

Electioneering

Designed by Zachary Huff

2-4 players

10-20 Minutes

The president of Mrs. Turner's 3rd grade class has been removed amid a cheating scandal during a spelling test. A special election has been called for, and you want the position more than anything else! Work to influence the opinions and beliefs of the coolest kids in the class while modifying your opinions and beliefs to become the candidate that the class will want to elect!

Components

46 Influence cards

- 40 single suit cards (10 of each suit)
- 6 COMBO CARDS (featuring 2 suits)

6 Student cards

Setup

If playing with 2 players, choose a suit of Influence cards at random and remove all cards of that suit from the game (including COMBO CARDS that include that suit)

Lay out a number of student cards equal to 1 more than the number of players in a column on the left side of the playing area (3 students for a 2 player game, 4 students for a 3 player game, 5 students for a 4 player game).

Shuffle the Influence cards and deal each player a hand of 6 cards. These represent the opinions and beliefs that you represent as a candidate. Naturally, they will change over the course of the game.

Next, place 1 card face-up next to each student in play, forming the Student Pile for that student.

Finally, place the rest of the Influence cards in a face-down pile to form the Influence deck.

To determine the first player, have all players create a campaign slogan. The player with the best slogan (as determined by the group) will play first.

Game Flow

On your turn, you will do the following:

1. Play an Influence card on a Student Row.
2. Complete the action listed on the Influence card that you played. Ignore the powers on any subsequent Influence cards that you may play as a result of completing the action.

Note: If this is the 6th card in the Student Row, or you played the 4 card of any suit, turn the Student card sideways to signify that the row is locked. No further cards may be played on this Student Row.

3. Draw a card. If you draw the last card of the Influence deck, the game ends.

Play then passes to the left.

Game End

Play proceeds until either a player has drawn the last card of the Influence deck or all of the Student Rows are locked.

Add up the suits of the cards played on each Student Row to determine which suit that student cares most about. In the case of a tie among the suits, that student will care about all of the tied suits.

Next, players reveal their hands to show the type of candidate they are to the class.

Go through each Student individually, determining which player has the highest number in the suit(s) that student cares about most. If a Student has multiple suits that they care about, players will add up the numbers of each of those suits that they have. The player with the highest number of the suit(s) wins the Student over and places it in front of them.

The player that wins over the most Students will have the Influence necessary to win the presidency!

If any players are tied after all Students are won over, a special run-off election will take place. All players that are tied keep their hand. Collect all of the other Influence cards and shuffle them. Take 1 of the Students that were not used in the game, and play 3 Influence cards to form their Student Row. Each tied player will play 1 card on that Student Row, but will not draw a new card. After all tied players have a chance to play (or the Student Row is locked), check to see if a player has won over that Student. If there is still no clear winner, Mrs. Turner will disband the class government and no one wins the election.