# Ruleset

1. Eligible for 2 players.
2. Players start at the bottom of the game world.
3. Players must choose one of the movement profiles which are shown below

Move up/down two spaces & left/right one space

Left /right two spaces & up/down one space

1. The players move between intersections and not inside the squares.
2. At each intersection there is coloured counters representing votes. The yellow counter is worth one vote; blue is two and orange is three.
3. When a player lands on a counter they remove it from the game board and add it to their total votes count.
4. All collectable counters are colour coded to their section on the game board.
5. Some of the counters have negative and positive movement variables they are shown below.

An extra move up/down (Triangle)

An extra move left right (Square)

Minus a move left/right (Circle)

Minus a move up/down (Hexagon)

1. The players have to collect a minimum number of points to get past the Yellow, Blue and Orange gate boundaries. The yellow gate requires 20votes, blue is 60 and orange is 100.
2. All gate boundaries are one way only and players cannot turn back to collect votes from the previous section of the board.
3. If one player passes through a boundary and the other player hasn’t all remaining counters in play double in value.
4. After two turns have been played by both players and one of the players are still one section behind their opponent all the counters that were taken from the previous section are replaced and still are double in value.
5. If a player lands on the other, they each have to roll a die once, whoever has the largest score drains two votes if there in the yellow section, four for the blue and six for the orange away from the other player’s collected votes
6. No player can have a negative number of votes.
7. If the players want to play again the winner from the previous game has to roll the die and find out if they were a good/bad president. Once the winning player finds out what they have rolled they add this to the total number of votes they have before the game starts.
8. The winner is the first player with 100 votes or more and reaches the top of the game board before their opponent.