

ELECTION X

In a real election, each political party “goes to the country”.

The country being the electorate. Millions of voters with different backgrounds, jobs, and attitudes.

In electoral terms these voters can be divided into groups: industrial workers, housewives, professional people, students, and so on.

This game is based on these different electoral groups. You move around the country fighting for the votes of electoral groups favourable to you and campaigning against the other parties.

If that sounds a lot like the real thing, it's because this game is a lot like the real thing.

In strategic terms, in fact, it is only that our game has up to six parties of equal strength competing that it differs greatly from any real electoral battle.

And, like a real election, you will have to be a cunning and clever strategist to win.

How the game works.

3 to 6 players, each representing a political party, compete to woo an electorate of 40 million people for a majority of the 635 seats in Parliament. The actual potential maximum poll in the game is, in fact, 35 million. (As in real life, the total electorate doesn't turn out to vote in this game.)

To win the election, you have to win more seats than any other party.

At the start of the game, you have the same level of support as every other party. However, each party's support comes from different electoral groups in differing strengths.

(The Socialist party, for instance, can count on heavy support from the industrial workers, but none from small businessmen. Executives are very keen on the Conservatives, but not at all keen on Labour. And so on.)

Your party has, at the start, the support of 3.6 million voters, spread over certain electoral groups. These voters are represented by electoral tokens, each one worth 200,000 votes.

You have 18 electoral tokens at the start of the game, to place on the board where you can. You also have 5 hollow promise tokens, representing certain electoral groups, which although frustrating to other players when placed on the board, count for nothing when the votes are counted.

(The difference between a hollow promise token and a real token is that the latter will have an 'X' on its reverse side.)

Spread over six parties, the total vote represented by electoral tokens is 21.6 million. Of the remainder of the electorate, 8.4 million are floating voters, 5 million are potential absentee voters, and a further 5 million are genuine absentee voters. This makes a total electorate of 40 million.

(In the final count, 87.5% of the electorate is the potential total vote.)

You campaign to retain the support of the voters favourable to you simply by laying down tokens on the board. Other

players, however, will try to thwart this by playing campaign cards against you which can lose you support. These cards cover everything from slur campaigns to TV broadcasts.

You will also have to pick up floating voters during the course of the campaigning, and pick up potential absentee voters as you move up the Popularity Index.

The Popularity Index shows the state of each party's popularity. This Index, naturally enough, will rise and fall as the parties campaign against one another.

The actual election itself is not called until one of the parties reaches the highest limit on the Index. Players then compete to commit the floating voters to their parties.

As each area of the country is declared, the votes won are recorded.

The player with the most seats has won the game.

Reference section.

To make things easier when questions or queries arise during the game, we have sectioned the rules into paragraphs.

1. Setting the game up.
2. Where to start.
3. The different squares on the board and what they mean.
4. Playing the game.
5. A summary of what you can do during your turn.
6. The Popularity Index.
7. The election.
8. The components in the game.

Erratum.

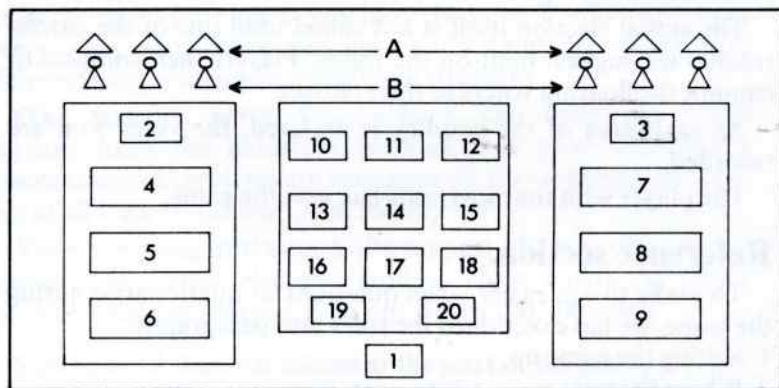
Please note that the section headed "24 markers for floating vote tokens" should read 16 markers.

1. Setting the game up.

The tray.

The tray has been designed to take all the various components of the game both during play and when the game is put away.

Before starting play, everything should be arranged following this diagram:



A. In these recesses are the indicators which chart parties' progress up and down the Popularity Index on the board.

B. In these recesses are the party leader pieces, one for each party.

Recess 1. This takes the pack of campaign cards, face down.

Recesses 2 & 3. These take the 25 absentee vote tokens. When the game is first opened 24 of these tokens are on a press-out sheet of card, and one token is on one sheet of floating vote tokens. Press the absentee vote tokens out, and place them, end on, in the recesses.

Recesses 4 to 9. Each recess is assigned to one of the 6 parties in the game.

Each recess takes the electoral group tokens in the colour of the party (which are on one of the 6 press-out sheets of card when you first open the game) and the floating vote identity markers (also found on one of 6 press-out sheets of card in the colours of the parties when you first open the game).

Recesses 10 to 20. These take the pale yellow floating vote tokens. There are 42 of these tokens. (When you first open the game, these are on 2 press-out sheets of card.)

Recesses 10, 11, and 12 are the homes of the Industrial Workers.

Recess 13 is the home of the Students.

Recess 14 is the Retired People's home.

Recess 15 is for the Professional People.

Recess 16 is for the White Collar Workers.

Recess 17 is for Executives.

Recess 18 take Small Businessmen.

Recess 19 and 20 take Housewives.

What each player is given.

5 campaign cards.

The pack is shuffled and each player is dealt 5 cards. The rest, face down, lie in the space provided in the tray.

1 party leader.

Each player chooses a party and takes a party leader piece in the colour appropriate to the party: Labour (Pink), Socialists (Red), Liberals (Yellow), Independents (Green), Conservatives (Blue), and Nationalists (Brown).

23 electoral group tokens.

You now take the electoral tokens, in the colour appropriate to your party, that represent the electoral support your party is potentially capable of getting (excluding floating votes you may pick up). Each token represents 200,000 votes. You take 18 genuine tokens and 5 hollow promise tokens, 23 tokens in all.

24 markers for floating vote tokens.

There are 6 sets of these markers, one for each party. They are used to identify to which party floating votes belong.

They only come in to play when the election is declared and you are laying down floating vote tokens.

What is placed on the board.

Absentee vote tokens.

The absentee vote tokens are taken from the tray and placed in their positions in their areas on the map.

Popularity Index markers.

Each party's progress is charted up and down the Index with a white pointed marker. These markers are taken from the tray and put at the bottom of the Popularity Index.

The Index is divided into 6 colours, one for each of the parties.

2. Where to start.

You may start in any area you wish. All the players may start in the same area if they like.

The leader of your party is placed in the area of your choice.

Play proceeds in a clockwise direction from the player who goes first.

One way to decide who goes first, and there is no great advantage in being first off, is to deal out the campaign cards. The player who is first dealt a "votes remain firm in an area" card, can kick off.

3. The different squares on the board and what they mean.

The board is divided into ten areas.

Each area is divided into these squares: electoral group squares (light mauve), electoral group squares (pale yellow), one campaign square, one absentee vote square (with the exception of Wales), and one floating vote square.

Electoral group squares.

These come in two colours: light mauve and pale yellow.

The light mauve squares are used only during the campaigning stage of the game to take electoral tokens, the pale yellow squares are used to take floating vote tokens and come into play only when the highest limit of the Popularity Index has been reached by one party and the election declared.

Each electoral group square represents 200,000 voters of one of the 10 electoral groups.

The campaign square in each area.

When you move to this square in any area, you are signalling your intention to lay down or pick up campaign cards. (The various options open to you are in paragraph 6.)

The floating vote square in each area.

When you move to this square you take any floating vote token (or tokens) from the floating vote token space in the tray.

The absentee vote square in each area.

Every area but Wales has an absentee vote square.

Into this square are piled the absentee vote tokens for that area. These tokens are only obtainable during the campaigning stage of the game as players move up the Popularity Index.

4. Playing the game.

The electoral tokens.

Each player has the same number of electoral tokens, spread over different electoral groups in differing amounts.

These tokens represent the potential support that each party can count on, apart from floating votes the parties may pick up. However, in order to count on this support when the votes are counted, you must campaign to retain it.

Votes are campaigned for simply by laying down the appropriate tokens on the appropriate squares. Up to 2 tokens may be put down during your turn.

You may campaign in up to two areas during your turn: the area your party leader piece is currently in and one other

adjacent area; or you can move your party leader to a new area, campaign in this area, and then campaign in 1 further area only.

You can only move from area to area via the connecting roadways.

You do not have to cover the country. You can plan your strategy how you like; be it a national one, or one biased in favour of certain areas of the country where electoral groups favourable to you are heavily represented.

Players place down their tokens, their respective popularities moving up the Index 1 space for every token laid. (And down 1 space whenever a token is taken off the board as the result of another party campaigning.) When one party has reached the highest limit of the Index the election is called.

NOTE: Electoral tokens are laid only on the light mauve squares at this stage of the game.

Laying down hollow promise tokens.

The hollow promise tokens in your possession (the tokens with blank reverse sides) may be played at any time **instead** of a legitimate electoral group token (which has an 'X' on the back). This manoeuvre counts for nothing when the votes are counted, but it does prevent another party from claiming the votes on that particular square, unless the token is removed by a campaign card being played.

You will not know that a particular player has made a hollow promise to a certain electoral group in this way, as the tokens look the same on the board.

Picking up floating votes.

You may, if you wish, lay down only 1 electoral token in an area, and then pick up a floating vote by putting your party leader on a floating vote square. Or you may wish to pick up 2 floating vote tokens and lay down **no** electoral group tokens.

Floating votes are taken from any electoral group you wish from the spaces in the tray.

Absentee votes.

These votes are only obtainable as parties move up the Popularity Index. There are 25 absentee vote tokens spread over all the areas but Wales.

You keep any of these tokens you may pick up until any area for which you hold tokens is declared in the election. You then add the absentee votes to the votes you have polled. Each token is worth 200,000 votes.

Playing your campaign cards.

There are 4 kinds of campaign card:

1. A card referring to the voters in 1 particular area standing firm for 1 round of players' turns. A player playing such a card, by placing it in the area concerned, prevents all other players campaigning in the area until play returns to that player (at which time, the card is returned to the bottom of the campaign card pile).
2. A card referring to 200,000 voters (1 token) of 1 particular electoral group moving from their present party.
3. A card referring to 200,000 voters (1 token) of no specified electoral group moving from their present party.
4. A card referring to 400,000 voters (2 tokens) of no specified electoral group moving from their present party.

You play a campaign card simply by calling out the name of the party against which you are playing the campaign card and then laying down the card. The instructions on the card are obeyed. The party playing the card chooses which token(s) to remove.

Tokens removed are returned to the party who originally laid them. They do not go to the party playing the card.

You may elect to play 2 campaign cards against 1 or 2 parties. If you play 2 cards, you may only lay down 1 electoral token.

In the case of card 4 above, which refers to 2 tokens being removed from the board, you may play it against 2 different parties if you wish.

A party which loses appeal, by having a campaign card played against it and a token removed, is also taken down a space on the Popularity Index, 1 space for each token removed.

Having played a campaign card, it is returned to the bottom of the pile.

Picking up campaign cards.

You may collect fresh campaign cards by taking them from the pack. You may take up to 2 cards during your turn.

However, for each card you take you cannot lay down an electoral token during your turn.

If you take 2 cards you may not lay **any** electoral tokens. Remember, however, you can always play 1 campaign card against any party, whatever else you may do.

5. A summary of what you can do during your turn.

It is useful to remember that during your turn you can always take **two** courses of action and, if you wish, play 1 campaign card.

But there are, of course, a number of alternatives open to you for your two courses of action:

1. You may lay down 2 electoral tokens, true or false, in up to 2 adjacent areas, as explained at the beginning of section 4.
2. You may, however, choose to lay down only 1 electoral token (again, either true or false) and then do **one** of the following:
 - either pick up a floating vote token of your choice;
 - or pick up a campaign card;
 - or play a **second** campaign card.
3. You may choose to lay down no electoral tokens and then pursue one of the following:
 - either pick up 2 floating vote tokens of your choice;
 - or pick up 1 floating vote token of your choice **and pick up** a second campaign card;
 - or pick up 1 floating vote token of your choice **and play** a

second campaign card;

or pick up 2 campaign cards;

or pick up 1 campaign card, and play a second campaign card.

Remember: whatever else you may do, you may always play 1 campaign card.

6. The Popularity Index.

For every electoral token (whether a true one or not) you lay down on the board your popularity on the Index rises 1 space. When campaign cards are played against you and you are forced to take back electoral tokens, your position on the Index falls accordingly.

Note that as your party rises on the Index, absentee and floating votes accrue to you on the way, and opportunities arise to lay down further electoral tokens.

Campaigning stops when 1 player reaches the highest point on the Index. The election is then declared at this point, and no more electoral tokens may be laid on the light mauve squares on the board, even though most players will still have electoral tokens in their possession.

NOTE: If your popularity has fallen and, in laying down electoral tokens later you pass a space on the Index you passed previously, any bonus offer in that space still applies to you.

7. The election.

The campaign cards play no further part in the game when the election is called.

Laying down the floating vote tokens.

When the election is declared, a final effort is made by the parties to commit the floating vote.

This is done by parties laying in turn the floating vote tokens they picked up, during the campaigning period of the game, on the appropriate pale yellow squares **anywhere** on the board they

like. You may lay down up to 2 tokens during your turn in up to any 2 areas. These areas need not be connected by roads.

However, you may, if you wish, lay no tokens and instead pick up 2 floating vote tokens if there are any left. Or you can lay down 1 token and also pick 1 up.

As you lay down a floating vote token, you place on top of it a marker in the colour of your party. This denotes that you claim the votes that token represents.

It is at this stage of the game that those parties who have concentrated on picking up the floating vote during the campaigning period, can sway areas by the weight of their now committed ex-floating voters.

How votes are translated into seats.

As an area is completed and no more floating vote spaces are left, that area is declared, the votes are counted, and using the votes-into-seats chart, each party contesting that area is awarded its seats.

(Note that the greater number of parties picking up votes in an area, the fewer seats each party will win. Parties who have campaigned on this fact, and have split the vote in many areas over many parties, will often affect a winning manoeuvre by so doing.)

When an area is declared, the amount of seats you win depends on the amount of votes you have attracted in the area **and** the amount of players contesting the area. (Hollow promise tokens count for nothing, of course.) Remember to add any absentee vote tokens in your possession to your tally for an area.

The amount of votes you have attracted will determine your position from a possible first to a possible sixth. This is cross-checked with the number of players in the game.

For example, four players contest Wales. The player who attracts the most votes wins 19 seats, the player with the second most votes wins 10 seats, third wins 5 seats, and fourth wins 2 seats.

(In the event of a tie for a position, the seats for the position tied for are added to seats of the next position behind and divided by 2. Each player takes an equal share. Any odd seat left over as a result of this is given to whichever of the 2 players currently has the least number of seats. In the case of such players being equal at this point, the seat is not awarded.)

SCOTLAND							N. IRELAND						
	No. of players contesting							No. of players contesting					
	1	2	3	4	5	6		1	2	3	4	5	6
First	69	46	39	37	36	35	First	12	8	7	6	6	6
Second		23	20	18	18	18	Second		4	3	3	3	3
Third			10	9	9	9	Third			2	2	2	2
Fourth				5	4	4	Fourth				1	1	1
Fifth					2	2	Fifth					-	-
Sixth						1	Sixth						-
NORTH WEST							NORTH EAST						
	No. of players contesting							No. of players contesting					
	1	2	3	4	5	6		1	2	3	4	5	6
First	81	54	46	43	42	41	First	81	54	46	43	42	41
Second		27	23	22	21	21	Second		27	23	22	21	21
Third			12	11	10	10	Third			12	11	10	10
Fourth				5	5	5	Fourth				5	5	5
Fifth					3	3	Fifth					3	3
Sixth						1	Sixth						1
MIDLANDS							WALES						
	No. of players contesting							No. of players contesting					
	1	2	3	4	5	6		1	2	3	4	5	6
First	114	76	65	61	59	58	First	36	24	21	19	19	18
Second		38	33	30	29	29	Second		12	10	10	9	9
Third			16	15	15	14	Third			5	5	5	5
Fourth				8	7	7	Fourth				2	2	2
Fifth					4	4	Fifth					1	1
Sixth						2	Sixth						1

GREATER LONDON AREA							ANGLIA						
	No. of players contesting							No. of players contesting					
	1	2	3	4	5	6		1	2	3	4	5	6
First	92	61	53	49	47	47	First	34	23	19	18	18	17
Second		31	26	25	24	23	Second		11	10	9	9	9
Third			13	12	12	12	Third			5	5	4	4
Fourth				6	6	6	Fourth				2	2	2
Fifth					3	3	Fifth					1	1
Sixth						1	Sixth						1

WEST COUNTRY							SOUTH						
	No. of players contesting							No. of players contesting					
	1	2	3	4	5	6		1	2	3	4	5	6
First	57	38	33	30	29	29	First	59	39	34	31	30	30
Second		19	16	15	15	14	Second		20	17	16	15	15
Third			8	8	7	7	Third			8	8	8	7
Fourth				4	4	4	Fourth				4	4	4
Fifth					2	2	Fifth					2	2
Sixth						1	Sixth						1

The election poll.

The seats won by each party are noted down.

One area having been declared, another area is completed and declared. In this way, the result of the election is often never clear until the last area is declared (like a real election).

8. The components of the game.

- 1 rule book.
- 1 board.
- 49 campaign cards.
- 6 Popularity Index markers.
- 6 party leader pieces in six colours.
- 6 sets of markers (in party colours) for placing on top of floating vote tokens during the election.
- 205 tokens.
 - 1) **Electoral tokens.**
Each one is worth 200,000 votes and represents one particular electoral group. There are 108 of these in six different colours.
 - 2) **Hollow promise tokens.**
There are 30 of these, 5 for each of the parties.
 - 3) **Floating vote tokens.**
There are 42 of these.
 - 4) **Absentee vote tokens.**
There are 25 of these.

This game was invented and designed by Drakes Jarvis Walsh & Gluck Limited.

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