You For President

# About

**You for President** is a board game about running an electoral campaign for President of the United States of America.

# Categories

* **Justice** - Civil rights, social justice, anti-racism, feminism, LGBT rights
* **Environment** - Environmentalism, conservation, sustainability
* **Tradition -** Tradition, christianity, rural life
* **Jobs** – Worker's rights, job creation, unionization
* **Economics** – Economic growth, free market, entrepreneurship
* **Globalization –** World Peace, Inernationalism, global justice
* **Welfare** – Welfare state, public services, healthcare, povery relief
* **Nationalism** – Containing immigration, nationalism, white supremacy
* **Tax Cuts –** Tax cuts, small government, reduce budget deficits
* **Security –** Security, military strength, fighting crime and terrorism
* **Patriotism –** Basic category that means nothing, but will work in any state.

# States and their favorite Topics:

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| --- | --- | --- | --- | --- |
| State | Electoral Votes | 1 | 2 | 3 |
| Alabama | 9 | Nationalism | Tradition | Tax Cuts |
| Alaska | 3 | Tax Cuts | Tradition | Environment |
| Arizona | 11 | Economics | Security | Nationalism |
| Arkansas | 6 | Tradition | Nationalism | Tax Cuts |
| California | 54 | Welfare | Environment | Globalization |
| Colorado | 10 | Economics | Environment | Welfare |
| Connecticut | 7 | Justice | Welfare | Globalization |
| Delaware | 3 | Welfare | Globalization | Justice |
| District of Columbia | 3 | Justice | Welfare | Globalization |
| Florida | 30 | Economics | Nationalism | Security |
| Georgia | 16 | Economics | Tradition | Justice |
| Hawaii | 4 | Welfare | Justice | Environment |
| Idaho | 4 | Tradition | Nationalism | Tax Cuts |
| Illinois | 19 | Welfare | Globalization | Jobs |
| Indiana | 11 | Tradition | Jobs | Security |
| Iowa | 6 | Jobs | Tradition | Economics |
| Kansas | 6 | Tradition | Security | Tax Cuts |
| Kentucky | 8 | Nationalism | Tradition | Tax Cuts |
| Louisiana | 8 | Tradition | Tax Cuts | Security |
| Maine D1 | 1 (4 total) | Welfare | Economics | Jobs |
| Maine D2 | 1 (4 total) | Economics | Tradition | Jobs |
| Maryland | 10 | Justice | Welfare | Globalization |
| Massachusetts | 11 | Justice | Welfare | Globalization |
| Michigan | 15 | Jobs | Economics | Welfare |
| Minnesota | 10 | Jobs | Welfare | Economics |
| Mississippi | 6 | Tradition | Tax Cuts | Security |
| Missouri | 10 | Tradition | Tax Cuts | Economics |
| Montana | 4 | Tax Cuts | Environment | Security |
| Nebraska D1 | 1 (5 total) | Tax Cuts | Tradition | Jobs |
| Nebraska D2 | 1 (5 total) | Economics | Jobs | Security |
| Nebraska D3 | 1 (5 total) | Nationalism | Tradition | Tax Cuts |
| Nevada | 6 | Economics | Environment | Justice |
| New Hampshire | 4 | Tax Cuts | Welfare | Jobs |
| New Jersey | 14 | Justice | Welfare | Economics |
| New Mexico | 5 | Globalization | Welfare | Economics |
| New York | 28 | Justice | Economics | Welfare |
| North Carolina | 16 | Security | Economics | Tradition |
| North Dakota | 3 | Tradition | Tax Cuts | Nationalism |
| Ohio | 17 | Jobs | Economics | Tax Cuts |
| Oklahoma | 7 | Security | Tradition | Nationalism |
| Oregon | 8 | Justice | Welfare | Environment |
| Pennsylvania | 19 | Jobs | Economics | Welfare |
| Rhode Island | 4 | Welfare | Economics | Globalization |
| South Carolina | 9 | Tradition | Nationalism | Tax Cuts |
| South Dakota | 3 | Tradition | Nationalism | Security |
| Tennessee | 11 | Security | Tradition | Nationalism |
| Texas | 40 | Security | Tradition | Tax Cuts |
| Utah | 6 | Tradition | Security | Nationalism |
| Vermont | 3 | Welfare | Justice | Environment |
| Virginia | 13 | Globalization | Economics | Welfare |
| Washington | 12 | Environment | Justice | Welfare |
| West Virginia | 4 | Tradition | Nationalism | Jobs |
| Wisconsin | 10 | Jobs | Economics | Welfare |
| Wyoming | 3 | Tradition | Security | Environment |

# Rules / Ideas

## Endorsements

A player can dropout of the race and endorse another candidate. The endorsee will receive 1/3 of the endorser's tokens in each state. If the tokens cannot be divided into thirds, then round up to the nearest whole token greater than 0.

## House Members

Players and non-players can be members of the House of Representatives. House Members must choose a real state and a real district to represent. Only one person can represent one district.

For example, since Alaska has one House Member, only one person can be a House Member for Alaska.

House Members are important because they get to vote on who won the presidency if no candidate received 50% of the electoral votes (at least 270 EV). Each House Member will vote among the other House Members in their state to decide who one the vote for their state. Each state counts as one vote for this process. Whichever candidate receives the most votes from the states will win the presidential election.

## Candidate Backgrounds

Each candidate can get bonus points at the beginning of the game based on their background.

House Member +2 in the state or district they represent

There is no House Member for the District of Columbia.

Senator +5 in the state they represent.

There cannot be more than two Senators representing the same state.

Governor +4 in the state they represent

There cannot be more than one governor presiding over the same state. Once per game, the Governor can pass an ececutive order in their state at any time to supress the votes of one rival by 1/3.

Vice President +1 in 5 states of their choice.

There can only be one player on this role. This is current Vice President or the last former Vice President if this is a reelection year. Other players can roleplay as an older Vice President but they will not receive this bonus since they are so far removed from the public eye.

Nobody +0

## Choosing a VP

## Card Getting

At the start of the game, each candidate will receive 5 cards drawn from the top of the deck.

5 more cards will be drawn from the top of the deck and placed in the Swap Row. On a candidate's turn, they can swap a single card in their hand for a card in the Swap Row.

A candidate can only have 5 cards in their hand at a time. Once they play a card in a state, they must discard that card, then draw a new card from the deck to replace it.

## Question Cards

If a candidate rolls a one, after moving one space, they will be asked a question from a reporter in the state the candidate is in. Any point gains will be added to the state if it applies, any substractions will be applied to the state. If the substraction does not apply to this state, the candidate will choose any state where they currently have points to loose points in.

## Debates

Near the end of the game a Debate will happen. Each Candidate will be asked a series of question cards. Each candidate will be asked a different question card.

## Smear Cards

Smear Cards are cards that you can play to substract points from an opponent in a state. You must land in the state to use the card there.

## Scandal Cards

Scandal cards are Smear Cards with high point substraction that can be applied to any opponent. The scandal is so bad that is shocks the nation and your opponent will lose points in multiple states. The opponent will lose the number of points on the card distributed as -1 point for each state the opponent has points in. If the opponent has points in more states than the number of points lost, the opponent will pick which states they will lose the points in. If the opponent has points in less states than the number of points lost, the opponent will receive -1 point for each state the opponent has stock in and the opponent will choose which states they will loose the remaining points in.