

# MEET THE CANDIDATES

## How to play

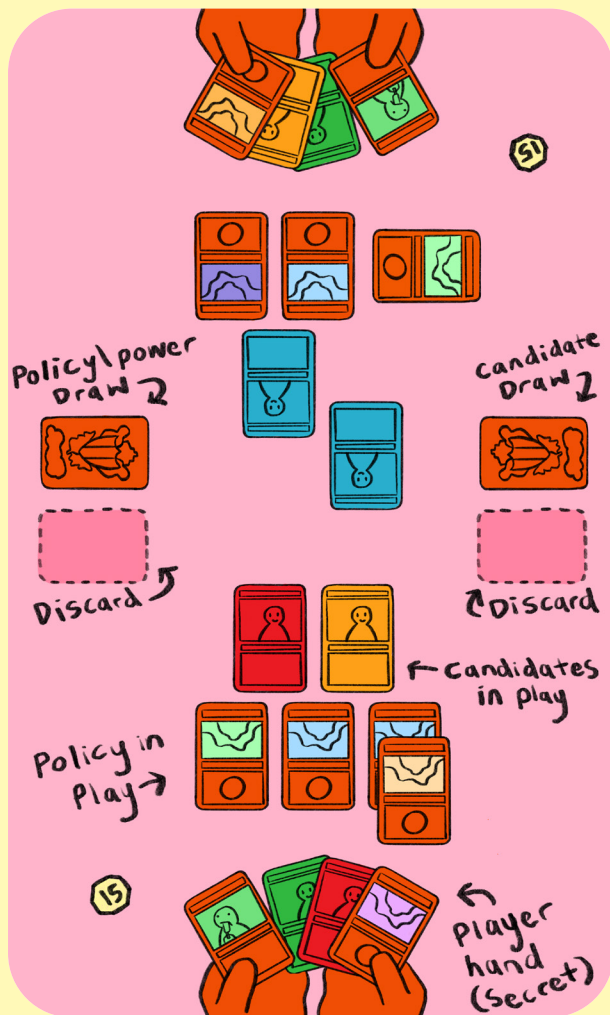
2 Player game, 85 cards, for ages 16+

### Objective

Defeat your opponent by taking their health down to OHP

Contents: 2 D20 Dice, 15 Power Cards, 25 Policy Cards, 45 Candidate Cards

### Set up



Once the game board is set up per the illustration above. Each player draws 7 cards from either draw pile (These are to be kept secret from your opponent).

We recommend starting with 5 Policy Cards and 2 Candidate Cards, but this ratio is optional. Your hand will be made up of up to three cards; Candidates, Policy and Power Cards.

### Power Card



### Candidate Card



### Policy Card



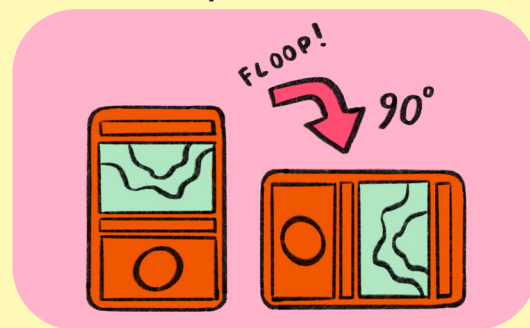
### Helpful words to know:

**Health Points (HP)** - D20 Die - Each 'Meet the Candidates' game comes with 2 D20s. These dice are used to keep track of your health points throughout the game. Each player starts on 15HP.

**Draw** - Drawing cards refers to taking cards from either the policy draw pile or the candidate draw pile and adding the card to your hand.

**Summon** - Summoning a card is the action of taking a card from your hand and adding it to the board to use in play. This costs the policy symbols in the top right of most cards.

**Floop** - To floop a card is to twist it 90 degrees. This shows the card has been expended and can no longer be used for any other purpose this turn. When Candidate cards are summoned, they come into play flopped, but will be unflopped at the end of that turn. Policy and Power Cards can be used immediately.



Certain abilities on Candidate and Power Cards may supersede the overall rules of the game. In this case the ability of the Candidate takes president over the game rules.

**Who starts?** - Each player rolls their D20 dice. The player with the highest roll starts. (The player who starts does not draw on their first turn, but will draw each turn after for the rest of the game.)

## Turn order:

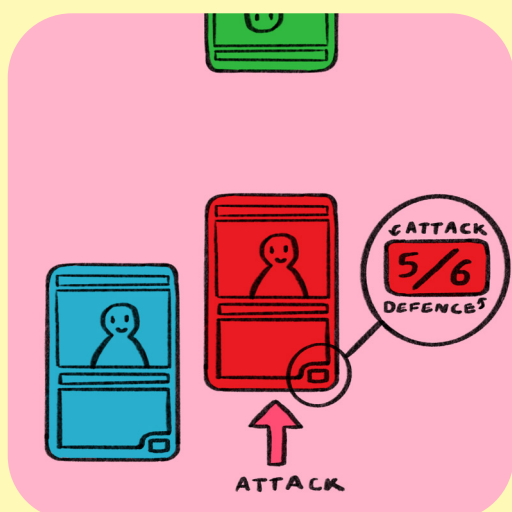
Draw 2 cards from either Policy or Candidate deck, or one from each. Choose one of these cards to add to your hand and discard the other.

Play a Policy Card from your hand (If available) (playing Policy Cards cost nothing, but you may only play one per turn unless using a Candidate's ability).

Flop your Policy Cards in play to summon Candidates or Power Cards (Summoned Candidates cannot be used on their first turn)  
\*If a card is flopped, it has expended its use for that turn.

Use your Candidates abilities. This can be done at various times throughout either player's turn, depending on the specified ability. Unless an ability states that it is passive, you must flop the indicated Policy cards in the top right corner of the card to use the ability.

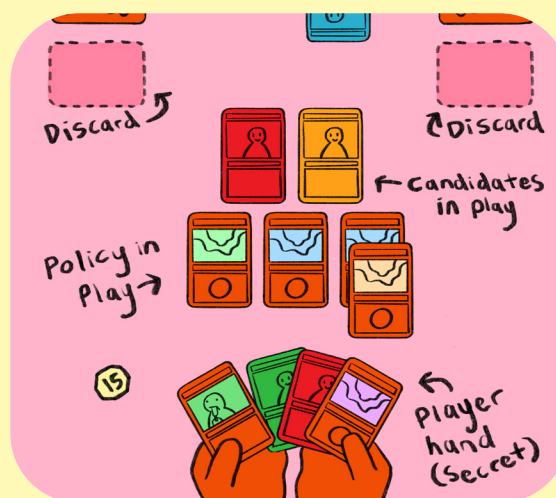
**Attacking!** If you have an unflopped Candidate on the board, you can use them to attack your opponent and their Candidates on your turn. Unlike using a Candidate's ability, both attacking and defending does not require the use of Policy Cards. Candidates' attack and defence cannot not be depleted, unless fully defeated. This means if a Candidate with 5 attack goes up against a Candidate with 6 defence, both cards will remain in play, with neither's A/D score depleting. If a Candidate with 5 attack goes up against a Candidate with 5 defence or lower, that card will be defeated and discarded. Candidates can only attack once in a turn.



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**Stacking Attacks** - If you are facing a Candidate with high defence, you may stack your Candidate Cards to form a stronger attack. Eg. A Candidate with 1 attack and a Candidate with 3 attack can be stacked on top of each other to form an attack of 4. Cards are only stacked for the duration of the attack. Stacking cards cannot be used for creating higher defence.



**Defending** - When your opponent attacks you on their turn, you get to choose how you defend. This can either be with other candidates or taking the damage to your own HP. (Sometimes it's better to take damage earlier on, so you can build up a few Candidates to form a strong attack.)

**Power Cards** - Power cards can be played at any point during the game unless specified in card text. Similar to Candidate Cards, they have costs in the top right corner which needs to be paid in order to use them.

Ending your turn. Unflop all your cards by twisting them -90 degrees to be upright again. If you have over 7 cards, discard down to 7.

## Disclaimer\*

The game is intended to be informative, but not to sway political views. There is however a slight left lean to the way the cards are written. Feedback from perspectives of both left and right leaning voters was taken into account during the editing process.

## About the artist

Maya Templer is an Ōtautahi based Animator and Illustrator. Her passion for politics came out of studying political philosophy while living overseas. She believes we are all better off when people make educated choices about who they vote for.