

ELECTION NIGHT IN AMERICA

Game developed by Thomas Rende for Cosmic Dice Games

AGES: 10 + PLAYTIME: 45 - 60 MINUTES (2 PLAYER) 2 - 4 PLAYERS

OBJECTIVE:

To win the game, the player must earn 270 Electoral Votes.



COMPONENTS:

- 1 - 9" x 18" Gameboard
- 2 - Influence Dice
- 1 - Special Action Dice
- 2 - Red Cubes
- 2 - Blue Cubes
- 2 - Yellow Cubes
- 2 - Green Cubes
- 12 - Presidential Candidate Cards
- 51 - Electoral Votes Cards
- 25 - Financial Influence Cards
- 25 - Social Media Influence Cards
- 25 - Religious Influence Cards
- 25 - Political Influence Cards

SET UP:

1. Place the board in the center of the gaming area.
2. Each player chooses a color, takes both cubes, and places one cube on the "0" square. The other cube will be used to mark "100", "200", and "300" as the player achieves them.
3. Shuffle and place the four Influence decks above the board.
4. Shuffle and place the Electoral Vote cards below the board.
5. Draw one more Electoral Vote card than the number of players. For example, in a two-player game place three Electoral Vote cards face up next to the deck.
6. Each player will choose a candidate from the deck of Presidential Candidate cards. Players have to be from different parties, with one exception. The Independent Party can have more than one candidate.

INFLUENCE:

Each turn the player will use their influence to win states electoral votes. The four kinds of influences are as follows:



POLITICAL INFLUENCE: Candidates need the political influence of their party to gain support for the presidential run.



FINANCIAL INFLUENCE: You cannot run a campaign without money. Campaign financing can go a long way to funding a candidate.



SOCIAL MEDIA INFLUENCE: Candidates use media to influence and to reach potential votes and communicate their policies.



RELIGIOUS INFLUENCE: Candidates use religious influence to gather support from various religious institutions to support their campaign.

INFLUENCE CARDS:

There are 25 cards that represent each of the four influence types. Each type has five values (one, two, three, four, and five). Each turn players will gather influence cards to help them win the electoral votes of each state.

INFLUENCE DICE:

The game includes two influence dice with matching influence symbols. The twelve dice sides have three of each symbol type, political, financial, social media, and religious.

SPECIAL ACTION DICE:

The game includes a single action die that gives an additional action or an event that can help or hinder the campaign. The four actions are as follows:



When **STEAL INFLUENCE** is rolled, the player has the option of taking two influence cards from the dice rolled, or stealing a single influence card from an opponent. The opponent must fan out their cards, with the backs facing the player, so the player can steal an influence card.



When **SCANDAL** is rolled, the player selects one of the influences rolled from the two dice and ignores the other as if it wasn't rolled.

REROLL DICE When **REROLL DICE** is rolled, the player may choose to reroll both dice.

WILD When **WILD** is rolled, the player has the option of taking the two influences rolled by the influence dice or selecting one influence card of their choice.

CANDIDATES:

The game includes twelve candidates, three from each of the four political parties: Democrat, Republican, Independent, and Green. Each political party focuses on two influence types.

DEMOCRAT: focus is on financial and social media

REPUBLICAN: focus is on financial and religious

INDEPENDENT: focus is on financial and political

GREEN: focus is on social media and political

Each candidate has a strength or a weakness in each of the four influences. Selecting a candidate is an important strategic decision in the game as it determines what influences give them an advantage. If the candidate has a positive influence, they require less influence. If a candidate has a negative or zero influence, they will require more influence.

ELECTORAL VOTE CARDS:

There are 51 electoral vote cards in the game, one for each state and the District of Columbia (Washington, D.C.). The total amount of influence needed for each state is equal to the electoral votes for that state. **You may spend more influence than needed to win the electoral votes for a state.**

GAME PLAY:

1. Play proceeds clockwise beginning with the oldest player.
2. Each turn the player rolls the two influence dice and the special action die.
3. Players collect two influence cards based on the result of the influence dice roll, adjusting for any effects from the action die.
4. If able, the player may collect one Electoral Vote Card using their available influence cards and candidate influence modifiers. Used influence cards are turned into the discard piles next to each influence deck. A new Electoral Vote Card is turned over. **Players may only collect one Electoral Vote card per turn.**
5. If any of the influence card decks run out, simply shuffle the discard pile and start a new deck.
6. If the player cannot or chooses not to collect an Electoral Vote Card, then their turn is completed and it is the next player's turn.
7. **For a 2-player game:** First player with 270 electoral votes win.
For a 3-player game: If no player has 270 electoral votes by the time all Electoral Vote Cards are won, the two leading players attempt to influence the remaining player to "pledge" their votes to them. When the new total is 270+, the leading player is the new President and the pledging player is the new Vice President.
For a 4-player game:
 - a. All previous rules apply for the game. The following additional rules apply for a 4-player game.
 - b. The players make two teams. They do not need to be in the same party. (Originally, the Vice President was the person who got the second most electoral votes in the election and, typically, was not in the same party as the presidential candidate.
 - c. The round order of play is one person from each team takes turns alternating until all four players complete a turn.
 - d. During a player's turn, they can receive one influence card from their partner to help them win a state.
 - e. The first team to earn 270 electoral votes wins the game. The president is the player with the most electoral votes on the winning team. The other player is now the Vice President.

THE VICE-PRESIDENT FACTOR

ADVANCED 2-PLAYER RULES

VICE-PRESIDENT CANDIDATE CARDS:

1. There are two Vice-Presidential Candidates for each party.
2. Each Vice-Presidential Candidate has one strength based on each party's focus. (See CANDIDATES in the basic rules for explanation)

SET UP:

1. Follow the Set Up steps #1 - #5.
2. Each player will choose a party.
3. Each player will choose a Presidential and Vice-Presidential Candidate within the chosen party.

GAME PLAY:

1. All basic rules apply for a 2-player game.
2. Revised Rule #4 of basic rules:
 - a. If able, the player may collect one Electoral Vote Card **using their available influence cards, Presidential Candidate influence modifiers, and Vice-Presidential Candidate influence modifier.** Used influence cards are turned into the discard piles next to each influence deck. A new Electoral Vote Card is turned over. Players may only collect one Electoral Vote Card per turn.
3. The first player to 270 Electoral Votes wins the White House!