

ELECTORAL BARRAGE

RULEBOOK



OVERVIEW

You assume the role of a candidate running for the office of President of the United States of America. The game is played in a series of rounds. The candidate with the most electoral college votes at the end of the game is the winner!

Starting with the First, each player takes a turn placing (**Placement Phase**) a single Staffer game piece on various points of interest around the game board. Play continues around the board (one player at a time) until all Staffers have been placed. Then starting again with the First player, take turns resolving (**Resolution Phase**) one of your Staffer pieces. Play continues around the board (one player a time) until all Staffers have been resolved and removed. This concludes a single **Round**. After a predetermined number of rounds, the game ends, and you count all your electoral votes. The player with the most electoral votes wins.

As with any election race, you must manage your election Staffer resources, navigate attack ads, hold town hall meetings, and use your background to sway public opinion.

May the best candidate win!

GAME CONTENTS

- ★ 8 Character Cards
- ★ 8 Helper Cards
- ★ 280 Circular Character Tokens - 35 For each color
- ★ 1 Game Die
- ★ 1 Half Dollar Coin
- ★ 72 Staffer (Meeple) pieces - 9 For each color

SETUP

- ★ Shuffle and deal all players a single **Character Card**.
In games with only 2-4 players, deal two character cards each. Pick your favorite and discard the other.



- ★ Based on your character's color, gather all matching Staffer game pieces and character tokens.



- ★ Each player starts with 4 **Staffers** each.



- ★ Each player places a character token on the Staffer circle (see next page) corresponding to the number of Staffers that they have.

- ★ Determine the number of rounds that the game will be played for. Here are some recommendations:
 - 2-4 players (9 rounds)
about 30-40 minutes
 - 5-8 players (5 rounds)
about 40-60 minutes



- ★ The last person to have voted in real life goes first. Otherwise, the highest roll goes first. The **Starting Player** places one of their character tokens on the Round 1 indicator circle.



Board layout

Place your
Staffers on any
Staffer Areas
(See Pages 6,7)



ABSENTEE BALLOT

END OF GAME: BREAK TIES



5+ PLACES
5+ PLACES



ATTACK ADS



REMOVE 1
OPPONENT
STAFFER



TOWN HALL MEETING

STATE ROLLS
+1 AFTER
+2 BEFORE



WASHINGTON
12



OREGON
7



NEVADA
6



CALIFORNIA
55



ARIZONA
11



NEW MEXICO
5



OKLAHOMA
7



TEXAS
38



ALASKA
3



HAWAII
4



KANSAS
6



NEBRASKA
5



SOUTH DAKOTA
3



NORTH DAKOTA
3



MINNESOTA
10



ELECTORAL BARRAGE

ELECTORAL BARRAGE
RULEBOOK

Nothing but
ocean here.
Check for Red
Herrings





Keep track of how many Staffers each player has (See Page 2)

STAFFERS
4 5 6 7 8 9

MASSACHUSETTS
11

NEW HAMPSHIRE
4

MAINE
4

VERMONT
3

NEW YORK
29

MICHIGAN
16

INDIANA
11

WISCONSIN
10

ILLINOIS
20

OHIO
18

PENNSYLVANIA
20

WEST VIRGINIA
13

VIRGINIA
5

CONNECTICUT
7

NEW JERSEY
14

WASHINGTON D.C.
3

MARYLAND
10

FLORIDA
29

KENTUCKY
8

MISSOURI
11

ARKANSAS
6

MISSISSIPPI
9

ALABAMA
9

LOUISIANA
8

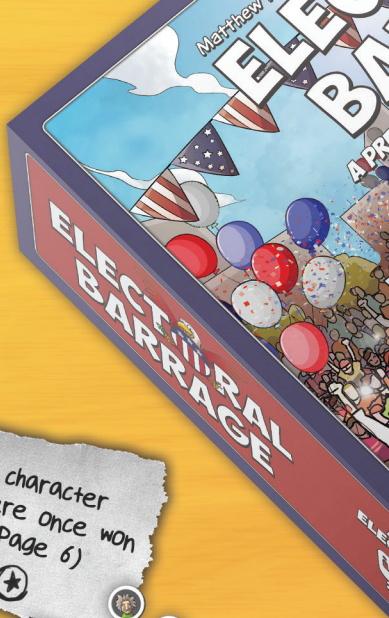
VOTER GUIDE

★ = [icon]
★ = [icon]
★ = [icon]

ROUND

1 2 3 4 5 6 7 8 9

Keep track of the current Round (See Page 8)



Place character tokens here once won (See Page 6)



PLACEMENT PHASE

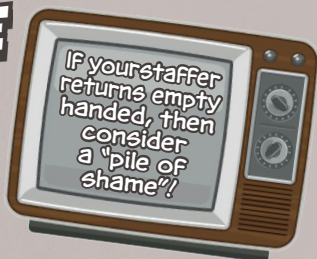
Starting with the first player place a single Staffer piece on any one of the unoccupied Staffer areas around the game board.

In a clockwise pattern, each player takes a turn placing a single Staffer. Continue alternating turns until all are placed. Once a given Staffer area is occupied, then another Staffer may not occupy the same area (until all are later Resolved and removed).

The Banker character can place two Staffers in the same turn, but he can do this only once per round. This does not grant any additional Staffers. For example, the Banker can place two Staffers in California during his first turn while everyone else can only place one.

RESOLUTION PHASE

Firstly, any player may redeem their Attack Ads token won from the previous round(s). See the Attack Ads section for more information.



Next, the round's Starting Player chooses one of their Staffers already placed on the game board and resolves it. To resolve, the player rolls the die to see if they benefitted from its placement (see below). Then the player removes the Staffer from the game board back to their Staffer pile. Play now alternates around the board clockwise with each player resolving one of their placed Staffers. Continue until all placed staffers are resolved and subsequently removed from the game board. You must choose which Staffer to resolve before rolling the die for it!

1 Star States (Red):

If you roll a 2-6, then you win that state! Place one of your character tokens in that state. If the state already has another player's character token in it then replace it with yours.



2 Star States (Blue):

If you roll a 4-6, then you win one of the two stars in that state. Place one of your character tokens in that state. If both stars are already occupied, then choose one to replace with yours.



3 Star States (White):

If you roll a 5-6, then you win one of the three stars in that state. Place one of your character tokens in that state. If all 3 stars are already occupied, then choose one to replace with yours.



Staffer +1 Recruitment:

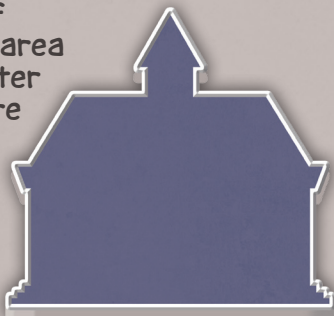
If you roll a 5-6, then you get another Staffer. Take a Staffer piece from your reserve pile. Record the increase by moving your character token in the upper right corner of the game board (See board layout). A player may only have up to 9 total Staffers in play.



**SHOUTING
"YEAH, BOY!"
IS OPTIONAL**

Town Hall Meeting:

If you roll a 4-6, then place one of your character tokens here. This area is a bank that can be redeemed later only for state rolls. Redeem before rolling to give +2 to the very next roll. Redeem after rolling to give +1 to the preceding roll. Multiple tokens can be redeemed during the same turn and for the same roll.



Attack Ads:

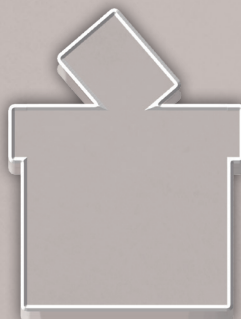
If you roll a 5-6, then place one of your character tokens here. This area is a bank that can be redeemed later just before the next Resolution Phase. For each token redeemed remove another player's Staffer already placed on the game board. This prevents the other player from resolving that particular Staffer for this round only. It does not reduce their number of Staffers.



Absentee Ballots:

If you roll a 5-6, then place one of your character tokens here. This is a bank that can only be redeemed at the end of the game. If you end the game in a tie, then redeem one of your tokens from here to break the tie and win

the state. Multiple players may redeem multiple absentee ballots for the same state. The player with the most character tokens (regular + absentee) wins the state. Redeem Absentee Ballot tokens only for states that you already occupy.



ROUNDS

A round concludes after all players have taken turns placing and then resolving their Staffers.

Each round begins with a new *starting player* (rotated clockwise). The starting player places one of their character tokens in the corresponding round tracking space on the game board.

MISCELLANEOUS

- ★ You can defend states in which you occupy all of the stars with your character tokens (like all 3 Stars in California). Place more of your Staffers there during the placement phase. Then during the resolution phase, resolve your Staffers like you normally would. Should you successfully resolve your Staffer, then you may remove an opponent's unresolved Staffer from that state. As a bonus, you roll +1 in defense!
- ★ Previously won character tokens on the board are not permanent and may be replaced by other player's winning rolls.
- ★ Rolling Odds: **33.3%** For a 5-6
50% For a 4-6
66.6% For a 3-6
83.3% For a 2-6
- ★ Total Electoral Votes Available: **538**
151 (3 Star States)
228 (2 Star States)
159 (1 Star States)
- ★ **TIP:** Flip your Character Card over after using their ability until the next round.
- ★ **TIP:** Keep reserve Staffer pieces laying down so as not to get mixed up with your active pile.





After all predetermined rounds are completed:

- ★ Firstly, resolve all Absentee Ballots (if any) to break ties for majority control. To resolve, follow the original order of the game rounds, starting with the first player. Each player with an Absentee Ballot token places it on a state in which they are involved in a tie. The War Hero character can redeem three free additional Absentee Ballot tokens (due to his ability), but they are only redeemable in 2 Star (Blue) States. Now evaluate how many tokens are in each state to determine the winner there.
- ★ If any ties (For majority control) still exist, a coin toss must determine the winner. In the case of a three-way tie, each player rolls the game die. The highest two rolls must now battle in a coin toss.
- ★ All players count their Electoral Votes in states that they have won majority control.
- ★ The player with the highest total Electoral Votes is President-Elect and the winner of the game!

CHARACTER ABILITIES



The Banker (Orange):

Once per round, you may place two of your Staffers during one of your placement turns instead of just one. This does not grant any additional Staffers.



The Nerd (Yellow):

Once per round, add +1 to a single state roll.



The Ivy Leaguer (Blue):

Once per round, if you roll a 1, then turn it into a 6 (gaining the benefit).



The Blue-Collar Worker (White):

He has exclusive access to the third Staffer recruitment space (should he choose to go there).



The Entrepreneur (Red):

Once per round, you may re-roll a single one of your state die rolls.



The Scientist (Black):

Once per round, if you win a 1 Star (Red) State, then you may immediately attempt to win (roll again) another adjacent and unoccupied 1 Star (Red) State.



The Movie Star (Purple):

You automatically win any 1 Star (Red) States that you attempt.



The War Hero (Green):

At the end of the game, you get 3 free additional absentee ballots redeemable for any 2 Star (Blue) states you tie.

Instructional video:



A game by
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Special Thanks
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