

Straight Forward

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Designed and made in the UK
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In this example the REP score is +1 for healthcare and the DEM score is +1 for economy. In case of a tie the winner is the color of the state card. This time it's REP.

6 - The winner has changed voters' minds and may now swap out any one issue in a state that has been revealed for one of their choice from the issue deck.

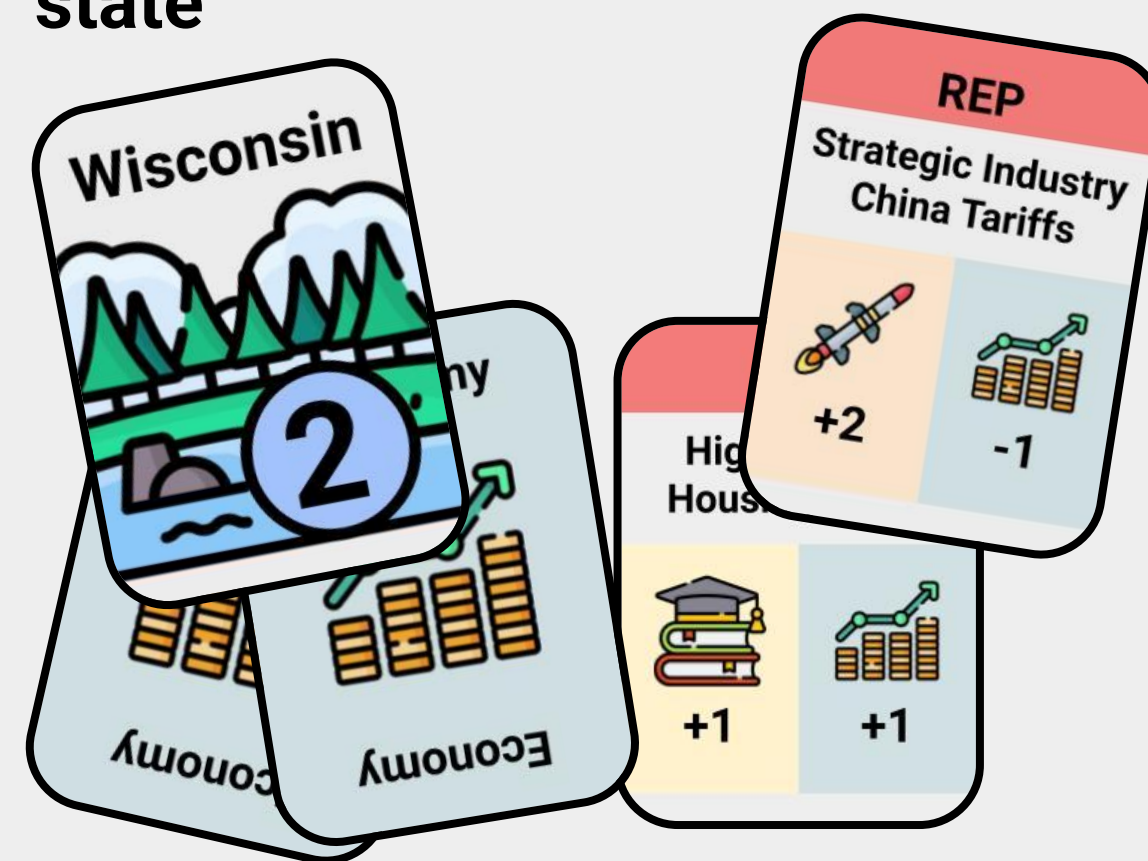
On to the next month!



After the end of the 7th month, all of the issues in all of the states will have been revealed and each player will have 7 policies in their platform in total.

It is time for the election!

For each state in turn, add up the total score of your entire platform of 7 policies on the issues in that state



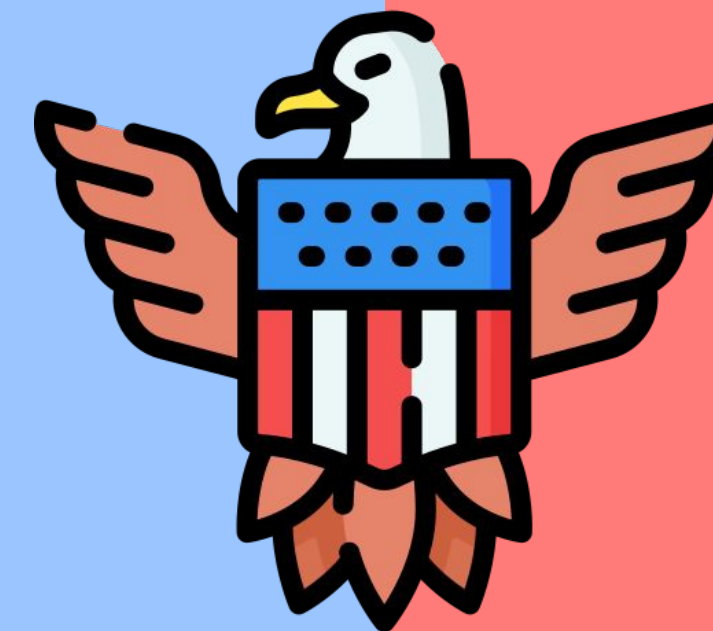
In this example of just two policies, the REP player score on both economy issues totals 0.

In case of a tie, the state is won by the color of the state card. The winner gets the number of electors on the card (2 for Wisconsin).

After all states have been counted, the player who has the most electors across all of the states they have won has won the election. In case of a tie, the DEM incumbent wins.

**Congratulations to the
47th President of the
United States of America!**

Electioneer US Edition



**The Nation Is In
Your Hands**

The Presidential Election is just months away. You've won your party's primaries and you are their best bet to become President of the United States of America!

One player will be the DEM Presidential candidate, the other will be standing for the REP party.

DEM

REP

The outcome in many states is a foregone conclusion, so you will be focussing on seven battleground states. Each state has a different number of electors. The candidate that wins the states totalling the most electors wins the Presidency.

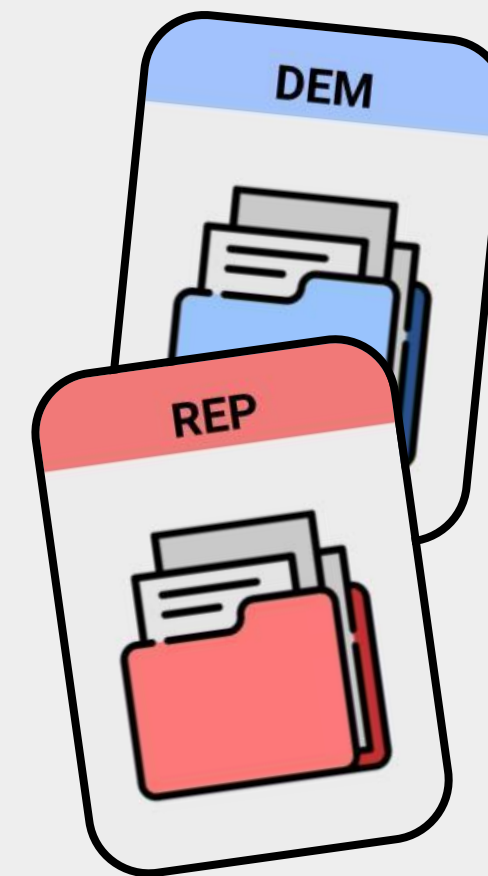
Set the states out face up in a line between the two players.

Each state has its own political issues. Shuffle the issues and deal two face down to each state. Addressing these issues is what will take you to victory.



Leave the spare issues face down to the side in a deck.

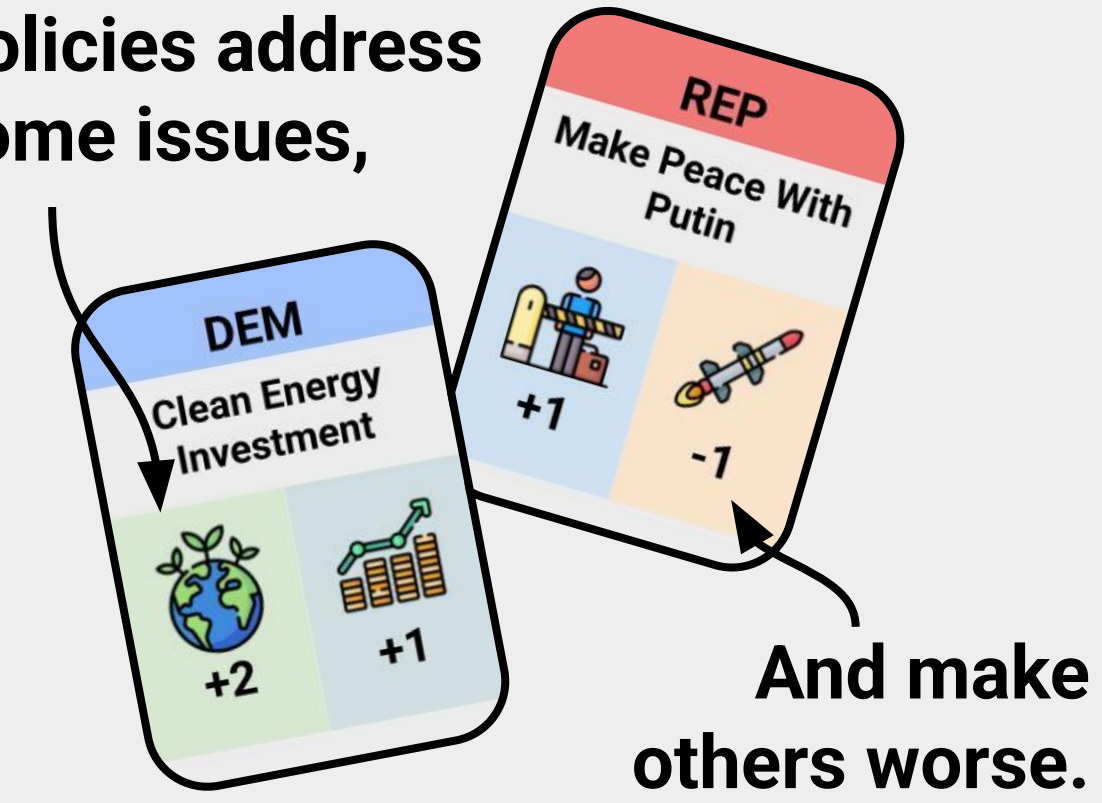
These are theatrics to gain political advantage over your opponent. Deal three to each player. They can be played at any time.



These are policies from which each player will make their platform. Deal each player three of their policies then leave the rest in a deck for each party.



Policies address some issues,



There are 7 months remaining before election day. Each month you will be campaigning in each state in turn to influence voters and build your party's platform.

Each month may have victories and losses but your whole platform addressing voters' issues is what will win the election.

Every month:

1 - Reveal the issues in the next state in turn.

2 - Both players draw two more policies from their deck.

3 - Both players discard one of their policies to the bottom of the deck.

4 - Both players choose a policy to campaign on this month and reveal it at the same time, placing it next to the state and its issues.

5 - Whichever player has the largest total score on the issues in that state with the policy they have just played is the winner.