

***MR. PRESIDENT* RULES**

OBJECT OF THE GAME

Each party attempts to win the Presidential election by campaigning, advertising and debating throughout the nation. Each party attempts to win a majority (270 or more) of the 538 electoral votes.

SETUP

1. Place the Ballot Box lid on the Ballot Box and place it in the center of the table.
2. Shuffle the decks of Candidate Cards, keeping them separated by party.
3. Shuffle the President and Vice President Ballot decks, keeping them separated by party and type. Remove three cards from each deck (a total of twelve) and place them in the Undecided Voter Envelope. With two players, the Vice President Ballots are placed atop the President Ballots to form a single Ballot deck.
4. Shuffle the Campaign Headquarters Cards (yellow) and place them face down on the table.
5. Give a Tally Board and a grease pencil to each party.

NOMINATION

Two players

Each player places seven Candidate cards face up on the table in front of him. Each player may study his opponent's cards for two minutes in an effort to determine which candidates his opponent will choose. From his own candidates, the player then selects the two who will be the Presidential and Vice Presidential candidates for his party.

Four players

Each player receives five of his party's Candidate cards and places them face up in front of him. Players may study their opponents' cards for two minutes in an effort to determine which candidates the opponents will nominate. Each player then picks up his five cards and, from them, chooses the candidate he feels is best qualified. (Partners do not consult at this point as they are competing for the presidential nomination for their party. After the chosen candidates are placed face up on the table, partners compare the merits of these two candidates and attempt to agree who has the better chance of winning the election. If no agreement is reached, candidate with the higher Effective Total wins the nomination; if Totals are equal, dice are rolled and player with the higher number becomes the presidential candidate. Winning nominee has the right to pick his running mate from the remaining nine cards (losing candidate plus the eight cards not chosen). Remaining Candidate cards are set aside and not used in the game. Deals may be made during the nomination period; if one nominee has a higher Effective Total but it is felt the other would be a better candidate, the player with the higher Total may agree to let the other be the presidential candidate if he is allowed to choose the running mate.

PREPARE FOR PLAY

1. Each player draws a number of cards from his Ballot Deck equal to the Campaign Ability listed on his Candidate Card; this number also indicates the maximum number of cards each may hold. When two play, use your Vice Presidential candidate's Campaign Ability rating to determine the number of cards you may draw and hold until you've drawn at least one President Ballot card from your Ballot Deck; after that point, your Presidential candidate's Campaign Ability determines the number of cards you may draw and hold.
2. Determine your party's initial advertising funds by adding the Financial Support ratings of both your candidates and multiplying the sum by \$100,000. Write the total in the Available Advertising Funds section of your Tally Board. This figure represents the advertising funds you have initially available.

PLAYING THE GAME

A complete game consists of the campaign, the distribution of absentee ballots and the election tally. During the game, you may look at your partner's hand and confer, but you may not exchange cards at any time. The two presidential candidates roll the dice to determine who will play first. In the four-player game, play rotates as follows: President, President, Vice President, Vice President. The first and third players are running mates as are the second and fourth players. In the two-player game, players alternate turns.

Each turn, select a region (Eastern, Southern, Midwestern or Western) in which to act and announce your choice. Roll the dice.

- If you roll a 7 or doubles and have at least \$1 million in available advertising funds, you may choose to **advertise** in the selected region. If the campaign is in the "home stretch," you must pick one of the two regions in which to advertise. See ADVERTISING.
- If you roll a 7 or doubles, you may choose to **raise funds** in the selected region. See RAISING FUNDS.
- If you roll an 8 or doubles, you may choose to call for a **debate**. See DEBATE.
- If you roll a 9, 10 or doubles, you may choose to **go to Campaign Headquarters**. See GOING TO CAMPAIGN HEADQUARTERS.
- Otherwise, you must choose to **campaign** in the selected region. See CAMPAIGNING.

ADVERTISING

1. Withdraw a number of Ballots from the Undecided Voter Envelope equal to the Advertising Rating shown on your Candidate Card. Take the cards from the top of the stack in the envelope. In the two-player game, use your Vice Presidential candidate's Advertising Rating until you have drawn at least one President Ballot from your Ballot Deck.
2. After drawing the allotted number of Ballots from the Undecided Voter Envelope, you may cast as many of them as you wish in the selected region. You may cast Ballots in as many

states in that region as you choose, but you may not cast Ballots in a state in which you have previously advertised (as indicated by a check mark in the advertising column of the Tally Board), nor may you cast more Ballots than your opponent (President vs. President, Vice President vs. Vice President) has available in his Ballot Deck.

3. As the Ballots are cast and announced, record them in the Campaign Record section of the Tally Board and check off each state in which you cast one or more Ballots. Subtract the Advertising Cost shown on the Tally Board for each state in which you cast one or more Ballots from the Available Advertising Funds shown on your Tally Board. The cost for advertising in a state is the same whether you cast one Ballot or several Ballots in that state.

4. Return any uncast Ballots to the bottom of the stack in the Undecided Voter Envelope.

5. After casting the Ballots and/or returning the uncast Ballots to the Undecided Voter Envelope, your opponent (President vs. President, Vice President vs. Vice President) must replenish the Undecided Voter Envelope by adding Ballots from his deck equal to the number of Ballots you cast. Add these Ballots to the bottom of the stack in the envelope. Your turn is over.

Remember: each party may only advertise once in any particular state, although it may cast several Ballots in that state in a single advertising turn.

DEBATE

In debate it is assumed that when you challenge your opponent (Presidential candidate vs. Presidential candidate or Vice Presidential candidate vs. Vice Presidential candidate) the debate will be broadcast by a national TV network. Your Debate Rating is equal to the number of issues with which you are identified (as shown on your Candidate Card). At the end of the game, the party winning the most debates will receive the first five Absentee Ballots.

1. As challenger, you may select the issue to be debated. These issues are listed on the back of the Tally Board. In the two-player game, your Vice Presidential candidate will debate the opponent's Vice Presidential candidate until you have drawn at least one President Ballot from your Ballot Deck; after that point, your Presidential candidate will debate the opponent's Presidential candidate.

2. As the challenger, you must risk four Ballots from your hand. These risked Ballots are placed face down on the Ballot Box, one for each region.

3. Your opponent risks from one to four Ballots, depending upon his Debate Rating (see the chart on the back of the Tally Board). When risking fewer than four Ballots, the opponent may select the regions in which to risk his Ballots but may never risk more than one Ballot per region. No player may risk more than four Ballots. No "Home State" Ballots may be risked by either candidate.

4. Each debater rolls the dice; any debater identified with the issue being debated may roll the dice twice. To have a chance to win the debate, you must roll one of the numbers listed for your rating (see the chart on the back of the Tally Board). Thus, if you have a rating of 4, you will have to roll a 2, 3, 8 or 11 to have a chance to win. If your opponent has a rating of 2, he will have to roll a 4 or 10 to have a chance to win.

5. If both debaters roll their winning number, the debate is a stalemate and each may cast his own Ballots. If neither rolls his winning number, the issue is stalemated and each may

cast his risked Ballots. If one debater rolls his winning and the other does not or if one debater rolls his winning number more times than his opponent (for example, two successful rolls by a debater who is identified with the issue under debate), he is the winner.

6. If you win the debate, you cast all risked Ballots, both yours and your opponent's. These Ballots must be cast in the region in which they were risked and must be recorded on the Tally Boards.

7. When a debate over a particular issue has been won, the name of the issue is written at the bottom of the Tally Board. That issue may not be debated again during the game.

8. Each player refills his hand from his Ballot deck after the risked Ballots have been cast. Your turn is over.

RAISING FUNDS

A party must have at least \$1 million to advertise. If a party finds itself with insufficient money, the party may choose to raise funds.

1. Roll the dice again. Your die roll indicates the three states in which you may choose to raise funds on this turn. You may choose to raise funds in the states indicated by the number rolled on each die plus their total (see the state numbers on the Ballot Box cover). You must select one of these states in which to raise funds. You may not choose a state which you have already checked off on your Tally Board.

2. Roll the dice a third time. On the Fund Raising Chart (located on back of Tally Board), cross index the selected state's electoral vote total with your candidate's Fund Raising Rating. In the two-player game, use your Vice Presidential candidate's Fund Raising Rating until you have drawn at least one President Ballot from your Ballot Deck; after that point, use your Presidential candidate's Fund Raising Rating. Add the amount indicated by the chart to your Available Advertising Funds and check the state in the Funds column on your Tally Board. Your turn is over.

Remember: a party may raise funds only once in a particular state.

Example: You wish to raise funds in the East and announce your intention to do so. You roll 4 and 5 for a total of 9. Since Pennsylvania has a higher electoral vote count than do New Jersey and New Hampshire, you select Pennsylvania. You find the section on the Fund Raising Chart for 21-29 Electorals and roll an 8 on the dice. Since your candidate is a strong fund raiser (rating 3), you find that you have raised \$3 million for your party. You add this \$3 million to your Available Advertising Funds and place a check mark in the Funds column for Pennsylvania. You cannot raise funds in Pennsylvania again.

CAMPAIGNING

The three states in which you may campaign on this turn are indicated by the numbers rolled on each die and by their total. The dice number for each state is listed on the Ballot Box and on each Tally Board. You may campaign in any or all of the three states indicated by the roll. Example: If you select the Midwestern region and roll 2 and 4 for a total of 6, you could campaign in Missouri (2), Michigan (4) and/or Illinois (6). To campaign, you cast Ballots from your hand face down into the slot for your chosen region.

Each Ballot cast must list one of the three states in which you may campaign. At least one Ballot must be cast per turn. If you cannot cast any Ballots, you have "blundered." If you "blunder," you must place the top card from your Ballot deck in the Undecided Voter Envelope (on the bottom of the stack) and must go to your Campaign Headquarters. (See GOING TO CAMPAIGN HEADQUARTERS.)

You may cast as many Ballots as you wish for each state in which you are campaigning. As you cast each Ballot (by placing it into the proper section of the Ballot Box for its region), announce the state in which it is being cast and whether it is a President or a Vice President Ballot. Example: The player in the previous example might announce, "I've cast two President Ballots in Missouri, one Vice President Ballot in Michigan and three President Ballots in Illinois. " As the Ballots are announced, both parties record them in the Campaign Record sections of their Tally Boards. President Ballots are indicated by placing a "P" in the space and Vice President Ballots are indicated by "V." By referring to the Campaign Record section of your Tally Board, you will see how hard you and your opponents have campaigned in each state. Generally, "P" Ballots have a higher vote count than "V" Ballots. After casting your Ballots, refill your hand from your Ballot deck. You may never hold more cards than indicated by your Campaign Ability rating. In the four player game, when your Ballot deck is depleted, refill your hand from your partner's deck. At this time it is especially important to remember to announce whether you are casting a President or Vice President Ballot. When a party depletes both of its Ballot decks, the election is "in the home stretch." (See THE HOME STRETCH.)

After campaigning your turn is over.

GOING TO CAMPAIGN HEADQUARTERS

In the two-player game, you must go to your Vice Presidential candidate's home state until you have drawn at least one President Ballot from your Ballot Deck; after that point, you must go to your Presidential candidate's home state.

1. If you go to Campaign Headquarters because of a "blunder" (you cannot cast any Ballots when campaigning), you must place the top card from your Ballot deck in the Undecided Voter Envelope (on the bottom of the stack). If you go to Campaign Headquarters voluntarily, skip this step.
2. Since Campaign Headquarters is in your home state, you may cast any Ballots that you hold for that state. These Ballots are recorded on the Tally Board in the usual manner; however, do not record Ballots marked "Home State" on the Tally Board. In the two-player game, the player may choose whether he is going to his President's home state or his Vice President's home state.
3. Draw a Campaign Headquarters card. Most of the cards are self-explanatory; for others, which require additional explanation, see below. Some cards will not affect a candidate. For instance, any player not identified with the issue on a Bulletin card may disregard the card.

Rumor Cards

When drawing a Rumor card, remember that your opponent is always the candidate who is seeking the same office that you are, i.e., President vs. President, Vice President vs. Vice

President. If you are the opponent and you get to the state specified in the rumor, you may squelch the rumor if you cast at least one Ballot there. Do not record the Ballots cast in the state named in the rumor on your Tally Board. You may also cast any Ballots you wish for the other states you get to on this turn, but you must record these Ballots. If the candidate who drew the Rumor card is given Ballot cards by his opponent, he must cast them immediately but does not record them on the Tally Board.

Press Endorsement Cards

When drawing a Press Endorsement card:

1. Roll the die or dice as indicated by the card to determine the number of Ballots you may take from the Undecided Voter Envelope (take them from the top of the stack in the envelope).
2. Check your Candidate Card to determine your Press Support rating. In the two-player game, you must use the Press Support rating of your Vice Presidential candidate until you have drawn at least one Presidential Ballot; after that time, you must use the Press Support rating of your Presidential candidate.
3. The region(s) or state(s) in which you may cast the Undecided Voter Ballots are indicated on the Endorsement Card according to your Press Support rating. You may cast only as many of the Ballots drawn as there are cards remaining in all players' Ballot decks. If, towards the end of the game, there are not enough Ballots remaining in the Ballot decks to replenish all you are allowed to cast, you may cast only as many Ballots as can be replaced. Example: There are only six cards remaining in the Ballot decks (four in one deck and two in the other). You draw a major Endorsement card which permits you to cast nine Ballots in any state. Of the nine cards, you may cast six, because only six can be replaced. The remaining three cards must be returned to the bottom of the Undecided Voter Envelope. Each Ballot cast is recorded on the Tally Board in the usual manner. If you are unable to cast a Ballot, return it to the bottom of the Undecided Voter Envelope.
4. Replenish the Undecided Voter Envelope by drawing one card from each player's Ballot deck (beginning with the player who drew the Endorsement card) until all Ballot cards cast have been replaced. Players may not look at these Ballots before placing them in the envelope.

After resolving the effects of the Campaign Headquarters card, your turn is over.

THE HOME STRETCH

When a party depletes both of its Ballot decks, the election is in the "home stretch." At this point, each player may select **two** regions in which to campaign on his turn. After rolling the dice, you may campaign in any or all of the six states (three per region) which match the numbers (and total) on the dice.

CAMPAIGN'S END

After you cast your last Ballot, other players may take one more turn before the campaign ends. Ballots remaining in players' hands are put into the Undecided Voter Envelope (on the bottom of the pile). Any cards remaining in Ballot decks are put aside before Absentee Ballots are distributed (see ABSENTEE BALLOTS).

ABSENTEE BALLOTS

At the campaign's end, all Ballots in the Undecided Voter Envelope become Absentee Ballots. All Ballot cards in the Undecided Voters Envelope are independent votes and may be cast by either party, regardless of color. Absentee Ballots are distributed to the parties as follows:

1. First, the party winning the most debates (if any) receives five Absentee Ballots (taken from the top of the stack in the envelope).
2. Second, each party counts the number of states in which it cast Ballots; the party which campaigned in the larger number of states will receive a number of Ballot cards equal to the excess of its total over its opponent's total. Example: If the Republicans campaigned in 36 states and the Democrats in 32 states, the Republicans would receive four Ballots from the Undecided Voter Envelope (taken from the top of the stack in the envelope) as they campaigned in four more states than did the Democrats.
3. Finally, the remaining Absentee Ballots are dealt one at a time to the parties beginning with the party which campaigned in the most states.
4. The parties cast the Absentee Ballots in the state(s) of their choice.

ELECTION TALLY

Each party removes all Ballots cast in the Eastern region, sorting and stacking them, face up, by state. Begin by counting the number of votes cast in Connecticut; add the built-in advantage, if any, and announce the total (see the Built-in Edge column of the Tally Board). Example: In Connecticut 100,000 votes were cast for the Republicans and 400,000 votes were cast for the Democrats. Since the Republicans have a built-in edge of 1,000 votes in this state, their total comes to 101,000 votes - not enough to carry the state. The party with the largest popular vote in a state wins that state's electoral votes (listed to right of the state on the Tally Board). The electoral votes won by each party are recorded in the proper column of the Tally Board. Continue counting votes state by state throughout the region. It is best to keep a running total of the electoral votes so that players may see how the electoral race is progressing. Each state is tallied separately. The electorals won in the region are totaled before going on to the next region. The party with the majority (270 or more) of the electoral votes wins; its candidates become MR. PRESIDENT and Mr. Vice President.

INCUMBENT YEAR

It is frequently interesting to have the winner of one game run for reelection in the following game. As in an actual election, it is extremely difficult to defeat an incumbent. However, it is possible if the challenger has a superb strategy and more than his share of good fortune. The first game is played in the usual manner. In the second game, the elected President's Candidate card is used again but he may change running mates if desired. A new running mate may be chosen from any of the party's Candidates. The incumbent announces his choice after the challengers have nominated their candidates. The challengers may select their presidential and vice presidential candidates from any of their party's Candidate cards. When an incumbent runs for reelection, disregard the built-in edge listed on the Tally Board. Instead, use the built-in edge as shown in the storage box lid.