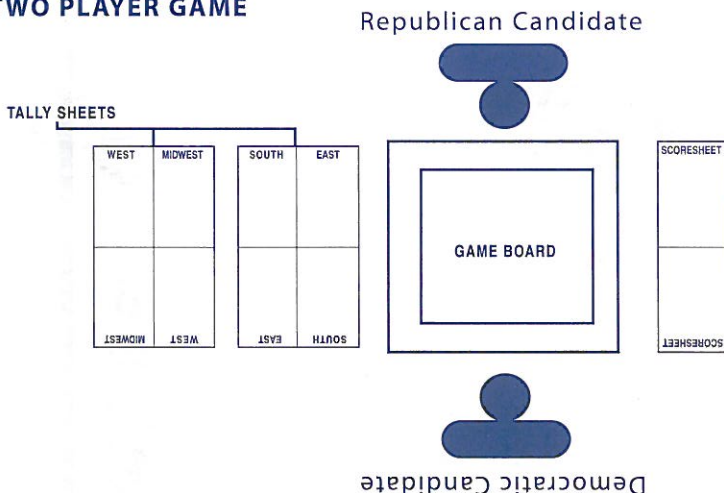


Race for the White House

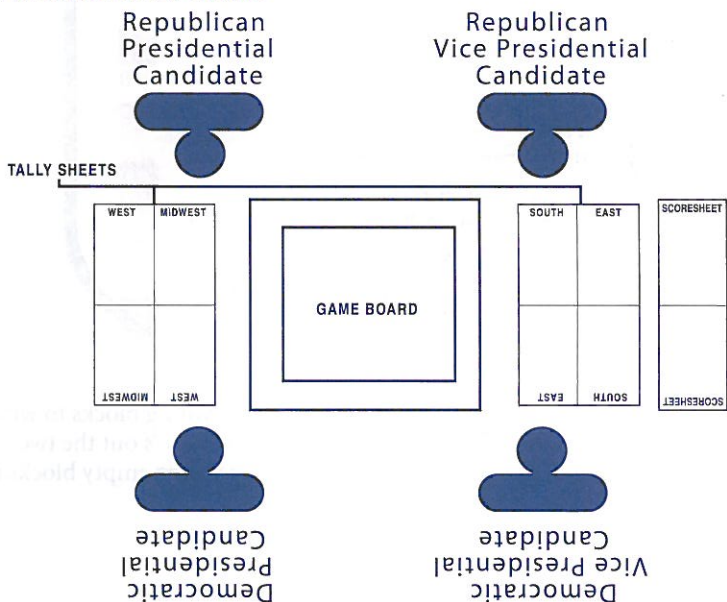
INSTRUCTIONS

Game set up:

TWO PLAYER GAME



FOUR PLAYER GAME



Placing Votes on the Tally Sheets

Facing each other, and placing votes from left to right, each candidate tries to place a combination of UNION, LIBERAL, CONSERVATIVE, MINORITY, and FARM votes that total the necessary number of voting blocks to win each state.

Example of a typical tally sheet (Republican placing votes with Red pencil, Democrat with Blue) during a game in progress:

Democrats		Republicans	
SOUTH			
Texas			
34	UN	XX	XX
LIB	XX	XX	XX
CON	XX	XX	XX
MIN	XX	XX	XX
FARM	XX	XX	XX
34	UN	XX	XX
LIB	XX	XX	XX
CON	XX	XX	XX
MIN	XX	XX	XX
FARM	XX	XX	XX
27	UN	XX	XX
LIB	XX	XX	XX
CON	XX	XX	XX
MIN	XX	XX	XX
FARM	XX	XX	XX
27	UN	XX	XX
LIB	XX	XX	XX
CON	XX	XX	XX
MIN	XX	XX	XX
FARM	XX	XX	XX
13	UN	XX	XX
LIB	XX	XX	XX
CON	XX	XX	XX
MIN	XX	XX	XX
FARM	XX	XX	XX
13	UN	XX	XX
LIB	XX	XX	XX
CON	XX	XX	XX
MIN	XX	XX	XX
FARM	XX	XX	XX
10	UN	XX	XX
LIB	XX	XX	XX
CON	XX	XX	XX
MIN	XX	XX	XX
FARM	XX	XX	XX

In the example above, the Republican has won the necessary 13 voting blocks to win North Carolina. Once a state is won, the candidate declares it won, X's out the two **voting blocks to win boxes**, and crosses through all remaining voting empty blocks in that state.

Winning a state earns that candidate all that state's electoral votes.

After a state is won:

—no more votes are placed in that the state

—the winning candidate records that state and its electoral votes on his side of the scoresheet (see scoresheet example on inside back cover of this booklet)

RACE FOR THE WHITE HOUSE

The Object of RACE FOR THE WHITE HOUSE

Acquire Votes as you move around the board, and enter those votes into the Voting Blocks on the Tally Sheets. The first political party to tally a majority of votes in a State wins all the Electoral Votes for that State. Once you win enough states to get 270 Electoral Votes, you win!

Before Getting Started:

Argue about who will be the Democrat and the Republican Candidates (this is Politics after all), or simply roll the dice to decide. The Democratic Presidential Candidate uses the large blue pawn and blue pencil; the Republican uses the large red pawn and the red pencil. (**Note: In the four player game**, choose a Republican and Democrat team. Team members can argue, or roll the dice, to decide who gets to be the Presidential and who gets to be the Vice Presidential Candidate. The two Veeps each get the smaller pawn in their party color and their own colored pencils.)

Set Up Game Board, Tally Sheets and Score Sheet as shown on the front cover page of these instructions. (**Note: In the four player game**, Presidential Candidates sit opposite each other and can only place votes on one of the two tally sheets; Vice-Presidential Candidates sit opposite each other and can only place votes on the other tally sheet.)

Place All Pawns on the Home State/Start space.

Each Candidate Picks a "Home State."

No two candidates can share the same Home State. Democratic Candidate chooses first, Republican second. (**Note: In the four player game**, Presidential Candidates can only choose a home state from one of the two regions on the tally sheet they will be placing votes on. Vice-Presidential candidates choose a home state from one of the two regions they will be placing votes on.)

Immediately place 2 votes in your Home State (and again whenever you land on the "HOME STATE" space later in the game). You may place both votes in one voter category or split the two votes putting an X in one voter category and the second X in another voter category.

Republican Presidential Candidate gets first turn (because Democrat got first choice of Home State) **and rolls both dice**, moving his pawn clockwise around the board. Play continues with each player taking turns clockwise around the table.

Pre-Marked Blue and Red "Xs". Fifteen States and the District of Columbia worth 214 Electoral votes are considered Democrat-leaning and have a pre-marked blue Democrat **LIBERAL** voting block. Twenty-four states worth 206 Electoral Votes are considered Republican-leaning and have a pre-marked red Republican **CONSERVATIVE** voting block. Eleven States worth 118 Electoral votes are considered "swing states" and have neither a pre-marked Democratic voting block nor a pre-marked Republican voting block.

Placing Votes: The various spaces give the candidates the opportunity to place votes in various states, regions and voter categories. There are five voter categories: **UNION, LIBERALS, CONSERVATIVES, MINORITIES, and FARM.** The candidate always places votes in the furthest left empty voting block of the voter category.

If no empty voting blocks are left in a voter category, no more votes may be placed there.

Placing Votes "Anywhere": Some spaces on the gameboard and some cards allow a candidate to place votes *Anywhere*, without restriction on state, region, or voter category. In that case, the candidate may spread that total number of votes over any number of states or voter categories.

What to do when instructed to ADD votes: The **ISSUES** cards allow the candidate who draws the card to place additional votes in a voter category but only in states where he has more votes in that voter category than his opponent.

For example: If Instructed to **ADD 2 UNION** the candidate can place 2 **UNION** votes in any state, but only in those states where he currently has more **UNION** votes than his opponent. That means that he might not be able to place a single vote anywhere—if he were not ahead in **UNION** votes in any state. Or, he might find himself able to place a large number of votes if he were ahead in **UNION** votes in a large number of states. In that case he would be able to **ADD** two votes in every single state he had more UNION votes than his opponent. **Note:** As always in the game, if no empty voting blocks are left to place votes in, no additional votes may be placed in that state.

Restrictions on Where to Place or ADD Votes in the Four Player

Game: In the four player game the Presidential Candidate is responsible for one Tally Sheet and the Vice-Presidential Candidate is Responsible for the other Tally Sheet. Each Candidate **MAY ONLY PLACE VOTES IN THE TWO REGIONS ON THE TALLY SHEET WHICH THAT CANDIDATE IS RESPONSIBLE FOR.** Therefore, when a candidate lands on any space or draws any card that directs him to Place or ADD any of the votes in any state or region not on that candidate's tally sheet, nothing happens in those states--those votes **ARE NOT PLACED.**

When Instructed to Pay Money: Record the amount spent on the "Campaign Funds Spent" section of the Score Sheet. (See sample Score Sheet on inside back cover.)

If You Run Out of Money: If you have no money left to spend and you draw a card requiring you to deduct money from your Campaign Funds, as a penalty your opponent will be allowed to Place 5 Votes *Anywhere*. Money should be spent carefully, because there is no way to raise additional funds in RACE FOR THE WHITE HOUSE. The \$60,000,000 you have to spend at the start of the game is all you have available during the entire game. Furthermore, if you have no money left you cannot enter the "CAMPAIGN for CONSERVATIVES" or "CAMPAIGN for LIBERALS" spaces and you cannot buy votes when landing on the "TV" space.

Winning States: As soon as you win a majority of Voting Blocks in a state you must "declare" that you won the state, "X" out the both the state's red and blue "Voting Blocks to Win" Squares on the talley sheet, and cross through any remaining empty voting blocks with a horizontal line in you party's color (see North Carolina example on inside front cover of this booklet).

Recording Electoral Votes on Score Sheet: After winning a state, immediately record the Electoral Votes on the Score Sheet (see sample Score Sheet on inside back cover of this booklet).

Penalty for not Declaring a State Won: If you win a state and don't "Declare" it won before your next turn, your opponent gets to Place 5 Votes *Anywhere* for every state you failed to declare before you began your next turn.

Decision Making and Responsibility in the Four Player Game

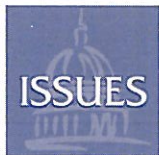
Final decisions on strategy are decided by the Presidential Candidates. The Vice-Presidential Candidate is responsible for the maintaining the running total of Electoral Votes and Campaign Funds Spent on the Score Sheet.

Winning the Election:

When you have garnered 270 Electoral Votes, say "I WON!"

Have your opponent check the numbers, record the total Electoral Votes in all States, and be proud of how politically astute you are...until you play again.

Notes on Spaces on the Board



The candidate who draws the ISSUES card can only **ADD** votes so he needs to decide which of the two positions allows him to add the most votes. He must also weigh in the factor of how many and where his opponent can place votes depending on the position the candidate takes. Just as in real political contests, being forced to take a position on an issue can sometimes result in no benefit to the candidate that draws the card.

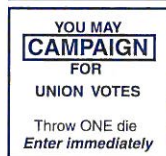
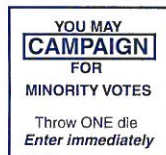
Because the opponent is not limited by the **ADD** qualification, the opponent can place that total number of votes in any state regardless of whether the candidate has more votes than his opponent.



There are four **CAMPAIGN** Spaces, giving you the opportunity to Place **CONSERVATIVE, LIBERAL, UNION, or MINORITY** votes. If you wish to enter these campaign areas you continue your turn by throwing one die and entering. As long as you are in the small campaign spaces you continue to roll one die. After exiting this area, you resume rolling two dice on your next turn.



To Enter the **CAMPAIGN** for **LIBERALS** or the **CAMPAIGN** for **CONSERVATIVES** you must mark off the dollar amount required to enter on the Campaign Funds Spent section of your Score Sheet. If you do not have the necessary funds, you may not enter these **CAMPAIGN** spaces. (*Note: In the four player game you may only place votes in the regions on the tally sheet you are responsible for. No votes are placed on the other tally sheet your running mate is responsible for.*)



You may immediately advance your pawn to the **CAMPAIGN** for **UNION, MINORITY, CONSERVATIVE, or LIBERAL** spaces.

Notes on Spaces on the Board



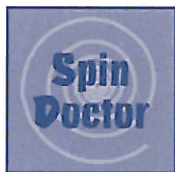
Provided there are empty voting blocks available, you may Place a total of up to 15 **FARM** votes anywhere, spreading them out over a number of states or concentrating the 15 in one or a few states. (*Note: In the four player game, you may only place the **FARM** votes in the two regions you are responsible for. No votes are placed on the other tally sheet your running mate is responsible for*)



You are not obligated to, but you may Debate, but ONLY if you are behind in the current Electoral Vote score. These votes may be placed anywhere, in any states or voter categories. The opponent rolls one die and places votes first. Then, the player who landed on the space rolls two dice and places votes. If the current score is tied or if you currently have more electoral votes than the opposing party, you may not debate and nothing happens on this space. (*Note: In the four player game, you are debating only your direct opponent responsible for the tally sheet you are responsible for. No votes are placed on the other tally sheet your running mates are responsible for.*)



Provided there are empty voting blocks available, you may Place one **CONSERVATIVE** vote in every South and Midwest state. (*Note: In the four player game, you may only place votes in the region on the tally sheet you are responsible for. No votes are placed on the other tally sheet your running mate is responsible for*)



Follow instructions on each SPIN DOCTOR card. (*Note: In the four player game, if you draw a card instructing you to place votes in a state or region not on the tally sheet you are responsible for, nothing happens. No votes are placed on the other tally sheet your running mate is responsible for.*)

Notes on Spaces on the Board



— Provided you have campaign funds available, you may "buy" votes by paying \$5,000,000 for every 5 votes you place. These votes may be placed *Anywhere*, any voting category, any state. (**Note: In the four player game,** you may only place votes in the states and regions on the tally sheet you are responsible for. No votes can be placed on the other tally sheet your running mate is responsible for.)



— This space reflects the impact that the significant Latino populations of Southern California, Arizona, New Mexico, Chicago, New York City, Texas, and South Florida have on U.S. Presidential Elections. (**Note: In the four player game,** you may only place votes in the states on the tally sheet you are responsible for. No votes can be placed in the states on the other tally sheet your running mate is responsible for.)



— (**Note: In the four player game,** you may only place 5 **LIBERAL** votes in California if that state is on the tally sheet you are responsible for. If California is not on the Tally Sheet you are responsible for nothing happens.)

Our picks for the Top 10 Strategy Tips from the Nation's Best Players

"... Whoever wins always seems to be the player who takes four of the seven biggest states (Cal, Tex, N.Y., Fla, Penn, Ill, Ohio). I constantly feed these seven states until I know that I will for certain win at least four. The rest seems to take care of itself. I win about 80% of the time—no matter if I'm the Republican or the Democrat..."

"... Thin early, thick late. Sprinkle votes everywhere at the start of the game. That will allow you to take advantage of the 'ADD' opportunities in the issue cards. Then, about halfway through the game, target states and concentrate on them by placing big vote quantities in just those..."

"... Don't spend campaign funds on TV early in the game. I save campaign funds until the end of the game hoping I'll land on the TV space—and I usually do. At the end of the game TV gives you the ability to target a few votes wherever they are needed to clinch the key states. Late TV wins elections..."

"... A Democrat that focuses on getting Conservative votes is unbeatable in this game! Take a good chunk out of the Republican base and the race is yours..."

"... The South is key. If the Republican holds most of it he wins. If he only holds some, he loses. Throughout the game I always keep one eye on the South..."

Strategy Tips, (continued)

"...Remember, the Electoral Votes in each state are 'winner-take-all.' Look for a state your opponent is very close to winning—then throw votes in and take it away from him. You win all the Electoral Votes—and all your opponent's efforts were wasted..."

"...When I play as a Republican I focus on getting a Union base. As Ronald Reagan proved in the 1980s, if you can get a good portion of the Union rank and file and combine it with a Conservative base you can't be beat..."

"...California is overrated. Let your opponent use up all his votes trying to win it. I focus on the states that have 10-17 electoral votes. Win most of those and California becomes irrelevant..."

"...I'm not sure which Party I'd rather be—Republican or Democrat. I tend to win in either situation. As a Republican my secret is to get a good piece of the Minority vote. Without it my Democratic opponent can't win. When I'm the Democrat I essentially cede the South to my opponent and focus on sweeping most of the Midwest—particularly each of the following: Illinois, Michigan, Ohio, Wisconsin, Missouri and Minnesota. Combining the upper Midwest with the natural strength Democrats have on both coasts is a winning formula..."

"...Don't try to win little states at the start of the game. It will put you ahead on the electoral vote score sheet. When you are ahead in Electoral Votes you can't take advantage of the two DEBATE spaces on the board. These are, arguably, the most powerful spaces on the board and often are most important factor in the final result..."

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Score Sheet Example

**Your name
and home state**

Your running mate's name and home state (4 player game only)

Campaign funds you've spent

States you've won

**First to accumulate
270 Electoral Votes
is the WINNER**

[illegible]



RACE FOR THE WHITE HOUSE

was created by Robert S. Baker.
The current edition is based on
Baker's latest analysis of current
United States demographics
and voting patterns.

To order additional games,
obtain game replacement parts,
or for any other information
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