

Political Satire



Card Game

Rules

Objective: Be the first presidential candidate to score 270 Electoral Votes to win the game.

Starting the game: Each Player randomly draws 1 Candidate Card (face up) and 4 Resource Cards (face down). Play starts with the oldest person playing and moves clockwise.

Playing the game: A Player takes a turn by flipping over an **Event Card** and has the first opportunity to play a **Resource Card**. Its value is added to the Candidate's Base Value. Opposing players may then play **Resource Cards** of their own increasing the difficulty of the event. All Players may then continue playing cards until they run out of relevant cards in hand. If the total is greater than the difficulty of the event, the player whose turn it is, wins all Votes listed on the card.

Rules

All cards played must be contextually relevant to the Event's situation. At the end of a player's turn, regardless if won or lost, that player draws back up to a total of 4 Cards in hand.

If a player fails to win an event, then the **Event Card** and all **Resource Cards** that were played on that Event are placed into the **Discard Piles**. Both Decks have their own discard pile. If either deck runs out of cards, reshuffle the discard piles. Players should keep the Event Cards won so that their total **Votes** can be tracked.

Have Fun!