

Game of **POLITICS**

Elect Yourself President

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MADE IN U.S.A.

For 2 to 6 players

BRIEF IDEA OF THE GAME

The game of POLITICS is patterned closely after a National Presidential Election. **THE OBJECT OF THE GAME IS TO ELECT YOURSELF PRESIDENT** by securing a majority (266) of the total electoral ~~vote of the States (521)~~. ~~The number of electoral votes in each state is~~ the number of representatives plus the number of senators from that State.

Each State is won by securing all or the greatest number of counties in that State and, as in real life, the counties in large and thickly populated States are worth more than counties in small and thinly populated States.

Each presidential candidate has certain qualifications which give him definite advantages in certain States. The Speech Cards which each candidate receives at the start of the game show in what States his advantage lies. A wise candidate will plan his campaign accordingly. **MANAGERIAL SKILL AND GOOD JUDGMENT** are as important as luck in playing the game.

It is not necessary to win the electoral votes of all the States. Cards should be studied and a campaign planned so as to secure 266 votes as quickly as possible. Opponents should be watched carefully and not per-

mitted to get too far ahead. A player should try to place himself second in those States in which the weaker candidates are leading so that when they are eliminated he will receive the electoral votes of those States. A player's campaign should be managed just as if he were actually running for President of the United States.

POLITICS AT A GLANCE

OBJECT — To elect yourself President by securing a majority (266 or more) of the electoral votes shown in squares.

VERTICAL LINES marked on States are "county lines."

PLAYER winning most counties **WINS TOTAL VOTE** of that State.

PLAY in each State is on county lines from **WEST TO EAST**.

COUNTIES ARE CAPTURED: 1. by Dice; 2. by "Speech Cards."

NUMBERS IN SQUARES are the electoral votes.

NUMBERS BELOW COUNTY LINES indicate in which States play is to be made, depending upon throw of the colored die. (See winning counties by dice.)

SPEECH CARDS — Each player is dealt three speech cards at the start of the game.

VOTES ARE TABULATED after the board is closed (i.e., when there is one pin in every State) as soon as any player **throws doubles** on the **two white dice**.

Equipment

POLITICS equipment consists of a board with a map of the United States showing each State and its capital; a quantity of pins of six different colors; eighteen "Speech Cards"; three dice, one colored and two white; and Tally Sheets.

EXPLANATION OF MAP — The figure in a square in each State shows the number of electoral votes gained by capturing that State. The seven lines running from North to South in each State are known as **county lines**. (There are only four counties in Delaware, New Jersey, and Rhode Island because of lack of space.) The States are divided into 6 groups depending upon their electoral votes. The groups are numbered from 1 to 6 and colored accordingly for easy identification. The numbers are shown beneath the county line.

Preparation

Each player is provided with pins of one color. He is then dealt three Speech Cards. Any Speech Cards left over after the deal are not used during the game.

To Start the Game

Determine the first player by all throwing the two white dice, the player throwing the highest number beginning the game with a new throw. The play proceeds to the left.

Winning Counties By Dice

The number thrown on the **colored die** shows in which group of States play must be made. The number on this die corresponds to the number under the county lines. For example, a player throws a 6 on the **colored die**. He must then confine his play to those States which have the number 6 under the County lines. (All such States are colored green.)

The number thrown on the **two white dice** shows how many counties he wins in the group of States determined by the **colored die**. (As above.) ~~Example, a player throws a 6 on the colored die, and 3 and 1 on the white dice. He may take 4 counties in New York, or 2 counties each in Ohio and Illinois, or split his 4 any way he pleases in the number 6 (or green) States.~~

The same county may be captured by one or more players but the first player to capture it controls it until another player has captured a greater number of counties in that State or has captured the whole State by placing his pin in the State capital.

Pins

When a player captures his first county in a State he places a pin of his color in the **westernmost county line** of that State. He moves his pin eastward one line at a time as he captures additional counties in that State. The first pin to be placed in any county line is placed in the **Northern** (or upper) **end of the line** and pins of the other players, when and if they capture the county, are placed to the south of the first pin in the order of priority. The player who has captured the most counties in a State controls that ~~State at all times, and if two or more players have captured the same~~ number of counties in any State, the player whose pin is at the **northern** (or upper) **end of the line** of the last county captured by the competing players controls that State through his priority.

If a player chooses to capture an additional county in a State after he has moved his pin to the last or easternmost county line in that State, he places his pin **in the State capital**. This signifies that he has **won that State outright** and prevents the other players from making any moves in that State **while his pin remains there**. (For removal of pins, see Eliminating Players.)

Winning Counties By Speech Cards

The speech cards give a player counties in various States (whether or not he had a pin in that State before). They should be played when a

player decides it is to his advantage. A player may play only **one** of his Speech Cards (as well as his dice count) on any one turn during the game when it is his turn to play until all three of his Speech Cards have been used. When playing a Speech Card, he must use all the counties on that card that can then be played. If some player has captured the State that a Speech Card calls for, the play of that Speech Card is lost.

Closing the Board

Whenever there is at least **one pin in every State**, the board is said to be "closed." This does not stop the play but simply prepares the way for a tabulation of votes. **Play continues until a player throws doubles on the two white dice.** The leading players will usually find it advisable to close the board as quickly as possible in order to prepare the way for the elimination of their competitors.

Tabulating the Votes

If any player throws doubles **on the two white dice** (for example, two fours) while the board is closed, the game is stopped before he makes his play with either dice or Speech Card and then the votes are counted. In counting the votes, the player who has captured the **most counties in a State** (that is, the player who has moved his pin furthest east) receives the entire electoral vote of that State, as shown by the figure in the square. If two or more players have captured the same number of county lines in a State, the player whose pin is at the **northern or upper end** of the last captured county in that State receives the entire electoral vote of that State. **The vote of a State is never divided among the players, but goes to the winner of that State, even though he has captured only one of its counties.**

Eliminating Players

If none of the players has won the game by securing a majority of the electoral votes (266 or more), all players are eliminated except the two players with the highest number of votes. All players eliminated when the votes are counted remove their pins from the board. The two remaining players proceed as before, **closing the board again** before the next tabulation of votes, if it has been opened by the removal of eliminated players' pins.

Winning the Game

The first player to obtain a majority of (266 or more) electoral votes wins the game.

Questions on the play of POLITICS will be answered gladly if a three-cent stamp is enclosed. Address PARKER BROTHERS, INC., Salem, Massachusetts.