Campaign Trail Ruleset

Players: 2-4

Pre-Game Setup: Each player enters their name and chooses a home state. Certain advantages will be conferred to each player in their home state. Each player also starts the game in their home state. Chelsey?

Turn Order: First Turn is chosen Randomly and play proceeds clockwise from there. Chelsey?

Resources: Each player starts the game with 500 Donations and advertising level of 1 in every state. Each player starts with 0/100 influence in every state except their home state which starts with 35/100 influence. Chelsey?

Turns Proceed as Follows:

1. Movement Chelsey?
   1. Player selects which state to move to – moving farther costs more donations.
   2. Each state they must pass through adds $100 to the cost.
   3. Players may remain in the state they are in for free.
2. Card Drawing (Campaign Event)
   1. Player draws a Campaign Event card and follows its instructions.
3. Collect Donations
   1. For each advertising level a player has in a state, they earn $100 in donations.
4. Advertising
   1. Players may spend donations to increase their advertising level in the state they are in.
      1. Newspaper advertising increases advertising level by 1 for a cost of $100
      2. Radio advertising increasing advertising level by 3 for a cost of $200
      3. Television advertising increases advertising level by 6 for a cost of $300
      4. Players may only buy one of each advertising type per turn
5. Delegate Locking
   1. Players may spend $1000 to lock in their control of the state they are in as long as they have surpassed the influence requirement in that state.
6. End Chelsey?
   1. Player will press the button that says “End Turn”.

After all players have taken their turn in a round, influence will be updated for that round. Influence is updated as follows: New = Old + Advertising Level

Win Conditions:

Whichever player has the most delegates when all 50 states are “locked” will win the game. Should a player lock in a majority of delegates before then, the game will end and that player wins.

List of Campaign Event cards and their effects:

Effects: Travel to neighboring state for free

Loss or gain of influence

Loss or gain of advertising

Increased/Reduced Donations

Increased/Reduced Influence Gain/Advertising Effects on this turn

Removed to Home State at cost

No movement next turn