
*The Rules of the 1. edition MR.
PRESIDENT from 1965
<< The Chalkboard Version >>*

HOW TO PLAY MR. PRESIDENT

CAMPAIGN PROMISES, BILLBOARDS, NEWSPAPER ADS, RADIO SPEECHES, TV DEBATES, PLANE TOURS, TRAIN TOURS, BUS TOURS, THE FARM VOTE, THE WOMEN'S VOTE, LABOR BACKING, BUSINESS BACKING, FULL PARTY BACKING...if you play your cards right(as you attempt to win a majority of electoral votes) you may become "MR. PRESIDENT"!

In the NATIONAL CAMPAIGN version of this exciting, new presidential campaign and election game, from two to four players (candidates) enter directly into a national election, and the candidate who wins a majority of electoral votes (Electoral Cards) becomes Mr. President ! In the NOMINEE version, four players (nominees) are split into Republican and Democratic parties for a pre-election PARTY CONVENTION game to determine each party's presidential and vice-presidential candidates for the national election, and the candidates of the party winning the election (second game) become Vice President and Mr. President !

SETUP

THE 52 CAMPAIGN CARDS are sorted, by color, into 4 identical sets of 13 cards each. Each player receives one set of cards which he holds in his hand during the play of the game.

INFORMATION CARDS, which list the electoral votes of each of the States (plus the district of Columbia), are distributed one to each player.

THE 51 ELECTORAL CARDS, representing each of the States plus the district of Columbia, are color-keyed by size of vote: brown, 3-5 votes each; green, 6-10 votes; blue, 11-20; and red, 21 and over. The full deck is shuffled by one of the players and placed face down in the horizontal compartment of the card holder (which has been placed in the center of the table).

One player is chosen as scorekeeper; he keeps a running tally of the Election Results (electoral votes) on the chalkboard, and also turns up the cards from the Electoral Deck.

Players decide which version of the game they wish to play, and the presidential campaign gets underway.

PLAY

NATIONAL CAMPAIGN VERSIONS

SHORT CAMPAIGN

Four cards from the top of the Electoral Deck are turned up, one at a time, and placed face up in each of the four compartments on the opposite side of the card holder. Candidates scan these cards, mentally noting which states they represent, while scorekeeper totals the number of electoral votes they represent. Scorekeeper announces total vote count and each candidate decides which of his Campaign Cards he will play from his hand for these votes. Each candidate places his selected card (or cards) face down on the table and all candidates turn up their cards simultaneously.

During any *one* of the 12 rounds of play, a candidate may play *two* Campaign Cards. It is up to him to decide just when it is most advantageous to play two cards. (When a candidate has taken advantage of his opportunity to play two cards, scorekeeper chalks a "2" behind his name on the chalkboard.)

The candidate or Party playing the card(s) with the greatest point value wins (scores) that round. Score (total votes shown on the four Electoral Cards) is recorded under winner's name on the board. Played Campaign Cards are discarded face down on the table and may not be replayed.

Four more cards are turned up and placed on top of each of the cards from the previous round; the candidate or Party scoring in the previous round must be first to produce his (or their) card(s), face down; all candidates turn up their cards simultaneously, winner's votes are recorded, and played Campaign Cards are discarded.

This procedure is repeated for a total of 10 rounds. Five cards are turned up in the 11th round, and six in the 12th round.

The *average number of electoral votes* is approximately 42 in the

first 10 rounds, 53 in the 11th, and 63 in the 12th. Considering this

should help each candidate or Party to decide each time which Campaign Card(s) to play.

In case of a tie for electoral votes, winner is determined in the succeeding round, as follows: Four more cards are turned up and placed on the table next to the unscored cards in the cardholder; all candidates play as usual for the votes on the cards just played.

Tying candidates (or Parties) turn up their cards first, and whoever has played the highest value card(s) wins the previously "tied" votes (cards in holder), which are then recorded on the board.

Remaining candidates turn up their cards and *all candidates* vie for the votes on the cards which are placed on the table.

After 12 rounds of play, scores are totalled and the candidate or Party with the electoral vote majority wins the election.

If no candidate or Party wins a majority of electoral votes (270 or more), the game must be replayed. Optional: If so decided at the start of the game, the candidate or Party with a plurality (most) of electoral votes may be declared the winner.

LONG CAMPAIGN

The long version of Mr. President is played in the same manner as the short version, with these exceptions:

One Electoral Card is turned up and placed face up on top of the deck: each candidate plays his Campaign card (or cards) for the votes shown on the one card. Votes are recorded under winner's name (candidate or Party) on the board, and the Electoral card is removed from the deck and placed in the winner's compartment on the opposite side of the cardholder. (Compartments are assigned to candidates or Parties in the same order as their names appear on the Election Results chalkboard.)

Candidates stack their "discarded" Campaign Cards in front of them on the table. As each player depletes his hand, he picks up all 13 of his "discards" and replays them. (Each candidate will play his hand 4 times during the game.) Each player may play two Campaign Cards only *once during the entire game*. If he wishes to play two cards but has only one remaining in his hand, a candidate must play the one card only - since he may not pick up his "dis-cards" until his entire hand is depleted.

When the Electoral Deck is depleted, the scores are totalled and the candidate or Party with a majority of electoral votes wins.

NOMINEE VERSION

In the NOMINEE version of Mr. President, which requires four players, play commences as for the NATIONAL CAMPAIGN (short or long version), with the following exceptions.

PARTY CONVENTIONS

Republican and Democratic party members are determined by the players' political affiliations (or by lot or coin-flip) and players split into two groups. Electoral Cards are used simultaneously by both parties, with each group playing separately (i. e., the nominees of one party competing with one another for each vote, while the nominees of the opposing party do the same). Winning nominee from each party becomes a presidential candidate for the national election; nominees with a vote minority become vice-presidential candidates.

(NATIONAL CAMPAIGN)

The two parties sit on opposite sides of the table. Since the candidates may not confer while the game is in session, each party has a 5-minute pre-game parley to decide how they will play as a team (when to play high cards, etc.). During play, each party is permitted to recess for another 5-minute parley to decide whether or not to continue their pre-game strategy.

Each party is listed in a separate column on the chalkboard, and scorekeeper must keep a running total of each party's votes. Each candidate plays one Campaign card (or two; see SHORT CAMPAIGN, paragraph 2) per round, and the party playing the cards with the greatest combined point value wins (scores) that round. First party to score a majority of electoral votes (270) wins the election, and its candidates become Vice President and Mr. President.

*The Rules of the 2. edition MR.
PRESIDENT from 1965
<< The Dial-Type Version >>*

HOW TO PLAY MR. PRESIDENT

CAMPAIGN PROMISES, BILLBOARDS, NEWSPAPER ADS, RADIO SPEECHES, TV DEBATES, PLANE TOURS, TRAIN TOURS, BUS TOURS, THE FARM VOTE, THE WOMEN'S VOTE, LABOR BACKING, BUSINESS BACKING, FULL PARTY BACKING...if you play your cards right(as you attempt to win a majority of electoral votes) you may become "MR. PRESIDENT"!

This exciting, new presidential campaign and election game can be played by two to four players (candidates). The candidate who has the majority of popular votes or electoral votes at the end of the game becomes Mr. President ! Players may find it challenging to play by both the popular vote and electoral vote method to see if the candidate with the greatest popular vote *always* wins the most electoral votes.

SETUP

THE 52 CAMPAIGN CARDS are sorted, by color, into 4 identical sets of 13 cards each. Each player receives one set of cards which he holds in his hand during the play of the game.

INFORMATION CARDS, which list the electoral votes of each of the States (plus the district of Columbia), are distributed one to each player.

THE 51 STATE CARDS (including the District of Columbia) are color-keyed by size of electoral vote. The full deck is shuffled by one of the players and placed face down on the table.

One player is chosen as scorekeeper; he writes each candidate's name on the Election Scoreboard and keeps a running tally of the Election Results (votes).

Players decide whether to play by popular vote or electoral vote and the presidential campaign gets under way.

PLAY

In each round the top State Card is turned up and candidates check either the Popular Vote Chart or the State Chart (for electoral vote) noting the number of votes possible for this state.

Each candidate decides which of his Campaign Cards he wishes to play for these votes and places his selected card (cards) face down on the table. All candidates turn up their cards simultaneously.

POPULAR VOTE

The candidate playing the card (cards) with the greatest point value wins the first place vote shown for that state; the candidate playing the second highest card (cards) places second, etc. Scores for each candidate are added to his total and the result is dialed on the Election Scoreboard. (Turn the knobs so the correct total appears in the window. The last three digits of the vote are not added.)

If candidates tie for first place vote on the first State card, the card is buried in the deck and the Campaign Cards are replaced in each candidate's hand. Later, if there are ties for first place vote, the Close Vote Column is used by all tying candidates; the tying candidate with the lowest total on the Election Scoreboard gets first place vote, candidate with second lowest total takes second place vote, etc. All other candidates on this round receive the regular vote according to how they placed. Ties for places other than first are resolved by lot or coin-toss.

When four candidates are playing, the *Close Vote column* is used if the Campaign Cards played in a round have no more than a 30-point spread between the highest and lowest card. (When three play, the spread can be no greater than 20 points, for two players, 10 points.)

When the State Deck is depleted, the candidate with the most votes becomes Mr. President !

ELECTORAL VOTE

The candidate playing the card (cards) with the greatest point value wins the electoral votes for that state. He is given the State Card and the votes are added to his total on the Election Scoreboard. If there is a *tie for first place*, the State Card is buried in the deck and the Campaign Cards for that round are replaced in each candidate's hand.

When the State Deck is depleted, the candidate with the majority (270 or more) of electoral votes becomes Mr. President.

At any time during the game a candidate may play two Campaign Cards; it is up to him to decide if he would be advantageous to play two cards. A candidate who plays two cards a round more than one time during the game will be out of cards before the game ends and will be unable to play a card for votes in the remaining states as *each candidate is allowed to replay his hand only four times*. When a candidate plays two cards, he places them face down on the table so that all players may see he is playing two cards. All candidates turn up their cards simultaneously with the candidate who played two cards turning up *only one of his cards*. At this time a candidate who played only one card may play a second card in hopes of getting first place. All candidates who have played a second card turn them up simultaneously and the candidate with the highest total value for that round wins first place.

During a round in which each player has played only one card, a candidate may attempt an upset vote after all cards have been turned up. All ties must be resolved before the upset is attempted. The candidate wishing to accomplish the upset selects another Campaign Card from his hand and places it face down on the table. The first place winner for that round has the option of also playing another card to stop the upset. If the first place winner's cards total more than the upsetting player's, the votes are distributed in the usual manner. If the upsetting player has the higher total, the upset is accomplished and the candidate who originally had placed fourth in that round now places first, the candidate previously placing third now places second, etc.

Played Campaign Cards are discarded face down on the table. As each candidate depletes his hand, he picks up all 13 of his "discards" and replays them. If a candidate wishes to play two cards but has only one remaining in his hand, he may play only the one card - since he may not pick up his "discards" until after the round has been completed. Each candidate replays his hand *four times*.

OPTIONAL: Candidates playing by popular vote may wish to keep track of electoral votes to see if the candidate placing first in the popular election would also receive the most electoral votes.

SHORT VERSION

This version is played in the same manner as the regular game with the exception that four State Cards are turned up at a time for a total of 10 rounds. In the 11th round, five cards are turned up, and in the 12th, six cards.

Differences between the rules of the two versions

The following changes were made in the 2. edition:

- The game is more complicated than the 1. edition
- There is no longer the NOMINEE VERSION (No Vice-President !)
- The POPULAR VOTE and the LONG CAMPAIGN is now the standard version
- There is a special dial-type Election Scoreboard for the popular votes
- Ties are resolved with a special Close Vote Column
- A candidate may play two cards as often as he wants