

ACKNOWLEDGEMENTS

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HAIL TO THE CHIEF®

**Learn U.S. history, geography, and government
in a presidential election game**

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in order to Provide a more Perfect Game,
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simply have Fun, do ordain and establish this
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Hail to the Chief.*



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HAILE TO THE CHIEF

PLAYERS: 2 to 4, ages 10 and up

GAME MATERIALS

Game Board • 4 Playing Pieces • President Cards • State Cards
• Campaign Event Cards • Score Pad • 2 Dice • Rule Booklet

OBJECT OF THE GAME

In **Part 1:** The Convention, players move around the outside track of presidential photos and earn Delegate Votes by answering questions about the presidents and the presidency.

As soon as they have acquired sufficient votes, they begin **Part 2:** The Campaign Trail, which takes place in the center of the Game Board. There, players land on state capitals and answer questions about U.S. history and geography to earn Electoral Votes. The first candidate to earn sufficient Electoral Votes and land on the Presidential Seal near the Capital is the winner.

LEVELS OF PLAY

The four questions on each card are listed in order of difficulty from the bottom: easy child, hard child, easy adult, and hard adult. Each player chooses a level according to his or her ability.

SETTING UP THE GAME

1. Players shall place their Playing Pieces on the Capitol Space in the Corner of the Game Board.
2. The First Turn shall be determined by a Roll of Dice, with the Player making the highest Roll to proceed first. Play shall then continue to the player's left.

The Rules contained herein have been Ratified by an Act of Creativity on the Part of Aristophanes, Ltd., LLC of Michigan in the Year of our Lord, Two Thousand and Three.

PART 1: THE CONVENTION

Players earn sufficient Delegate Votes to be The Party Candidate.

ARTICLE 1: REQUIRED DELEGATE VOTES

- 2 Players — 100 Votes
3 Players — 80 Votes
4 Players — 60 Votes

ARTICLE 2: TAKING A TURN

Players shall roll the Dice and move in a counter-clockwise manner around the edge of the Board. When in the course of human events a Player lands on a President, that Player shall respond to a President Card drawn by the Player on His or Her Left.

ARTICLE 3: BONUS MOVES

Any Player drawing a Bonus Move Card shall move to the Space indicated, earn 10 Votes, and take another Turn. A Player may draw no more than 2 Bonus Moves during one Play Sequence. If a third Bonus Move is drawn, the Player's Turn shall end.

Bonus Moves duly increase the speed at which Young Players move about the Board and win Votes. Such Cards may be removed for those Players desiring a more difficult Challenge.

ARTICLE 4: ANSWERING QUESTIONS

President Cards: Players who correctly answer a question on their chosen level of difficulty shall earn 10 Delegate Votes. The turn shall then pass to the next Player.

Bonus Question Cards: These questions refer to the President whose Picture appears on the Space occupied by a Player. Answers shall be found on the Bonus Answer List in the center of the Instruction Booklet.

ARTICLE 5: THE CORNER SQUARES

Players landing on the Capitol, Washington Monument, Jefferson Memorial, and Lincoln Memorial shall win 10 Delegate Votes.

ARTICLE 6: CAMPAIGN CARDS

A Player landing on a Select-a-Campaign-Card Space shall draw a Campaign Card and shall then follow the Instructions on the Card. Fly-Free-Between-Two-Capitals Cards shall be saved for Part II: The Campaign Trail.

ARTICLE 7: WINNING SUFFICIENT VOTES

When a Player receives the required Number of Delegate Votes (Article 1), that Player shall become a CANDIDATE and may move in either direction toward any Corner Square. From a Corner Square, the Candidate may enter the center of the Board and begin Part II: The Campaign Trail. It is not deemed necessary to land on the Corner Square by an exact Roll. A Player may use the Square as one move on the way into the Campaign Trail.

Candidates on the Campaign Trail answer questions on the State Cards in lieu of the President Cards. They must still respond to the directives of Campaign Event Cards.

PART II: THE CAMPAIGN TRAIL

Players vie to win the required Number of States and Electoral Votes, reach the Presidential Seal near Washington, D.C. first, and be declared President of these United States.

Article 1: Required States and Electoral Votes

2 Players	—	10 States	—	100 Votes
3 Players	—	8 States	—	80 Votes
4 Players	—	6 States	—	60 Votes

ARTICLE 2: LANDING ON STATE CAPITALS

To win a State's Electoral Votes, a Player shall be required to land on the State Capital on an exact Roll of the Die. (It shall be left to the Player's Discretion whether to use the numbers rolled on either of the Dice or the sum of both Dice in the Campaign Trail portion of the Game.)

ARTICLE 3: ANSWERING QUESTIONS

When a Player has landed on a State Capital, that Player shall answer a Question on the chosen level of difficulty from the State Card Deck. Said Card is to be drawn and read by the Player on the immediate Left. The Questions are arranged in order of Difficulty, from Top to Bottom.

ARTICLE 4: EARNING VOTES

When a Player has answered a State Question correctly, that Player shall record the State's Electoral Votes on a Score Sheet. No other Player may win that State for the duration of the Game.

ARTICLE 5: INCORRECT ANSWERS

If a Player shall answer a State Card Question incorrectly, the Player must vacate that Space on the next Turn. The Player may return to that State for another Try on a Future Turn, however, providing No One Else has gained that State in the Interim.

ARTICLE 6: FLY FREE BETWEEN CAPITALS

A Fly-Free-Between-Two-Capitals Card shall be used only once and returned to the Campaign Card Pile thereafter. For example, a player who lands on Albany, New York, with the roll of the dice, can jump to Sacramento, California by using the card to end his move.

ARTICLE 7: WINNING THE GAME

Once a Player has the required Number of States and Electoral Votes (Article 1), that Player must then reach the Presidential Seal near Washington, D.C. on an exact Roll. The first Candidate to do so shall be declared the Winner of the Game and the next President of the United States. Other candidates may continue to vie for Vice President, if desired.

BONUS QUESTION ANSWER LIST

		OCCUPATION	U.S. SENATOR / CONGRESSMAN	VICE PRESIDENT	WAR PRESIDENT	GOVERNOR	ARMY GENERAL	CURRENCY	POLITICAL PARTY
1.	George Washington	planter				X		\$1. quarter	none
2.	John Adams	lawyer	X						Federalist
3.	Thomas Jefferson	lawyer		X		X		\$2. nickel	Democrat Republican
4.	James Madison	lawyer	X		War of 1812			\$5000	Democrat Republican
5.	James Monroe	lawyer	X			X			Democrat Republican
6.	John Q. Adams	lawyer	X						National Republican
7.	Andrew Jackson	lawyer	X			X	X	\$20	Democrat
8.	Martin Van Buren	lawyer	X	X		X			Democrat
9.	William H. Harrison	lawyer	X			X	X		Whig
10.	John Tyler	lawyer	X	X		X			Whig
11.	James K. Polk	lawyer	X		Mexican War	X			Democrat
12.	Zachary Taylor	soldier					X		Whig
13.	Millard Fillmore	lawyer	X	X					Whig
14.	Franklin Pierce	lawyer	X						Democrat
15.	James Buchanan	lawyer	X						Democrat
16.	Abraham Lincoln	lawyer	X		Civil War			\$5. penny	Republican
17.	Andrew Johnson	tailor	X	X		X			Democrat
18.	Ulysses S. Grant	soldier				X		\$50	Republican
19.	Rutherford B. Hayes	lawyer	X			X	X		Republican
20.	James A. Garfield	teacher	X			X			Republican
21.	Chester A. Arthur	lawyer		X					Republican
22.	S. Grover Cleveland	lawyer				X		\$1000	Democrat
23.	Benjamin Harrison	lawyer					X		Republican
24.	S. Grover Cleveland	lawyer				X		\$1000	Democrat
25.	William McKinley	lawyer	X		Spanish War	X		\$500	Republican
26.	Theodore Roosevelt	lawyer		X		X			Republican
27.	William H. Taft	lawyer				X			Republican
28.	T. Woodrow Wilson	teacher			World War I	X		\$100,000	Democrat
29.	Warren G. Harding	journalist	X			X			Republican
30.	J. Calvin Coolidge	lawyer		X		X			Republican
31.	Herbert C. Hoover	engineer							Republican
32.	Franklin D. Roosevelt	lawyer			World War II	X		dime	Democrat
33.	Harry S. Truman	public official	X	X	WWII/Korea				Democrat
34.	Dwight D. Eisenhower	soldier			Korea	X		silver dollar	Republican
35.	John F. Kennedy	author	X		Vietnam War			half dollar	Democrat
36.	Lyndon B. Johnson	public official	X	X	Vietnam War				Democrat
37.	Richard M. Nixon	lawyer	X	X	Vietnam War				Republican
38.	Gerald R. Ford	lawyer	X	X					Republican
39.	James E. Carter	farmer				X			Democrat
40.	Ronald Reagan	actor				X			Republican
41.	George H. W. Bush	public official	X	X	Persian Gulf War				Republican
42.	William J. Clinton	public official				X			Democrat
43.	George W. Bush	public official			Iraq War	X			Republican