

# MR PRESIDENT<sup>®</sup>

*... THE POLITICAL CAMPAIGN AND ELECTION GAME FEATURING BOTH POPULAR AND ELECTORAL VOTE TALLIES*

Mr. President is the highly realistic re-enactment of campaign events leading to the election of the President and Vice President. Voting habits of the nation, based on figures from Presidential elections of the past 20 years, are reflected throughout the game. Republicans will find it an uphill battle in their efforts to carry the traditionally Democratic South; Democrats will have a difficult time challenging their opponents in such Republican strongholds as Indiana, Kansas, Colorado or Vermont.

Both parties choose their candidates from a slate of possible nominees—all with varying strengths and weaknesses. Strategies designed to sweep a party into the White House may suddenly require a drastic change of tactics. Players feel the same frustrations and make the same decisions that confront the actual candidates in their quest for victory!

As the campaign ends and the polls close, candidates watch powerlessly as the votes roll in and perhaps wonder—"Why didn't I campaign in the East just a little bit harder?"

Number of players: 2 or 4





**OBJECT OF THE GAME:** Each party attempts to win the election by campaigning, advertising and debating throughout the nation. When playing for *popular votes*, each party attempts to win a majority of the total votes cast. When playing for *electoral votes*, each party attempts to win a majority (270 or more) of the 538 electoral votes.

**SETUP**

1. Partners (running mates) sit on the same side of the table so that, during the game, they may confer on strategies and campaigns. Players must decide if they will play the game for *popular votes* or for *electoral votes*. (Sometimes it is interesting when playing for popular votes to determine if you would still have won if you had played for electoral votes and vice versa.) Party affiliation is determined by lot or dice roll.

2. After all equipment is removed from the storage box, the Ballot Box lid is replaced (as shown on back of game box) and the Ballot Box is placed in center of table.

3. The deck of Candidate Cards is sorted; the Republicans receive the cards with the *blue backs* and the Democrats receive those with the *red backs*. Each card identifies a candidate and lists pertinent information about him (see Illustration I).

Each party shuffles its Candidate Cards and places *two* face up on the table, one in front of each of its players. Remaining Candidate Cards are set aside and are not used in the game. **When four play**, dice are rolled to see which player will be the presidential candidate; the other becomes the vice presidential candidate. **When two play**, each player chooses which of his Candidate Cards will be the presidential candidate.

4. The President and Vice President Ballot decks (blue for Republicans, red for Democrats) are given to each party. These cards (see Illustration II) are used to cast votes throughout the game. The seal in the center of the card indicates whether it is a President Ballot or a Vice President Ballot. States are color-keyed by region to correspond to Ballot Box.

Each candidate shuffles his Ballot deck and removes three

cards. The twelve removed cards are mixed together and stacked to one side of the Ballot Box; this becomes the Undecided Voter stack. When two play, the President and Vice President decks are shuffled together before beginning the play.

5. The Campaign Headquarters Cards (light blue) are thoroughly mixed and stacked, face down, on the table. These cards bring candidates good and bad luck in the form of press endorsements, rumors, plane delays, etc. (See *Going to Campaign Headquarters*.)

6. Each party takes a Tally Board and a pencil. The Tally Boards are used to keep track of voting and other pertinent information throughout the game. The Tally Boards are divided into the following sections:

- **Campaign Record** section is used for marking Ballots cast in each state.
- **Advertising** section lists the cost of advertising in each state and is used for recording the states in which a party has advertised or raised funds.
- **Built-in Edge** section (*used only for electoral vote tally*) lists the votes (in thousands) which a party may add to its total during a non-incumbent year. For incumbent years, see *Advanced Game*.
- **Tally** section is used to keep the regional popular vote totals of each party or to record electoral votes won.
- **Additional Votes** section (*used only for popular vote tally*) lists the number of additional votes cast for party which has campaigned in the most states in each region and in the nation.
- **Available Advertising Funds** section is used to keep a record of the funds each party has available for advertising. (See *Advanced Game*.)
- **Debates Won** section is used to record debates won by each party. Party which has won the most debates receives additional votes at game's end. (See *Advanced Game*.)

**PLAY**

The basic game (both popular and electoral) consists of the *campaign*, the distribution of *absentee ballots* and

**CANDIDATE CARD**

CANDIDATE'S NAME

HOME STATE

(ELECTORAL VOTE)

ISSUES

zest for campaign trail and how many Ballot Cards he holds.


millions of dollars committed to candidate's campaign fund at time of nomination.

amount of endorsement expected from press.

ability to raise funds.

sum of all ratings.

advertising's effectiveness in swaying undecided voters and how many Ballot cards he may take from Undecided Voter Stack.

PETER J. SANDERS		
	CAMPAIGN ABILITY	Fair 7
	FINANCIAL SUPPORT	Good 8
	PRESS SUPPORT	Fair 4
	FUND RAISING	Strong 3
	ADVERTISING	Strong 5
	EFFECTIVE TOTAL	27

Senator from KENTUCKY (9)

Identified with: Space Program • Foreign Policy • Balanced Budget


**BALLOT CARD**

States, by region, in which Ballot may be cast

Seal

Number of votes (in hundred thousands)

10	NEW JERSEY	2
3	WEST VIRGINIA	0
10	ILLINOIS	3
2	COLORADO	10



COLORADO 2

ILLINOIS 10

WEST VIRGINIA 3

NEW JERSEY 10

Illustration I

Illustration II



the *election tally*.

Check your Candidate card for your *Campaign Ability*; this indicates the number of cards you may hold. From your Ballot deck, draw the correct number of cards. (When two play, use the *higher* of your two ratings to determine the number of cards you may hold throughout the game.) During the game, you may look at your partner's hand and confer with him but may not exchange cards with him 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. First and third players are running mates as are the second and fourth players. (When first learning the game, it may be helpful in remembering the order of play if the two presidential candidates sit opposite each other.) **In the two-player game**, players alternate turns.

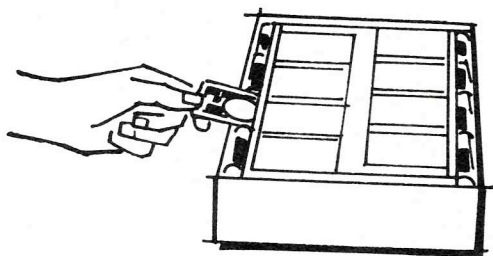
### CAMPAIGNING

At the beginning of each turn, check the Ballot cards in your hand to determine the region (Eastern, Southern, Midwestern or Western) in which it would be most advantageous for you to campaign. Remember the number before each state represents votes in hundred thousands, i.e., 5 = 500,000 votes, 15 = 1,500,000 votes, etc. After selecting a region, announce your choice and roll the dice.

The *three states* in which you may campaign on this turn are indicated by the number rolled on each die plus 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.

*Example 1: 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.” 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 (into the proper region), announce whether it is a President or a Vice President Ballot (according to seal). You must also announce the state in which it is being cast.

*Example 2: The player in Example 1 might announce, “I’ve cast two President Ballots in Missouri, one in Michigan and three in Illinois.”*

As the Ballots are announced, *both* parties record them in the Campaign Record sections of their Tally Boards; each space following the state is equal to one Ballot. President Ballots are indicated by placing a “P” in the space and Vice President Ballots are indicated by “V.” Note that each party is limited in the number of Ballots it may cast in a particular state; while you may cast five Ballots in New York or Pennsylvania, you may only cast two Ballots in D. C. By referring to the Campaign Record section of your Tally Board, you will see how hard you will have to campaign in each state to win. 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.) 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.

**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 stack. Any cards remaining in Ballot decks are put aside before Absentee Ballots are distributed (see *Absentee Ballots*).

**GOING TO CAMPAIGN HEADQUARTERS.** You may go to Campaign Headquarters (draw a Campaign Headquarters card) instead of campaigning when you roll 7, 11 or doubles. If you “*blunder*” (cannot cast any Ballots when campaigning), you must place the top card from your Ballot deck at the bottom of the Undecided Voter stack and go to your Campaign Headquarters. Since Campaign Headquarters is in your home state, you may cast any Ballots you hold for this state before drawing a Campaign Headquarters card. (In the two-player game, the player must choose whether he is going to his President's home state or his V. P.'s home state.) These Ballots are recorded on the Tally Board in the usual manner; however, if you cast the Ballot marked “Home State,” do not record it on the Tally Board.

Campaign Headquarters cards bring candidates both good and bad luck in the form of press support, plane delays, etc. 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.

When drawing a **Rumor** card, remember that your opponent is always the candidate who is seeking the same office that you are, i.e., Pres. vs. Pres., V. P. vs. V. P. If you are the opponent and you do get to the state, you have squelched the rumor; you must cast *at least one Ballot* you hold for this state even though you have been there the maximum number of times. You may cast as many Ballots as you wish for this state. *Do not* record the



Ballots cast. (You may also cast any Ballots you wish for the other states you get to on this turn but must record these Ballots.) If you do not hold any cards for the state listed, do not waste a turn trying to get to that state. If the candidate who drew the Rumor card is given cards by his opponent, he must cast them immediately but does not record them.

When drawing a **Press Endorsement** card, roll the die (or dice as indicated by the card) to determine the number of Ballots you may take from the Undecided Voter stack. Check your Candidate card to determine your *Press Support* rating. (In the two-player game, always use the higher of your two *Press Support* ratings.) 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. Each Ballot cast is recorded on the Tally Board in the usual manner. If you are unable to cast a Ballot or if you do not wish to cast it because of the low vote count, return it to the bottom of the Undecided Voter stack.

The Undecided Voter stack must then be replenished. To replenish the stack, draw one card from *each* player's *Ballot deck* (beginning with the player who drew the Endorsement card) until all cards cast have been replaced. Players may not look at these Ballots before placing them at the bottom of the stack. 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 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 as only six can be replaced. The remaining three cards must be returned to the bottom of the Undecided Voter stack.*

## ABSENTEE BALLOTS

At campaign's end, all Ballots in the Undecided Voter stack become Absentee Ballots and are distributed to the parties. Each party counts the number of states in which it cast Ballots; party with the larger number of states will receive one card for each state more than its opponent.

*Example: If the Republicans campaigned in 36 states and the Democrats in 32 states, the Republicans would receive the top four Ballots from the Undecided Voter stack as they campaigned in four more states than the Democrats did.*

Remaining Absentee Ballots are dealt one at a time to the parties beginning with the party which campaigned in the most states. These Ballots may be cast in any state. **When playing for popular votes**, a party which has campaigned in a state the maximum number of times may not cast an Absentee Ballot in that state. Each party marks its Absentee Ballots on its Tally Board with an "X"; they do not, however, announce the casting of these Ballots to their opponents. Any unused Ballots are set aside. **When playing for electoral votes**, a party

which has been to a state the maximum number of times may still cast Absentee Ballots in that state; Absentee Ballots need not be recorded on the Tally Boards.

## ELECTION TALLY

**Popular Vote.** Each region is tallied separately. Remove the Ballots cast in your Eastern region and count the total number of votes cast in the East (red section of Ballot card). The total vote count for the region is announced by each party and is recorded in the last space for the region on the Tally column of your Tally Board. (Some players may wish to keep a running total of their popular vote by state instead of totaling votes for the entire region.) After all four regions have been tallied, record the subtotal for each party in the proper space.

The party which has been to the most states in the region wins that region's additional votes (see bottom of Tally column). This is added to the subtotal. If there is a tie for most states in a region, the party which has campaigned in the most states in the nation will win the additional votes. If this number is also tied, the regional vote is divided equally between the two parties.

After the regional additional votes have been determined, the national additional votes are determined; the party campaigning in the most states throughout the nation wins these additional votes. If there is a tie for most states in the nation, the additional national votes are divided between the two parties. Grand totals for each party are tallied. Remember these votes are in hundred thousands, i.e., 237 = 23,700,000 votes. Party with the most popular votes (highest grand total) wins; its candidates become MR. PRESIDENT and Mr. Vice President.

**Electoral Vote.** Remove all Ballots cast in your Eastern region, sorting and stacking them, face up, by state. Begin by counting the number of votes cast in Connecticut; announce the total. One party will have the built-in edge in the state (see Built-in Edge column of Tally Board). The party having the edge adds it to the announced total.

*Example: In Connecticut 100,000 votes were cast for the Republicans and 400,000 votes were cast for the Democrats. Since the Republicans have the built-in edge in this state, their total comes to 101,000 popular votes (100,000 cast plus the built-in edge of 1,000) – not enough to carry the state. (If only 100,000 votes had been cast for the Democrats, the Republicans would have carried the state by 1,000 votes.)*

Party with the largest popular vote in a state wins that state's electoral votes (listed to right of state on Tally Board). The electoral votes won by each party are recorded in the proper Tally column. (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. Party with the majority (270 or more) of the electoral votes wins; its candidates become MR. PRESIDENT and Mr. Vice President.



## ADVANCED GAME

After players have become familiar with the basic game, they may wish to include one or more of the following:

### NOMINATION

**Rules for four players:** Each party shuffles its Candidate cards. Each player receives five of his party's 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. (Party 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.

**Rules for two players:** Each player shuffles his Candidate cards then places seven 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.

### ADVERTISING

Since a number of undecided voters may be influenced by advertising, candidates may wish to use their turn to advertise rather than campaign, debate or raise funds.

1. To determine your party's initial advertising funds, add the *Financial Support* ratings of both your candidates and write the total in the Available Advertising Funds section of your Tally Board. This figure shows how many million dollars your party has in available advertising funds.

2. After declaring your region in the usual manner, you may advertise in this region rather than campaign if you roll **7** or **doubles** and have at least \$1 million in available advertising funds. (If the campaign is in the "home stretch," you must pick one of the two regions in which to do your advertising.)

3. Check your *Advertising* rating (on Candidate card) to see how many Ballots you may take from the Undecided Voter stack. (In the two-player game, always use the

higher of your two *Advertising* ratings.)

4. After drawing the allotted number of Ballots from the Undecided Voter stack, you may cast as many of them as you wish in the selected region. You may advertise in as many states in that region as you are able. Any uncast Ballots are returned to the bottom of the stack. (You may be unable to cast Ballots because you have been to the state the maximum number of times or you may feel that the cost of advertising in that state is excessive for the number of votes you could cast.)

5. As the Ballots are cast and announced, the *states* should be checked (✓) in the Advertising column on each Tally Board and the Ballots recorded on the Campaign Record section.

6. After casting the Ballots and/or returning the uncast Ballots to the stack, *your opponent* (Pres. vs. Pres., V. P. vs. V. P.) must replenish the stack by adding Ballots from his deck equal to the number of Ballots you cast. (If your opponent's deck does not contain enough Ballots to replenish the stack, you may only cast as many Ballots as he can replenish.) When replenishing the stack, the Ballots are always placed at the bottom of the stack.

7. A party may only advertise *once* in a state although it may cast several Ballots in that state on its advertising turn.

8. After casting your Ballots, total the amount of money spent for advertising in these states as shown under "Advertising Cost" on your Tally Board. The amount spent in each state varies from \$1 million to \$4 million. The cost per state is the same whether you cast one Ballot or several Ballots in that state.

9. Subtract the total amount spent for advertising from your Available Advertising Funds. Then draw a line through the amounts paid in the Advertising Cost column to show that you have paid these amounts. This completes your turn.

### FUND RAISING

Since each party needs at least \$1 million to advertise, they may raise funds if they find themselves with insufficient advertising funds. Any player may use his turn to raise funds for his party.

1. At the beginning of your turn, announce your intention of raising funds and select a region.

2. Now roll the dice and locate the three states in the usual manner. You must select one of these states in which to raise funds.

3. Roll the dice again. On the Fund Raising Chart (located on back of Tally Board), find the section corresponding to your selected state's electoral votes. (Note: Even when playing for popular votes, you still locate your selected state's electoral votes on the Fund Raising Chart.) Now locate the dice number on the Chart and match it to your *Fund Raising* rating (on Candidate card). Your rating will be 1, 2 or 3. (In the two-player game, always use the higher of your two ratings.)

4. Add the amount indicated to your Available Advertising Funds and check (✓) the state in the Funds column



on your Tally Board. A party may only raise funds once in a state.

*Example: You wish to raise funds in the East and announce your intention of doing 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 21-27 Electorals and roll an 8 on the dice. Since your candidate is a strong fund raiser (3 rating), 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.*

## DEBATE

In debate it is assumed that when you challenge your opponent (Pres. vs. Pres., V. P. vs. V. P.) the debate will be broadcast by a national TV network.

1. Select a region and roll the dice in the usual manner. If you roll a 7 or **doubles**, you may use your turn to debate instead of campaigning, advertising or fund raising.
2. 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, you may also choose whether your presidential candidate will debate the opponent's presidential candidate or whether your V. P. candidate will debate his V. P. candidate.)
3. 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.
4. Your opponent risks Ballots according to his Debate rating (equal to the number of issues he is identified with as shown on his Candidate card). Thus, an opponent with a rating of 4 must risk at least three Ballots. When risking less 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.
5. Each debator rolls the dice; *any debator identified with the issue being debated may roll the dice twice*. To win, you must roll one of the numbers listed for your rating. Thus, if you have a rating of 4, you will have to roll a 2, 3, 8 or 11 to win. If your opponent has a rating of 2, he will have to roll a 4 or 10 to win.
6. *If both debators 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 both cast their risked Ballots. *If one debator rolls his winning number more times than his opponent (twice)*, he is the winner.
7. If you win the debate, you cast *all* risked Ballots. These Ballots must be cast in the region in which they were risked but do not have to be recorded on the Tally Boards. However, it may be advantageous to record those cast in hard-to-reach states.

*Example: Your opponent risked Ballots for New York and Nevada. As you won the debate, you may cast his risked Ballots in addition to your own. You do not wish to record the New York Ballot as it would limit the times you could campaign in this state. You do, however, record the Nevada Ballot as you may not campaign in Nevada again and you need the record to prove you went there. Remember, the party which has campaigned in the most states receives more Absentee Ballots.*

8. When an issue has been won, it is written at the bottom of the Tally Board and may not be debated again during the game.

9. Each player refills his hand from his Ballot deck after the risked Ballots have been cast.

10. At the end of the game, the *party winning the most debates will receive the first five Absentee Ballots*.

## INCUMBENT YEAR (Electoral Vote Tally only)

It is frequently interesting to have the winner of one game run for re-election 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 using the electoral vote tally. 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 re-election, disregard the built-in edge listed on the Tally Board. Instead, use the built-in edge for Republican or Democrat (depending on incumbent) as shown in storage box lid.

Replacement parts available: President or Vice President Ballot Deck (specify red or blue) @ \$1.00, Candidate Cards (includes both parties) @ \$1.00, Tally Board @ \$.50, marking pencil @ \$.25. Send order plus \$.25 for postage and handling to: MR. PRESIDENT, 3M Company, Box 33350, St. Paul, MN 55133.

