THE NOMINATION: PROCEDURES

Stuff we’ll need:

[STATES\_TABLE]: A table that contains the following fixed information:

STATE\_NAME

ECON\_SCORE (-1, 0, or 1)

SOC\_SCORE (-1, 0, or 1)

DELEGATES

COST\_OF\_ADS

ELECTION\_WEEK

And then also dynamic information that will change as the game goes on:

PLAYER\_1\_POPULARITY

PLAYER\_2\_POPULARITY

…

PLAYER\_N\_POPULARITY

[NATL\_EVENT\_DECK]: A collection of randomizable prompts, one of which will be presented to each user at the beginning of each turn

[PLAYER\_STATS]:

PLAYER\_NAME

PLAYER\_NUMBER

ECON\_SCORE (randomly assigned at game start, -1, 0, or 1)

SOC\_SCORE (randomly assigned at game start, -1, 0, or 1)

FUNDRAISING (starts at 3)

CASH\_ON\_HAND (starts at 5)

DELEGATES\_WON

[IDENTITY]: A table that matches each (ECON\_SCORE, SOC\_SCORE) pairing with a name

[CURRENT\_WEEK] (starts at 0)

Procedure:

At game start:

Randomize each player’s ECON\_SCORE and SOC\_SCORE (each is -1, 0, or 1), making sure that the (ECON\_SCORE, SOC\_SCORE) pairs are all unique

*Announce to players: “You are the [IDENTITY] Candidate.”*

Each turn:

**Phase 1: Fundraising**

Add +1 to CURRENT\_WEEK

*Announce to players: “Beginning Week [CURRENT\_WEEK]”*

Add each player’s FUNDRAISING value to their CASH\_ON\_HAND value

*Announce to players: “Raised $[FUNDRAISING] million, total cash on hand now $[CASH\_ON\_HAND] million”*

**Phase 2: Polling**

Find out which states have ELECTION\_WEEK = CURRENT\_WEEK

For each of those states, adjust each player’s popularity accordingly:

Calculate: state’s ECON\_SCORE minus Player N’s ECON\_SCORE

If 0, PLAYER\_N\_POPULARITY +3

If 1, PLAYER\_N\_POPULARITY +1

If 2, PLAYER\_N\_POPULARITY +0

Repeat for state’s SOC\_SCORE minus Player N’s SOC\_SCORE

*For each state, announce to players: “In [STATE\_NAME], polling shows you earned X popularity due to your political alignment with that state’s voters.”*

**Phase 3: National Event**

Randomly select an event from NATL\_EVENT\_DECK

*Announce the prompt to every player*

**Phase 4: Campaign Plans**

Ask each player to choose from one of the options on the National Event card

If their choice requires them to make secondary choices, prompt those

Prompt each player to pick three states to visit (can visit the same state multiple times)

STARTING in Week 5: Prompt each player to buy positive and negative ads

[May only buy one positive ad OR one negative ad per state. Ads cost COST\_OF\_AD. Player can buy as many as they can afford based on CASH\_ON\_HAND]

If they choose negative ads, prompt them to choose which opponent their ad will target

Once each player has confirmed their choices, resolve them:

Adjust popularity based on National Event choices

PLAYER\_N\_POPULARITY +1 in each state they visited

PLAYER\_N\_POPULARITY +1 for each positive ad they bought in a given state

PLAYER\_X\_POPULARITY -2 for each negative ad Player N bought against player X in a given state

Player N’s CASH\_ON\_HAND reduced by the sum of COST\_OF\_AD for all the states in which they bought an ad (either positive or negative)

*Announce each player’s results to all players in sequence:*

*“Player 1 visited [STATE\_NAME], [STATE\_NAME], and [STATE\_NAME]”*

*“Player 1 bought Positive Ads in [STATE\_NAME], [STATE\_NAME]….”*

*“Player 1 bought Negative Ads against Player X in […]”*

*“Player 1 bought Negative Ads against Player Y in [..]”*

*“Player 2 visited […]”*

*…etc.*

**Phase 5: Elections**

For every state that has ELECTION\_WEEK = CURRENT\_WEEK:

If there IS NOT a tie for most delegates:

Player with the most delegates adds state’s DELEGATES to their TOTAL\_DELEGATES

Player with the most delegates adds +1 to their FUNDRAISING

If there IS a tie for most delegates:

Players with the most delegates divide state’s DELEGATES by the number of tying players, rounding down, and add that result to their TOTAL\_DELEGATES

Player or players with the fewest delegates:

Lose -1 from their FUNDRAISING

**Phase 6: Wrap-Up**

*Announce the results of the elections:*

*“You placed Xth in [STATE\_NAME]: +X Delegates, [+$1M / +$0 / -$1M] Fundraising”*

If any player’s FUNDRAISING is <0:

*Announce: “Your campaign’s momentum has flagged. Your donors have dried up. The public has moved on. You are ELIMINATED.”*