WAR FOR THE WHITE HOUSE
RULES OF ENGAGEMENT

TEN-HUT!

Listen up soldier. You are about to embark on a perilous mission – a full-scale paramilitary operation conducted in a theater of political warfare. Your objective, to take whatever action is necessary to assure victory and attain the exalted position of POTUS - President of the United States. During each campaign you will be engaged in all-out Political Warfare against a formidable group of merciless hostiles. Your goal is to use whatever means are necessary to defeat the enemy, capture **5 PRIMARY OBJECTIVES** or **5 SECONDARY OBJECTIVES + 1 PRIMARY OBJECTIVE** and declare victory in the *War for the White House*.

Supreme Commander
U.S. Political Armed Forces

ORDNANCE

There are 52 cards in the deck. Cards rank from high to low:

ORDNANCE	RANK	SUPPLY
ADMAGGEDON	12	2
SUPER PAC	11	3
CARPET BOMBING	10	3
POLITICAL JUJITSU	9	3
BOOTS ON THE GROUND	8	3
THE RACE CARD	7	4
WAR ON WOMEN	6	4
CLASS WARFARE	5	4
WAR ON TERROR	4	4
WAR ON EDUCATION	3	4
WAR ON FAMILY VALUES	2	4

AUXILIARY ASSETS

MOUTH TO MOUTH COMBAT	0	2
FORTUNES OF WAR	0	2
PRIMARY OBJECTIVES	0	5
SECONDARY OBJECTIVES	0	5

CONTROLS

- Move your cursor over a card then hold down the Left Mouse Button to pick up the card. Use the mouse to move the card then release the Left Mouse Button to drop the card back onto the table.
- Move your cursor over a card and press the '**F**' key on your keyboard to flip the card over.
- Double click on a card or record with the Left Mouse Button for a close- up.
- Click on a deck with the Left Mouse Button to highlight the deck (make it glow) then hold down the Left Mouse Button to pick up the deck. Hold down the Left Mouse Button to drag and drop the deck back onto the table.
- Drop **OBJECTIVES** cards onto the **OBJECTIVES FIELD** and they will automatically align themselves.
- When dropping cards onto the **DISCARD PILE** or moving the **DISCARD PILE** back onto **ACTIVE DECK**, the first card you drop onto the space will automatically align itself (this will not work with an entire deck).
- When placing a card onto the **DISCARD PILE** (deck), use the mouse to move the card over the deck until the deck begins to glow (reddish hue) then drop the card onto the deck to trigger auto-alignment.
- **SETTING THE COUNTER** – There is a **COUNTER** beneath each player's deck used to keep track of victories (**CAMPAIGNS** won). Double click on your **COUNTER** with the Left Mouse Button for a close-up then click on the **+** sign to keep track of your score.
- **OPTION MENU -** Move your cursor over a deck and press the Right Mouse Button to raise the **OPTION MENU** (circular menu). Use the Right Mouse Button to confirm choices made on the **OPTION MENU**.

OBJECTIVES

Your goal is to **WIN 2 CAMPAIGNS** (games). There are 3 ways to win a campaign:
1. Capture **5 PRIMARY OBJECTIVES**.
2. Capture **5 SECONDARY OBJECTIVES** + **1 PRIMARY OBJECTIVE**.
3. Fight a **WAR OF ATTRITION** until only one player is left (other players run out of cards).

PLAYING THE GAME

- During each round, players take turns drawing and playing their top card (cards are placed **FACE UP** on the table).
- When a player draws a **PRIMARY** or **SECONDARY OBJECTIVE**, the player continues to turn over cards until a numbered card is drawn (an **ORDNANCE** card).
- The player with the highest card wins all cards in play.
- Cards that are won except **PRIMARY** or **SECONDARY OBJECTIVES**, are placed on the **DISCARD PILE**.
- **OBJECTIVES** that are won remain **FACE UP** on the table (on **OBJECTIVES FIELD**)**.**
- **OBJECTIVES** that have been won can be captured by other players with *Admageddon*, *Super-PAC*, *Carpet Bombing*, *Political Jujitsu* and *Boots On The Ground* (**SPECIAL ORDNANCE CARDS**).
- Players drawing **FORTUNES OF WAR** must **PLACE THEIR TOP 3 CARDS FACE DOWN** on the table and surrender them to the winner of the round. The winner of the round may then turn the cards over to see if they have captured any **OBJECTIVES**. All other cards are placed on the **DISCARD PILE**.
- If a player deals out all their cards, they may activate the cards in their **DISCARD PILE** and continue playing. To activate the **DISCARD PILE,** move a card from the top of the **DISCARD PILE** onto **ACTIVE DECK**. Once you have placed a card on **ACTIVE DECK**, highlight the deck on **DISCARD PILE** (click on the deck to make it glow) then pick it up and drop it onto the card you placed on **ACTIVE DECK** (the deck should auto-align itself).
- **SHUFFLING THE DECK** – Once you have moved the **DISCARD PILE** onto **ACTIVE DECK**, move your cursor over the deck and press your right mouse button to raise the **OPTION MENU** (circular menu). Use your mouse to click on

SHUFFLE to shuffle the deck then resume the game.

- If a player runs out of cards, they must drop out of the game.
- When a player drops out of a 3 or 4 player game, any **OBJECTIVES** they have won will be awarded to the winner of the next round.

WAR

WAR breaks out when there is a **TIE** between cards of **EQUAL VALUE**.

EXAMPLES:

1. *Super-PAC* (11) vs. *Super-PAC* (11).
2. *Carpet Bombing* (10) vs*. Mouth To Mouth Combat* (doubles value of next card) + *War On Women* (5) = 10.

- During a **WAR**, players continue to turn over cards until the **TIE** is broken.
- The player with the highest card wins the **WAR** and captures all cards in play for that round.

BATTLE MODE

In **BATTLE MODE**, players conduct separate campaigns. Winner's from each campaign battle it out until there are two finalists left. Finalists go head-to-head to determine a winner in **BATTLE MODE**.

MOUTH-TO-MOUTH COMBAT

Want to kick things up a notch? Then sound off on the issues and offend every unlike minded person in the room. Launch a salvo of slanderous attacks that will reduce your foe to a quivering mass of spineless jelly. Conduct a blistering war of words that will confound friends and foes alike. Remember, this isn't a popularity contest. Its political warfare and you are on the front lines.

Short on intellectual ammo? Then arm yourself with Smart Bombs from our website. Deploy Smart Bombs to reinforce your position and put your adversaries on the defensive. Drop Smart Bombs to counter loud-mouthed know-it-alls and establish superiority on the battlefield. Or take the initiative and submit your own Smart Bombs at:

WftWH.com

SUBJECT: SMART BOMBS

If they pass muster we'll include them in our next batch of Smart Bombs.