the US map; if you're losing badly starting out, don't dismay: the initial state margins are very, very small.

Players will take turns filling out a schedule with campaign ACTIONS:
-VISIT/TV ADS add CAMPAIGN POINTS (CP): VISIT is for targeting individual states.
-TV ADS gain CP across a REGION (there are 9 REGIONS that represent various cultural/geographical groups of states).
-FUNDRAISE adds to your FUNDS.
-REST adds to your HEALTH.
-MAP lets you view individual states' region, current party control, and EC votes.
-NEWS lets you review the WEEK's EVENTS, if applicable.
-POLL gives you information about state CP margins, but costs FUNDS.
-SURVEY lets you know how many UNDECIDED voters are left in one state, once per WEEK.
-REPLAN will wipe your schedule, allowing you to reenter it again.
-TRAVEL moves between different REGIONS, which will allow you to VISIT or do TV ADS in that REGION.

Once your schedule is filled, the game will prompt you to confirm it (you can go back by pressing DOWN), and control will be passed to the next player.

WRAPUP
Once the last player finishes their week 9 schedule, POSTGAME campaigns will be done automatically, tiebreakers will be resolved, and results will be shown by region, with the current ELECTORAL VOTE totals shown in the bottom right. Once all results have been shown, the candidates, results, and game actions can be viewed again as desired.

VICTORY CONDITIONS
The player with the most (1) ELECTORAL VOTES wins.
In case of a tie, the player with the highest (2) popular vote wins, then the highest (3) LMIN, then by (4) coin flip.

ETIQUETTE
1. Players should hide POLL/SURVEY results from other players, as the information is strategic.
2. Players must all agree on candidates selected during the PRIMARIES. It would be prudent to disagree before all candidates are selected. This is done to avoid an unintentionally unbalanced game (e.g. the SOC candidate starting in ARKLATEX to throw the game).
3. Players should decide whether schedules should be hidden from other players; this greatly changes the dynamic of the game.

TERMS + MECHANICS

INVENTORY:
- HEALTH: If empty, VISIT is penalized. Otherwise, counts towards VISIT.
- FUNDS: Now displayed in millions. Cannot exceed 255.
- STAFF: Displays status "GOOD" or "OUT". See STAFF for more information.
- VISIT BONUS: Displays the last state you consecutively visited last week (either + for bonus or − for penalty if VISITED again).

WEEK: The week number (1 to 9). The game starts at week 1 and ends after week 9.

PREGAME:
- Before the first week, each candidate is given STATE LEAN + floor((CER + ISSUE BONUS * 2) / 2) CP in every state.
- Additionally, each candidate is given +floor((CER + ISSUE BONUS * 2) / 2) in every state of the home region.
- Candidates gain +2 STATE LEAN in their home state.

POSTGAME:
- After the last week, each candidate is given +floor((CER + ISSUE BONUS * 2 + LAST-MINUTE) / 2) CP in every state.
- Additionally, each candidate is given +floor((CER + ISSUE BONUS * 2) / 2) in every state of the last region the candidate visited.

The ultimate winner of a state is the candidate who has the most CP in that state; in case of a tie, the candidate with the highest issue bonus in that state wins (1), then the candidate with the highest STATE LEAN (2), then the candidate who won the national popular vote (if applicable) (3), then randomly (4). Ties' numerical codes are displayed on the winner screen after the winning party's symbol.

At the end of the game, you can review the candidates by selecting PLAYERS, review the RESULTS again, review a DETAILED results table for individual states (select a state on the MAP), or view all player actions with ACTIONLOG. The detailed results table shows the results <u>after</u> each week (including pregame and postgame campaigning), showing the results with UNDECIDED CP included and a margin that doesn't include the UNDECIDED CP.

CAMPAIGN POINTS (CP): each state starts with [STATE LEAN] CP, as well as UNDECIDED CAMPAIGN POINTS that are the crux of the game.
- Any time you gain CP in a state (including pregame/postgame but not debates), that gain is subtracted from the UNDECIDED POINTS and (CP gain / 4) is added to opponents (not subtracted from UNDECIDED). Any further gain past the point where UNDECIDED POINTS run out is divided by 4 and not added to opponents. Therefore, it is much harder to campaign where UNDECIDED POINTS are out!

REGION: each state belongs to a REGION. There are 9 REGIONS in total. Most hold a variety of ISSUES and STATE LEANS, but some are rather homogeneous. As such, some REGIONS are vital for certain candidates and others are near-worthless.

STATE LEAN: each state starts with a permanent value for each party (between 1 and 9, or by ISSUE BONUS on RANDOM MODE) that is also added per successful VISIT action. Over time, if a state is not visited, STATE LEAN will be continuously added to respective parties' CAMPAIGN POINTS.

ISSUES/IDEOLOGY: Each state believes certain things about each of the 5 topics (1 is liberal, 6 is conservative). Agreement between a candidate's and state's ideologies can award up to 3 CAMPAIGN POINTS as an ISSUE BONUS (to a maximum of 15 CP for total agreement). Issue values can be off-by-one from the party standard, often to the detriment of the candidate.

The five issues are: WELFARE, CULTURE, ENVIRONMENT, EDUCATION, and DEFENSE.
- WELFARE (WLFRE): Deals with the welfare state: <u>poverty</u>, healthcare, human rights, insurance policy, housing, etc. This issue largely follows CULTR, though there are some conservative exceptions in the Great Lakes and some liberal exceptions in the Great Plains / Mountain.

- CULTURE (CULTR): Deals with the culture wars: Democrat vs. Republican, LGBTQ+ rights, gun rights, religion, etc. This issue is solely based on the 2016 Trump margins; it regulates other issues that deviate too far from this issue. The issue system was redesigned keeping in mind that this is more or less the only issue that matters in modern American politics.
- ENVIRONMENT (ENVIR): Deals with energy, state environmental budgets, fossil fuels, pollution, climate change, etc. This issue largely follows CULTR, though there are some liberal exceptions in the Southeast and eastern Great Plains, and some conservative exceptions in the Southwest and in some states on the northern east coast.
- EDUCATION (EDUCN): Deals with education budgets, public schools, charter schools, and the kids in schools. This issue very heavily follows CULTR; there are a couple conservative exceptions in the Southwest and a couple liberal exceptions in the Great Plains.
- DEFENSE (DEFNS): Deals with military budgets, domestic protection (e.g. police) budgets, foreign policy, etc. This is the most variable issue; it does not rely very much on CULTR, but geographically: The West Coast is liberal but the far Pacific states are very conservative, the Southwest is conservative, The North is mostly liberal except for the very northeast, and the Atlantic/Southeast varies greatly.

ISSUE BONUS is +3 CP if (candidate issue = state issue), and +1 CP if their absolute difference is 1, for a total of up to +15 CP potential bonus for all issues in total!

PERSONALITY (PRIMARY STATS)
- Charisma (CHAR), which is personal magnetism, panache, the ability to influence and excite people. This is the most important personality trait because it is part of both campaign effectiveness and advertising effectiveness.
- Stamina (STAM) rates your candidate's health. A candidate with low stamina will have to rest frequently to regain health and strength.
- Intelligence (INTL) adds points to campaign effectiveness and last minute campaigning.
- Network (NETW) helps you with fundraising and making good TV ADS. If your candidate has a large network, they have more contacts and connections for raising money. Since networks are built over time, your age counts against your health, although stamina counts for more health points.
- Corporate Appeal (CORP) also contributes to fundraising appeals. But if you have high corporate appeal (>6) you are tainted by your affiliations with special interest groups, and there is a backlash when you advertise. However, candidates with high CORP start with more money!

CAMPAIGN FACTORS (SECONDARY STATS)
- CAMPAIGN EFFECTIVENESS RATING (CER) = (CHAR*2 + INTL): Based on charisma and intelligence. Determines how many undecided CAMPAIGN POINTS from a state are awarded following campaigning. By far the most important secondary stat; a difference of >=4 CER can make a game unbalanced.

- STRENGTH (STR) = (STAM*4 + 9 - NETW): determines the effectiveness of a rest day.
1 day of rest adds to HEALTH: (STRENGTH * 2) + Number of states currently winning + CER

- FUND-APPEAL (FUND) = (NETW*2 + CORP*3): determines how much money can be raised in a day. Money raised = FUND-APPEAL * 2

- TV = CHAR + NETW + (CORP TABLE) [5/6/8/8/6/3/0/-1]: translates into CP when using TV ADS.

- LAST-MINUTE (LMIN) = (INTL + STAM*2): wins last minute votes to your side after the ninth week.

INCUMBENT: If selected, gives your candidate the following bonuses:

INCUMBENT	CER	FUND
SUPERB	+6	+4
GOOD	+3	+2
AVERAGE	+2	+1
MEDIOCRE	+1	+0
DISASTER	-2	-2

STAFF: Your campaign staff, who will provide the following services given you have more than $10 at the start of your turn.
- DOCTOR - counts HEALTH.
- TREASURER - counts FUNDS.
- SECRETARY – manages your schedule; will display your previous week's VISIT bonus as well as any failures scheduled actions may have (denoted by a '!' for near-failure or complete failure, '%' for a TV ADS cost halve, and a '+' for reaching the CP cap in at least one state). Beware; your secretary can't warn you if your last action overspends!
- POLLSTER - allows POLL/SURVEY.

ACTIONS: All campaign ACTIONS are for all intents and purposes simultaneously enacted on a week; there is no built-in advantage to player order (unless schedules are kept public).

VISIT: In-person appearance in a state. The schedule will display the color of which candidate currently controls the state (as shown on the map).
- Costs FUNDS and HEALTH; will fail if you lack enough of either.
- Costs an additional setup fee if no cumulative bonus: floor(STATE EC / 8) FUNDS. Failure to pay the fee will cancel the VISIT action and potentially drain your FUNDS to 0.
- Costs $1 to move between regions (only for VISITS, not for polling or TV ADS).
- Staying in a state two days consecutively grants bonus CAMPAIGN POINTS as well as waives the setup fee, but you are penalized for any further days past two.
- Tips: VISIT is good for targeting single states with lots of EC. VISIT uses STATE LEAN while TV ADS does not, so its effectiveness is lower in states that are harder to win for your party.

TV ADS: Region-wide campaign effort, provided FUNDS are above 15 and your HEALTH is high enough.
- Does not have cumulative bonus.
- VISIT in the region is not required; all you must do is TRAVEL to the region and select the TV ADS ACTION, which will also not incur a TRAVEL cost if no VISIT is done in that region.
- If you can't afford the full cost of TV ADS, its cost will be halved automatically until you can (denoted by a '%' next to the action). Because this can still put your STAFF out of commission next week by draining FUNDS, it is considered risky.

- Tips: Because they are heavily ISSUE BONUS-based, TV ADS are good for targeting regions with similar ideologies OR regions with lots of low-EC states. However, TV ADS gain much more CP than VISIT does per ACTION, so they are therefore more expensive – watch your FUNDS.

FUNDRAISE:
see FUND-APPEAL

REST:
see STRENGTH, HEALTH

MAP: View a state's region, current party control, and ELECTORAL COUNT. A state will be colored gray if no candidate leads by at least the MARGIN OF ERROR (varies by player count) without UNDECIDED CP factored in. The sum of all UNDECIDED states' EC is shown in the left display under "UND".

POLL:
Provides the CP percentages in each state of the current region without UNDECIDED CP factored in. The results for each state are always exact for states that aren't UNDECIDED, but states that are UNDECIDED may give inaccurate results within the MARGIN OF ERROR. Each consecutive POLL in a region cuts the MARGIN OF ERROR of the POLL in half.
FUNDS lost = 1+number of POLLS done this WEEK, to a maximum of 10.

SURVEY:
A powerful tool; provides the UNDECIDED CP percentage in a single state. Important for finding which states are no longer competitive, especially so in >2-player games and in the late game. Combined with enough POLLS, you can get an exact result for a single state. You may only SURVEY a total of 3 times, no more than once per WEEK.
FUNDS lost = 8

THE PARTIES:
There are over 6 different political parties in Campaign Manager 2024. Their order of play is always the same: D-R-I/W/P-S, starting with player 1.

- **D**emocratic (Blue): The standard modern party. Has issue values 1-4. Strong in NEW ENGLAND, URBAN NE, PACIFIC, competitive in Republican-leaning states.
- **R**epublican (Red): The standard modern party. Has issue values 3-6. Strong in GREAT PLAINS, ARKLATEX, SOUTHERN, competitive in Democratic-leaning states.
- **I**ndependent (Purple): A political party holding views not substantially different from the Democrats or Republicans of the 1990s. Has issue values 3-4. Strong in any state that is NOT a solid color on the Appendix A map, as well as G PLAINS and MOUNTAIN.
- **W**orkers (Orange): A coalition party of extremes made up of workers of all ideologies fed up with the status quo. Has two '1', two '6' and one '3-4' issue values. Strong in any state that is NOT a solid color on the Appendix A map, as well as G PLAINS and MOUNTAIN.
- **P**atriot (Yellow): A political party of the rural American that embraces right-wing nationalism, fascism, authoritarianism, and theocratic rule. Has issue values 5-6. Stronger than the Republicans in any state that leans Republican on the Appendix A map. Has a tougher time competing in any other states.

- **S**ocialist (Green): A political party that has roots in the urban centers of America and embraces Marxism, communism, socialism, and social democracy. Has issue values 1-2, usually 1s. Stronger than the Democrats in any state that leans Democratic on the Appendix A map. Has a tougher time competing in any other states.
- Regional Parties: In 4-player mode, regional party mode can be selected. These use the "Extremes" colors and themes, but pull candidates from certain regions. Candidates can never be from megastates (EC >= 20), and will have issues mostly similar to their home state. They are strong in their home regions and similar adjacent regions (never GR8LAKES or ATLANTIC).

THE AI: Notably, there is no "expert" AI – DEFNS is the best in most cases, but is still beatable most of the time by a skilled player!
- **SILLY:** Takes a random region, does 2 FUNDRAISE, 2 REST, 2 VISITS to random states in that region, and one TV ADS in that region. This AI's random nature makes it easy to beat for even a first-time player, as it wastes resources and time often.
- **OFFNS (OFFENSIVE):** Creates a priority list of states to VISIT and TV ADS to run based on STATE LEAN, EC, and who controls a state at the start of the week. Alternates between "rest" weeks and "offense" weeks. This AI has stronger versatility but weaker long-term strategy.
- **DEFNS (DEFENSIVE):** Uses a static priority list by STATE LEAN/EC, going down the list every week and skipping those that it controls, also using POLL/SURVEY to attempt to rule out certain states. This AI has a more consistent long-term strategy but weaker versatility.

DEBATES

INTRODUCTION
Debates are entirely new to Campaign Manager, and provide a key element of the political campaign process that the original game lacked. The debates always occur on WEEKS 4 and 7 if turned on.

Your goal is to consider your issues, deduct the correct issue of the question topic, compare your issues to the selected state's issues, and take the appropriate debate ACTION, reacting appropriately if applicable.

To start the debate, all players' information will be shown, along with the current electoral map. The players' issue values are of utmost importance; they can be written down for beginners and memorized for advanced players.

A TV network will then be shown. The TV networks have the following effects on state issues only:
   • CNN; moderate; no 1s or 6s from state
   • FOX; conservative; all state issues +1
   • PBS; liberal; all state issues -1

The first question will be displayed. It will look something like this:
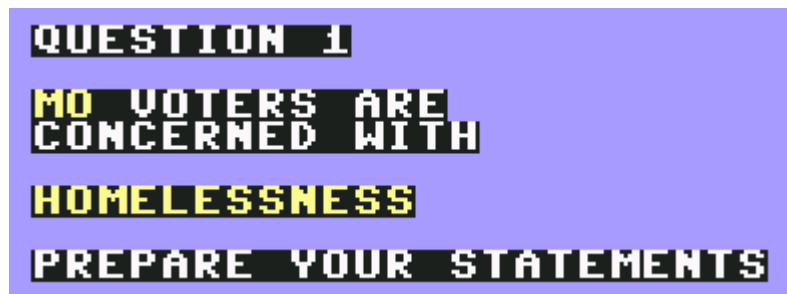
The state (displayed in yellow) indicates what issues are used for the current question (with TV network biases added!). The topic (displayed in yellow) indicates which issues of the state's set will result in an EFFECTIVE or INEFFECTIVE ACTION or REACTION. This question, for example, is about WLFRE; the WLFRE issue value for MO is 5. A conservative candidate could ANSWER this question on WLFRE with a 4/5/6 and be awarded full points. If a liberal candidate did the same, they would be penalized; they could instead CHALLENGE the question on WLFRE and be awarded full points.

Some debate jargon:
   • DEBATE POINTS (DP): score in the debate; can be negative and is capped +/-
   • CORRECT SELECTED ISSUE (CS): candidate selects a valid issue for the question
   • INCORRECT SELECTED ISSUE (NS): invalid issue for question
   • ISSUE CONFORMITY (IC): candidate matches issue of state or is off-by-one
   • ISSUE NONCONFORMITY (NC): candidate does not have ISSUE CONFORMITY
   • EFFECTIVE/INEFFECTIVE: denotes successful ACTION/REACTION
   • PENALTY: awarded to a candidate after any instance of receiving negative points (with exception of CONCEDE/REST) and applies even if the net DP outcome was zero or positive for a given question. PENALTIES render candidates vulnerable to a PERSONAL attack the turn after they occur, can be removed with REST, and count towards a national penalty explained

below. If you received a penalty last turn, your status will be BLUNDER. PENALTIES are cleared after one turn unless awarded again.

THE ACTION

After the first question is shown, all actions are taken in secret until all ACTIONS/REACTIONS are complete; the game will tell you which player is up next after you confirm your ACTION/REACTION to hide vital info from your opponents.

There are 9 ACTIONS to take, the first 7 in order of their riskiness. All ACTIONS/REACTIONS are simultaneously enacted. Additionally, you will see your status (explained below) and the question number on the top-right, as well as your usual candidate info in the bottom left.

- **PIVOT**: A passive option for when you're most unsure; awards a moderate amount of points for IC and NS. If NC, gives no points and awards no PENALTY. If CS, deducts a small amount of points. *(if you reply with the same topic you pivoted from, you look bad)*
- **ANSWER**: A passive option for when you're fairly sure a question's issue matches yours; awards a moderate amount of points for CS and a separate moderate amount of points for IC. Getting either wrong (NS or NC) will deduct the corresponding points instead. *(if you answer on a wrong topic or your position differs strongly from the state on the topic, you look bad)*
- **CHALLENGE**: A passive option for when you're confident a question's issue doesn't match with yours; deducts a large amount of points for NS, then a moderate amount of points for IC, then awards a large amount of points (for NC + CS). *(if you challenge the moderators on an issue you agree with, or an entirely different issue from the question, you look bad)*
- **ALLY**: A passive option for when you want to boost both yourself and an opponent and you both agree with the question issue; awards a large amount of points for CS and IC for both opponents; otherwise, deducts a moderate amount of points from you and awards a small amount to the opponent *(if you miss the question or you or your opponent do not agree enough with the issues, you look bad)*
- **DIFFER**: See MORALIZE. Your IC is not required, but points gained are halved. Penalties still apply.
- **MORALIZE**: A difficult offensive option for when you're confident there's a difference between [your opponent's issues] and [yours and the question's]; EFFECTIVE if CS, IC, selected opponent NC; INEFFECTIVE otherwise. *(if there's no substantial difference between you and the opponent or your issue is different from the question, you look bad)*
- **PERSONAL**: A situational offensive option for when an opponent has a PENALTY; EFFECTIVE if the opponent received a PENALTY last turn, INEFFECTIVE if they didn't, or if you used PERSONAL last turn, or if you received a PENALTY last turn. If EFFECTIVE, adds an additional penalty to the defender's result regardless of their reaction; if INEFFECTIVE, adds an additional penalty to the attacker's result regardless of the defender's reaction. *(if you're throwing around personal attacks too much against a strong candidate, you look bad)*
- **REST**: A passive option for when you're nervous about a national penalty. Deducts a moderate amount of points, but removes a PENALTY. Additionally, removes your BLUNDER status so that candidates may not make PERSONAL attacks against you successfully.
- **SURVEY**: An option to have surveyed the audience beforehand to know whether you have IC with a selected issue on the current question (displayed under FUNDS). Cannot be performed if you have less than $5; costs $5 and awards a PENALTY; this PENALTY will not elicit a negative audience reaction, and will render you vulnerable to a PERSONAL attack on the next turn as usual.

If you choose one of the first four ACTIONS, you must choose an issue. If you choose one of the last four ACTIONS, you must choose an opponent. If you are selected by another opponent, you will be forced to respond with a REACTION. Your REACTION will dictate the points received by the opponent and yourself; if your opponent's action is EFFECTIVE, the opponent will always net points over you.

There are 3 REACTIONS to take, in no particular order:
- **ACCEPT**: A passive option to accept an EFFECTIVE attack; if attack was EFFECTIVE, deducts a moderate amount of points from you and awards a moderate amount of points to the attacker, <u>additionally waiving one penalty</u>; if attack was INEFFECTIVE, deducts a large amount of points from you and awards a moderate amount of points to the attacker. *(if you accept a bad attack as valid, everybody believes your opponent and you look bad)*
- **PIVOT**: A passive option if you're unsure about the attack's effectiveness; if NS and IC, awards a small amount of points to you and a large amount of points to the attacker; otherwise, deducts a moderate amount of points from you and awards a large amount of points to the attacker; <u>attack effectiveness is irrelevant</u>. *(if you pivot poorly away from an attack, you're dodging the issue and look bad)*
- **COUNTER**: An offensive option if you think the attack was INEFFECTIVE; awards you a moderate amount of points and deducts a large amount of points from the attacker or reverses the outcome otherwise. *(if you quip back at your opponent for a reasonable attack, you look petulant)*

Once all ACTIONS/REACTIONS have been entered, a player-by-player outcome script will be displayed. Receiving no penalties will always elicit either an "APPLAUDS" or "MURMURS" from the audience (1/4 chance to receive APPLAUDS). Receiving a PENALTY, however, is much more dangerous for your opponents to find out; you have a (CHAR / 8) chance for the audience to "MURMURS", hiding your failure; failing the check will have the audience "BOOS" every ACTION/REACTION of yours, obscuring your successes. Your STATUS is as follows: previous penalty = BLUNDER, then -total DP = TROUBLE or +total DP/0 total DP = FINE.

Once the turn script is shown, the next question will begin with a new state and topic. The DP gained from the previous question will be added directly to CP in every state in the region of the question's state, plus the question's state again. Additional CP are added if the question's state matches a candidate's home state: if DP was positive (or zero), +1 CP, if negative -1 CP. UNDECIDED voters are irrelevant in DP to CP calculations.

WRAPPING UP
Once all three questions are finished, the results will be shown, with favorables/unfavorables roughly corresponding to the candidates' total DP performance. The winner(s) of the debate will receive a +2 national CP bonus; all candidates receive a -floor(total PENALTY / 3) national CP penalty. The total CP bonus is displayed to the right of the favorables.

To review the debate log, select YES on the VIEW LOG screen. The debate log shows the question number, penalty count, action code, action issue, action opponent, action success, reaction code, reaction issue, and reaction success (all if applicable) for every question and every candidate, as well as all question states and topics and the selected tv network. Once you're done reviewing the debate log, select NO. The debate is now over and the campaign picks up on the new WEEK.

Debates can change the tide of the race greatly, especially if UNDECIDED voters are out in a state; it's up to you to figure out whether to play passively or aggressively and to engage in diplomacy when necessary, but keep in mind: it is much easier to lose points than to gain. Finally, the more players there are, the more exciting and involved a debate will be, so use your best judgement when enabling them on the title screen. Good luck!

ADDITIONAL INFO
Questions can have exactly 1 or 2 correct issues; the correct issues are usually obvious, and each issue has roughly the same number of question topics. There is an additional issue (OTHERS) to add to the usual 5; its value is the <u>average</u> of the usual 5 issues for candidates and states (after media bias!). It is correct for topics that have little specifically to do with the usual 5 issues (e.g. CONGRESS).

States selected for debate questions are semi-random. They are selected by the following processes in order of question:
Q1. By TV network's preferred region: (CNN = ATLANTIC/MOUNTAIN/GR8LAKES, FOX = G PLAINS/SOUTHERN/ARKLATEX, PBS = NEW ENGL/URBAN NE/PACIFIC); a region is randomly selected from the possible options and a state is then randomly selected from that region.
Q2. From the following set of medium states: [IL, MI, OH, PA, NJ, NC, WA, GA, VA]
Q3. Random.

EVENTS

2-4 EVENTS occur every WEEK, with a rare chance of 0 or 1 EVENT. They add some variety to the game and can force you to change up your usual strategies. They do the following:

+1) [likely] BAD WEATHER IN #R (t): CP gains from VISIT are halved in region that WEEK but cost normal HEALTH/FUNDS.
+2) [likely] ISSUE FORUM IN #S (t): ISSUE BONUS is doubled in the state that WEEK.
+3) [likely] STATE FAIR IN #S (t): +4 CP for VISIT in the state that WEEK.
+4) [likely] AD DEALS IN #R (t): +4 CP for TV ADS for region that WEEK.
+5) [likely] COMMS DOWN IN #S (t): state cannot be POLLED/SURVEYED that WEEK.
+6) [fair] #S MOVES RIGHT (p): All issues +1 for state (cannot exceed 6). R/P gain +1 STATE LEAN if applicable.
+7) [fair] #S MOVES LEFT (p): All issues -1 for state (cannot exceed 0). D/S gain +1 STATE LEAN if applicable.
+8) [fair] #S DERADICALIZES (p): All issues for state move towards 3/4 (nothing if already 3/4). I/W gain +1 STATE LEAN if applicable.
+9) [rare] #R MOVES RIGHT (p): All issues +1 for region (cannot exceed 6). R/P gain +1 STATE LEAN if applicable.
+10) [rare] #R MOVES LEFT (p): All issues -1 for region (cannot exceed 0). D/S gain +1 STATE LEAN if applicable.
+11) [rare] #R DERADICALIZES (p): All issues for region move towards 3/4 (nothing if already 3/4). I/W gain +1 STATE LEAN if applicable.
+12) [rare] IMMIGRATION TO #R (p): +16 UND CP, +1 EC to all states in region; the sum of EC is subtracted one at a time from random mega/medium states not in the region.
+13) [rare] #S RECONSIDERS (p): state's UND CP +32 (not past 255).
+14) [rare] #S DECIDES (p): state's UND CP -32 (not past 0).
+15) [rare] RECESSION PANIC (t): FUNDRAISE is half-effective that WEEK.
+16) [rare] INSOMNIA (t): REST is half-effective that WEEK.

MAJOR EVENTS: One of the following is guaranteed to occur between WEEKS 5-6.
+17) #S IN ANARCHY (p): For a random [12,30] EC state, ISSUES + STATE LEANS randomized, 1d9 EC removed from state (to minimum of 3). The EC is redistributed one at a time to random states.
+18) POWER DOWN IN #R (t*): TV ADS do not work in the region anymore.
+19) PANDEMIC IN #R (t*): states in the region cannot be VISITED anymore.
+20) TERROR ATTACK (p): MoE is increased by 10%, UND CP is increased by 32 in all states.

APPENDIX A (STATE LEAN MAP) D/R
DARK RED = 1/9, RED = 2/8, LIGHT RED = 3/7, GREY RED = 4/6
DARK BLUE = 9/1, BLUE = 8/2, LIGHT BLUE = 7/3, GREY BLUE = 6/4
GREY = 5/5