



Electioneering

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Components:

- 46 Influence cards
 - 40 single suit cards (10 of each suit)
 - 6 dual suit cards
- 6 Student cards

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! Modify the opinions and beliefs of your classmates while changing yours to become the candidate that the class will want to elect!

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 dual suit cards that include that suit).

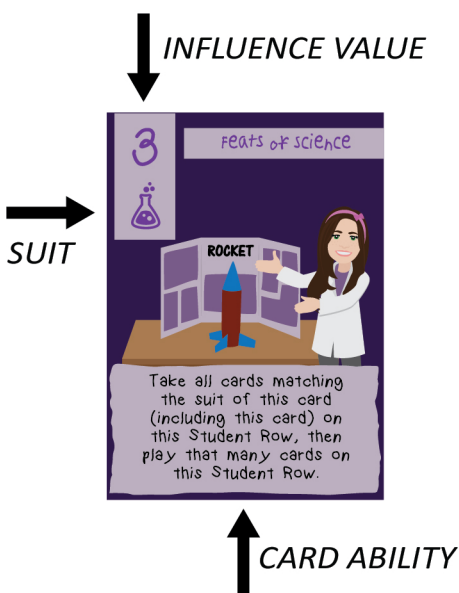
1. Lay out a number of student cards equal to 1 more than the number of players in a column on the left side of the playing area (3 students for a 2-player game, 4 students for a 3-player game, 5 students for a 4-player game).
2. Shuffle the Influence cards and deal each player a hand of 6 cards. These represent the opinions and beliefs that you represent as a candidate. Naturally, they will change over the course of the game.
3. Place 1 card face-up next to each student in play, forming the Student Row for each student. Ignore any abilities on these cards. Place the rest of the Influence cards in a face-down pile to form the Influence deck.



EXAMPLE OF A 3-PLAYER SETUP

GETTING TO KNOW THE INFLUENCE CARDS

CARD ANATOMY



CARD ABILITIES

Influence Value	Card Ability
★	The Influence Value of this card equals 1 x the number of star cards of this suit in the Student Row or player's hand that this card is in.
2	Take 1 card from the Student Row that this card was played on, then play 1 card from your hand on that Student Row.
3	Take all cards matching the suit of this card (including this card) on this Student Row, then play that many cards on that Student Row.
4	Locks the Student Row that this card is played on.
★★ (2 Suits)	Counts as a 1 Influence Value of each suit listed on the card.

GAME FLOW

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.

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 PLAY ENDS ONCE ALL STUDENT ROWS ARE LOCKED OR ALL INFLUENCE CARDS ARE PLAYED.

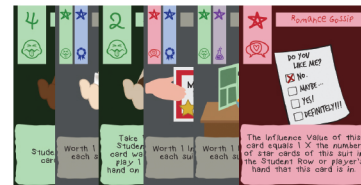
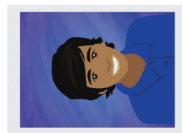
GAME END

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 sum of each suit played on a 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.

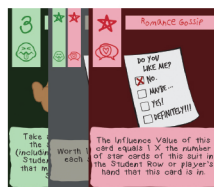
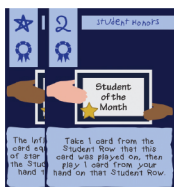
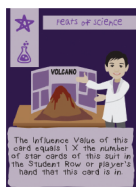
Next, players reveal their hands to show the type of candidate they are to the class.

STUDENT A

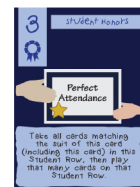
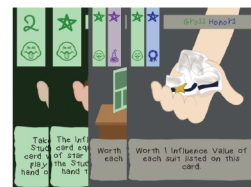


IN THIS CASE, STUDENT A WOULD VOTE FOR THE CANDIDATE WITH THE HIGHEST "EATING GROSS THINGS" INFLUENCE VALUE.

PLAYER 1



PLAYER 2



AFTER TOTALING INFLUENCE VALUES FOR EACH SUIT, WE CAN DETERMINE THAT PLAYER 2 HAS THE HIGHEST "EATING GROSS THINGS" INFLUENCE VALUE AND WOULD WIN THE VOTE OF STUDENT A.

Go through each Student individually, determining which player has the highest sum 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 sum of the suit(s) wins that Student's vote and places that Student Card in front of them. If players are tied for the highest sum of a suit, no one wins that Student.

The player that wins the most Student votes will win the presidency!

If any players are tied after all Students votes are cast, 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. Keeping the same turn order, each tied player will play 1 card on that Student Row and complete the action listed on the card. However, they 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 that Student's vote.

If there is still no clear winner, Mrs. Turner will disband the class government and no one wins the election.