

*Parker Brothers Election Game*

# POLITICS

TRADE-MARK FOR THE GAME EQUIPMENT

**Elect Yourself President**

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*Parker Brothers Inc.*



PARKER BROTHERS INC., SALEM, MASS./MADE IN U.S.A.

**For 2 to 6 players**

## **Introduction:**

This game is patterned closely after a national presidential election. During the game each player acts as a presidential candidate and tries to win the presidency.

## **Object:**

The object of the game is to win a majority (270) of the total electoral vote of the states (538) and in so doing elect yourself president. The number of electoral votes in each state is the number of representatives plus the number of senators from that state. (Figures are based on the 1960 census. Washington D.C. is included; as the 23rd amendment gave the district (3) electoral votes).

## **Equipment:**

Equipment consists of a board; a quantity of pins of six different colors; three dice, one colored and two white; and tally sheets.

**The Board:**

The playing board represents a map of the United States showing each state and its capital. 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. For the purpose of the game Washington D.C. has been given seven county lines, and there are only four counties shown in Delaware, New Jersey and Rhode Island due to lack of space on the board. 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 lines.

**Preparation:**

Open the board on any table. Each player is provided with pins of one color. All players roll the two white dice. The player throwing the highest number goes first. The play proceeds to the left.

**The Play:**

The first player rolls the colored die and the two white dice. The number thrown on the colored die shows in which group of states his 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 confine his play on that turn 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. For 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.

**Capturing Counties and States:**

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. 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).

### **Doubles:**

Whenever a player throws doubles on the two white dice he completes his play and then rolls the dice again and plays as usual. This does not apply when the board is closed. (See next section of rules).

### **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 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 farthest 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 (270 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.

### **Special Note:**

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. It is not necessary to win the electoral votes of all the states. Opponents should be watched carefully and not permitted 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.

### **Winning the Game:**

The first player to obtain a majority of (270 or more) electoral votes wins the game.

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*Questions on this game will be answered gladly if correct return postage is enclosed. Address is PARKER BROTHERS, INC., Salem Massachusetts*