You For President

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# About

**You for Presidenttm** is a board game about running an electoral campaign for President of the United States of America. You must travel to as many states as possible and add positions to your agenda to win enough electoral votes to secure the presidency.

# Components

Game Board

Position cards x 125

Smear cards x 29

Question cards x 40

Poll pieces

Player pieces x 4

Time token x 1

# Setup

The game is designed for 2-4 players.

## Starting Hand

Shuffle the Position Cards and the Smear cards together into a single deck. Place the deck face down somewhere in your play area.

Each candidate draw 5 cards from the top of the deck and place the cards into your hand. Your hand should be private, but there is no rule against sharing information about your hand to another candidate.

Draw 5 more cards from the top of the deck and place one in each slot of the Swap Row.

## Shuffle the Question Cards

Shuffle the Question Cards into a single deck. Place the deck with the Answer side down somewhere in your play area.

## Weeks until Election Day

Decide how many rounds you would like the game to last. Each round is one week until Election Day. There is a max of 40 weeks per game. Place the Time Token on the Weeks To Election Day timeline corresponding to the number of weeks you would like to place. For example, if you want to play 40 weeks, place the time token on 10.

After a round is completed, move the token one day to the right on the timeline.

## Starting Points

Each candidate will start the game with 54 electoral votes to claim within any state or district of their choice. Placing a single token in a state/district is worth the same number of electoral votes the state/district has. You may place more than one token within the same state/district.

For example, if you place 3 tokens in Minnesota, you will have used 30 out of your 54 electoral vote allowance.

Placing a token in any of Maine's or Nebraska's districts is worth 1 electoral vote per token.

### Home State Advantage

Each candidate picks a state/district they wish to start the game in. The state you pick will be your home state.

Candidates place 3 tokens in the state/district they choose to start in at the beginning of the game.

### Candidate Backgrounds

Each candidate can get bonus points at the beginning of the game, and other perks, based on their chosen background. Each candidate must pick one of the following backgrounds.

House Member

+2 tokens in the state or district the candidate represents.

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.

There cannot be a House Member for the District of Columbia.

Candidates in the House Member role also get to vote on who won the presidential election should no candidate win the game. See the House Member section for more details.

Senator

+5 tokens in the state the candidate represents.

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

Governor

+4 tokens in the state the candidate represents.

There cannot be more than one governor presiding over the same state. Once per game, the Governor can pass an executive order in their state at any time to suppress the votes of one rival by one-third.

Vice President

+1 token in 5 different states of your choice.

There can only be one player in this role. This is the 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 tokens.

As a Nobody, you can freely roleplay as any kind of candidate you want. Sorry, but being a Nobody won't help you politically.

# What to do on your turn

## Roll the Die

On a your turn, you will first roll a die to determine how far you can move. You can move up to the number that you rolled. Each number is the number of states/districts you can travel from your current location.

Moving is not optional. You must move at least 1 state/district away from your current location. You cannot end your turn in the same state/district as you started in.

## Swap a Card

You may swap one card out of your hand with any card within the Swap Row. This is optional.

## Play a Card

You may play one card from your hand in the current state/district you are in. This is optional.

You can only have 5 cards in your hand at a time. Once you play a card in a state/district, you must discard that card, then draw a new card from the deck to replace it.

# How to become President

*"The executive Power shall be vested in a President of the United States of America."*

Show quotes from Article 2 and the 12th Amendment of the constitution.

<https://constitutioncenter.org/the-constitution/articles/article-ii>

## Eligibility

The first step to becoming President is to design a character that meets the minimum requirements:

*"No Person except a natural born Citizen, or a Citizen of the United States, at the time of the Adoption of this Constitution, shall be eligible to the Office of President; neither shall any person be eligible to that Office who shall not have attained to the Age of thirty five Years, and been fourteen Years a Resident within the United States."*

Have fun developing your character, but for your character to be eligible for the Presidency, they must be at least 35 years old, a natural born Citizen of the United States, and been a resident of the United Sates for at least 14 years.

Explain the electoral vote process. How many are needed to win, and what happens if nobody gets 270.

## Electoral College

Each state and the District of Columbia is worth a certain amount of Electoral Votes. The candidate that receives the most votes from the people within the state will win all the electoral votes that states has.

The states of Maine and Nebraska are an exception. They distribute their electoral votes differently. Maine and Nebraska give out 1 electoral vote per each congressional district within their state to the candidate that receives the most votes within that district. The candidate that receives the most votes overall in Maine or Nebraska will receive 2 electoral votes.

There are 538 Electoral Votes in total. To become President, you must receive a majority (more than 50%) of the total number of electoral votes. That magic number to reach is 270.

In the event that no candidate receives a majority of the electoral votes, the players within the House Member role will decide who, among the top 3 candidates, will win the Presidency. See the House Members section for more details about how this process works.

## Where are these rules coming from?

Please see Article II Section 1 and the 12th Amendment of the Consititution for more details.

# Cards

## Categories

All cards in this game are broken down into different categories based on what position you decide to take on an issue.

Each state/district has 3 categories that they care most about.

Taking a position with positive points in a state/district that is concerned with that category will give you +1 token in that state/district for each positive point.

Taking a position with negative points in a state/district that is concerned with that category will give you -1 token in that state/district for each negative point.

If you take a position with both positive and negative points in one or more categories a state/district cares about, the number of tokens you will get is equal to the net sum of all the relevent categories.

These are all the different 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, Internationalism, global justice
* **Welfare** – Welfare state, public services, healthcare, poverty 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 Categories

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| State | Electoral Votes | 1 | 2 | 3 |
| Alabama | 9 | Nationalism | Tradition | Tax Cuts |
| Alaska | 3 | Tax Cuts | Tradition | Environment |
| Arizona | 11 | Economics | Security | Welfare |
| 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 | Justice |
| 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 |

## Position Cards

Position Cards are cards that you play from your hand in an attempt to appeal to the voters in the state/district that you are in. The number of tokens you will gain in the state/district is equal to the net sum of all the relevent categories.

## Smear Cards

Smear Cards are cards that you can play from your hand to subtract points from an opponent in a state/district. You must land in the state to use the card there. An opponent can only lose points in the state/district if they both have tokens in the state/district and if the state/district cares about the categories on the Smear Card.

## Question Cards

If you roll a one, you will move one space, then you will be asked a question from a reporter in the state/district the you are in. An opponent will draw a question card from the question card deck until they find a card with a category that will affect the state/district, either positively or negatively. Any point gains will be added to the state/district if it applies, any subtractions will only be applied to the state/district you are in. Once the question is answered, the question card goes to the discard pile. All other unused question cards drawn will be placed on the bottom of the deck.

# How to Win Electoral Votes

## Polling Tokens

Each token you have in a state/district represents your ranking in the polls in that state/district. The more tokens you have in a state/district, the higher the probability that you will win the most votes on election day are.

## Election Day

When Election Day arrives, the winner of each individual state and district contest will be revealed. A non-candidate player will take on the role of Election Moderator. The moderator will go through each state and district, pick up all the tokens on the state or district and place the tokens into a bag. The moderator will randomly draw one token from the bag. The owner of that token will be the winner of that individual state or district. The moderator will continue this process for each state and district until all the results are in.

If there are only tokens of a single color in a state or district, then the candidate that owns those tokens will win that state or district by default.

If there is a state or district that has zero tokens on it, the winner of that state or district will be decided randomly. The moderator will place 1 token for each candidate into the bag and randomly draw 1 token from the bag. The owner of that token will be the winner of that individual state or district.

The candidate who receives 270 or more electoral votes will become the next President of the United States and wins the game!

# What happens if no candidate receives 270 Electoral Votes?

In the event that no candidate receives a majority of the electoral votes, the players within the House Member role will decide who, among the top 3 candidates, will win the Presidency.

## House Members

Both candidate and non-candidate players can take part in the game as a House Member.

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.

There cannot be a House Member for the District of Columbia.

House Members are important because they get to vote on who, among the top 3 candidates, 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 within their state to decide who one the vote for their state. Each state counts as one vote for this process. The candidate that wins the most votes from the House Members within that state will win that state's single vote. Whichever candidate receives the most votes from the 50 states will win the presidential election.

The reason non-candidate players are allowed in this role is so there may be a more unbiased decision made by the House of Representatives should no candidate outright receive 270 Electoral Votes.

There shall not be more than 435 players in the House Member role per game.

Please see the 12th Amendment of the Consititution for more details.

# Campaign Duration

The Presidential Campaign will last up to 40 weeks. When all the candidates have completed their turn, one week will pass. At the end of the selected number of weeks will be Election Day.

# Alaska and Hawaii

## Landing in / Leaving Alaska

If a state has an airplane icon on it, you can use 1 die roll to travel to Alaska. Once you enter Alaska, you can no longer travel to/through another state on your turn. In other words, you cannot fly out of Alaska on the same turn.

To leave Alaska, you must use at least 1 die roll to fly to any state with an airplane icon. Once you have exited Alaska, you may continut to travel to/through another state on your turn if you have enough die rolls.

The states with an airplane icon are the only states that have direct flights to Alaska. These states are Washington, Oregon, California, Nevada, Arizona, Minnesota, and Illinois.

## Landing in / Leaving Hawaii

If a state has a boat icon on it, you can use 1 die roll to travel to Hawaii. Once you enter Hawaii, you can no longer travel to/through another state on your turn. In other words, you cannot sail out of Hawaii on the same turn.

To leave Hawaii, you must use at least 1 die roll to sail to any state with an boat icon. Once you have exited Hawaii, you may continut to travel to/through another state on your turn if you have enough die rolls.

The states with a boat icon are the only states that touch the Pacific Ocean, except for Alaska. These states are Washington, Oregon, and California.

## Endorsements

At any point in the game, you 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.

An endorser can become the endorsee's Vice President if both players agree to this. This will give the endorsee +3 points in the endroser's home state.

Please note however, per the 12th Amendment of the constitution, if both the President and Vice President are residents of the same state, they will not be elligilible to win the electoral votes of the state they both reside in.

## The Debate

On the 3th week until Election Day, a debate will happen. A question card will be drawn and each candidate will have to answer the same question. Once each player confirms their answer, the outcome of each answer will be revealed. Players will get to choose which states they want the points to be applied to. Both postive and negative points can be divided up into more than one state. Players must apply any subtractions to any existing states the player has points in that match the affected category. A total of 5 question cards will be asked to each candidate.

# Tips

## In a 3-4 player game, dropout near the end!

If there are more than 2 candidates still in the game, it is very hard for any candidate to reach at least 270 electoral votes. To avoid this, it is recommended that some of the candidates dropout of the race and endorse another candidate. Don't die on your hill and let a candidate you dislike win. Your country should come first before your ego!

# Unused Ideas:

Below are ideas we had that are not being used.

## Scandal Cards

Scandal cards are Smear Cards with high point subtraction 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.

## Choosing a VP

At some point in the game, you would pick a VP and you will get +2 points

## Hot Topcis

By random decision, 1 category is choosen to be popular this election season. Playing cards with this category will work provide points in any state.