# Ruleset

1. This game is for 2 players.
2. Players start at the bottom of the game world.
3. Players must choose one of two movement profiles, which are shown below:
   * Move up/down two spaces or left/right one space.
   * Move up/down one space or left/right two spaces.
4. The players move between intersections and not inside the squares.
5. At each intersection there is a coloured counter representing votes:
   * Yellow is worth one vote.
   * Blue is worth two votes.
   * Orange is worth three votes.
6. When a player lands on a counter they remove it from the game board and add it to their total votes count.
7. All collectable counters are colour matched to their region of the game board.
8. Some of the intersections have negative and positive movement variables which are hidden under the counters, 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. Players can place these counters face up however they want as long as they stay in their colour coded section. There is three of each bonus available to the player in each section of the board.
2. The players have to collect a minimum number of points to get past the Yellow, Blue and Orange gate boundaries. The yellow gate requires 20 votes, blue is 60 and orange is 110.
3. All gate boundaries are one way only and players cannot turn back to collect more votes from a region they have vacated.
4. When a player passes through a boundary, all remaining uncollected counters in the region they have vacated double in value.
5. If a player is still one region or more behind their opponent after two further turns have been taken by both players, then all the empty intersections are replaced with counters in the region occupied by the losing player, with the same higher value from rule 11.
6. If a player lands on an intersection occupied by the other player, they each have to roll a die once, whoever has the largest score drains votes away from the other player’s collected total:
   * Two votes if they are in the yellow region.
   * Four votes if they are in the blue region.
   * Six votes if they are in the orange region.
7. The winner is the first player with 100 votes or more who reaches the top of the game board and passes through the final gate.
8. No player can have a negative number of votes.
9. If the players want to play again they both roll the die, if the winner of the game wins the dice roll they had a good presidency and start the game with a six vote lead, if they lose they had a bad presidency and the other player starts with a six vote lead.