

# CAMPAIGN TOUR

Created by Phil Leduc, 2009

The world grows more complex every day. If your country is to thrive in these times, it will need thoughtful guidance. Your country needs fresh ideas and inspiring leadership. Do you have what it takes to lead your party and your country? Can you manage your time and money well enough to get elected? Test your mettle by playing Campaign Tour.

Campaign Tour is a two player abstract strategy game of area enclosure with an election theme. In the game, players visit regions of their country spending time meeting the people and touting their party's solutions. But there is only so much time to get your message out directly, and so, you must invest in the media, buying air time to promote your views and rebuke your opponent's policies. The double-edged nature of political ads can turn away the voters you may need but it's a chance you will have to take. The player who best spends his or her resources of time and money will be elected and win the game.

## COMPONENTS

The game of Campaign Tour requires:

- A set of region tiles which, when assembled, form a 5 x 5 political landscape grid consisting of 25 square cells.
- 60 political action tokens (sticks): 15 red handshake tokens, 15 blue handshake tokens and 30 black media tokens.
- 30 vote tokens: 15 red stars and 15 blue stars.

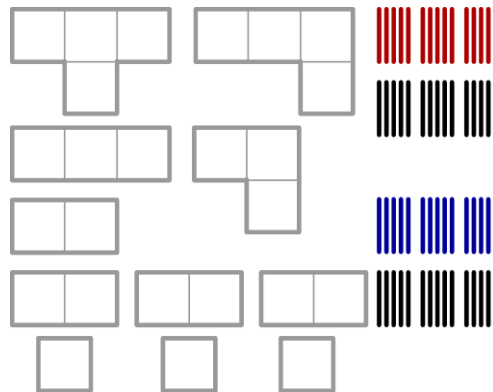


Figure 1. Region Tiles and Action Tokens

## SETUP

Players choose a color and take the corresponding handshake tokens, and 15 black media tokens placing these tokens in front of themselves where both players can see them. These tokens are the player's reserves. The vote tokens are put to the side of the playing area to be used later,

Players then place region tiles into the center of the playing area to form a 5 x 5 grid using the following procedure. The tiles are placed using tile size to determine order of placement: 4, 4, 3, 3, 2, 2, 2, 2, 1, 1, 1. First, the red player chooses and places a 4-tile. Then the blue player places two tiles; the remaining 4-tile and either of the 3-tiles. Players alternate placing two tiles at a time until all tiles are in the 5x5 grid. Players may not place a region tile in such a way as to prevent successive tiles from being placed in the grid.

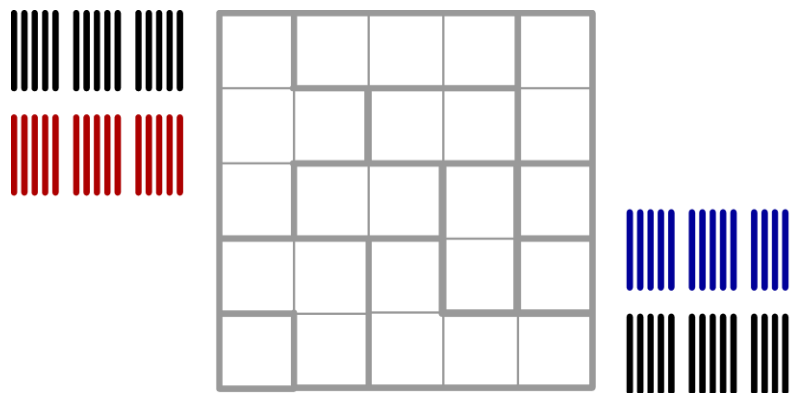


Figure 2. A Sample Layout

## RULES OF PLAY

On Red's first turn only, Red places a *handshake* token (red) along any border segment aligned with grid and adjacent to one or two region tiles. (See the thick gray lines in Figure 2.) The placed token represents the player meeting with the voters of the adjacent regions. Because there is a slight advantage to going first, Red does not get to place a *media* token on his or her first turn.

## Token Placement

When placing tokens, align the token with the squares of the grid but do not place the token within a region tiles on the thin gray lines. Only one token can be placed on any shared border segment.

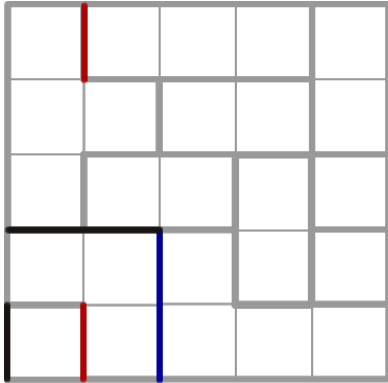


Figure 3. Legal Moves

All the colored and black tokens are aligned with the grid and are also along the border of region tiles.

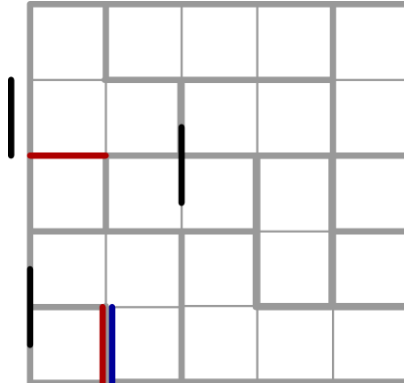


Figure 4. Illegal Moves

The black tokens are not aligned with the grid.  
The lone red token is not on a border.  
The red and blue pair may not share a border.

Continuing with the Blue player, the players alternate taking turns. A player may not pass a turn.

On a player's turn he or she must, if possible, perform the following actions in order:

1. The moving player places a *handshake* (own color) token along any empty border segment of any of the region tiles.
2. Check for the enclosure of the adjacent regions. For each enclosure determine who won the region and place a winner's star in each of the cells of the region. The stars represent the votes won by the player. See Winning a Region below. A region is **enclosed** if there are no empty border segments around its perimeter. Each token placement can potentially enclose one or two regions!
3. If the moving player has a *media* (black) token in reserve the player must place a *media* token along any empty segment of any of the region tiles. In the same manner as for the handshake token above.
4. If a media token is placed, check for the enclosure of regions and score the regions.

## Bonus Media Token Placement

After attempting to perform the required placements of handshake and media tokens, if the current moving player wins a region with the placement of either token, the player is awarded a bonus *media* placement. The player has the *option* of placing a second media token from his or her own reserves and can perform steps 3 and 4 again! Only one bonus media token is awarded per player turn.

## WINNING A REGION

Immediately after playing either a handshake or media token, the player must check if its placement completed the perimeter of any of the region tiles adjacent to it. For each region enclosed, one of the players (not necessarily the moving player) will receive all the votes of the region! The winning player adds the number of squares composing the enclosed region to his or her vote tally by placing an owned star in each of the region's cells. A 4-tile scores 4 votes, a 3-tile scores 3 votes, etc. The winner of a region is determined using the following rules.

- For each player, count the number of *handshake* tokens around the perimeter of the region.
- If the handshake counts are not tied, the player with the majority wins the region.
- If the counts are tied, the just placed token determines who wins:
  - a. If the region was enclosed due to the placement of a *handshake* token, the moving player wins the region.
  - b. If the region was enclosed due to the placement of a *media* token, the non-moving player wins the region. The negative political ads backfired!

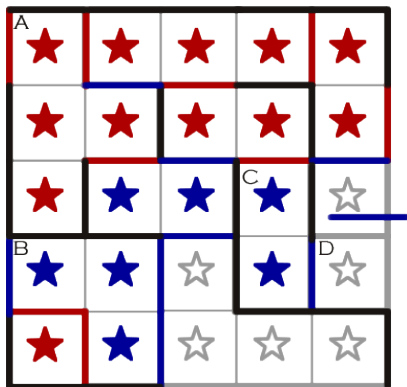


Figure 5. Winning a Region

In figure 5, region A is won by Red 3 to 1. Red wins 4 votes. Region B is won by Blue 3 to 2. Blue wins 3 votes. Region C has a tied count of 1 to 1 so Blue won either because the lower blue token (left of D) was played by Blue to complete the enclosure of region C, or, Red was forced to play a black media token to complete the enclosure. Blue wins 2 votes.

Although Red is ahead 12 to 7, Blue is to move and will win the election!

## WINNING THE GAME

The game ends when one player wins a majority of the votes (13 or more votes).

Player may want to complete the grid to obtain final tallies which can be used to measure a player's proficiency during tournament play or when players decide to play the same layout twice alternating who plays first.

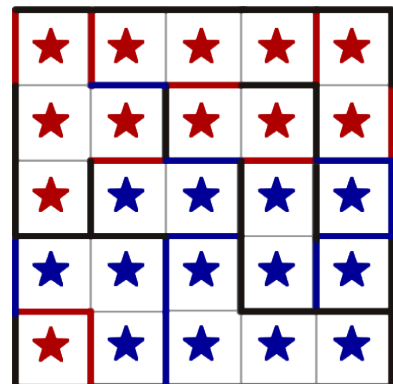


Figure 7. Completed Game  
Blue wins 13 to 12