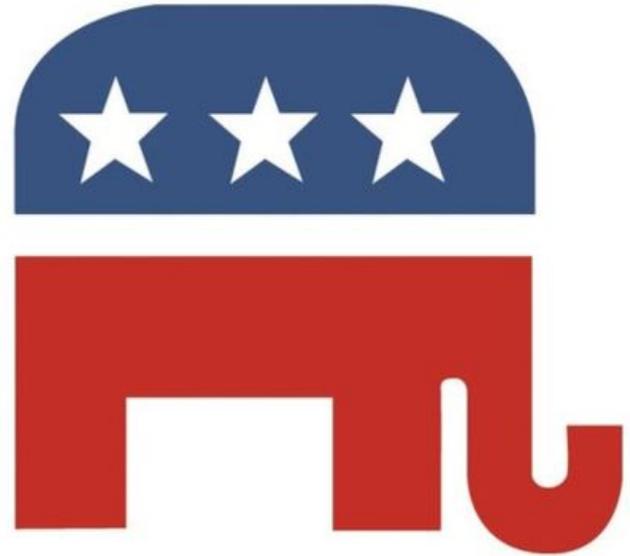
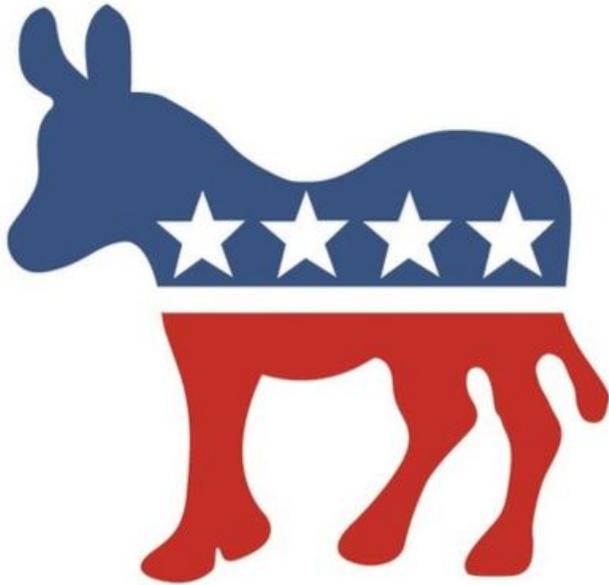


# Campaign Trail



# Welcome To The Game

Welcome to Campaign Trail.

Campaign trail is a game about running for president and managing your campaign.

The game will take you through 13 regions of the country where you will face off your opponent(s) to try to win the area.

The majority of the game is spent in these different areas, trying to rack up more points than your opponent. Once 5 turns have been completed by each player in any region the campaign there ends and whichever player has the most points is awarded 1 country point.

Once all regions have been played or a single player has 7 country points the game ends.

You must have at least 7 country points to win the game.

# Choose Your Party

At the beginning of a game determine the amount of players that will be participating. The game is played with 2-4 Players.

2 Players: 1 Republican, 1 Democrat

3 Players: 1 Republican, 1 Democrat, 1 Independent.

4 Players: 2 Republicans, 2 Democrats

When there are 2 or 3 players the game plays as normal, but when there are 4 two players team up and combine their points. Even when there are 4 players the game proceeds as normal, it's just that two players will combine points.

Also each party has a stronghold region. In a party's stronghold region that party will get double the points, and any negative effects are halved.

Republican Stronghold: Heartland

Democrat Stronghold: California

Independent Stronghold: Appalachia

# Regional Gameplay

In each region each player will have 5 turns. These turns can be in one of three varieties based on your roll of the die.

Roll 1 or 6: Roll the die again and multiply that number to the power of three. That sum is then added to a players region score.

Roll 2 or 5: Draw a Boon card and follow the instructions on that card.

Roll 3 or 4: Draw a Bust card and follow the instructions on that card.

At the end of 5 turns the player with the most points is awarded 1 country point to be used at the end of the game.

# Boon Cards

When a player is forced to draw a boon card that card is then what they follow for that turn, no matter what it says.

Example:

John draws the card Campaign Promise.

He rolls first for a base, again for an exponent, and once again for another exponent.

John then combines the exponents and does the equation.

The sum of the equation is then added to his points.



# Bust Cards

When a player draws a Bust card they must follow the instructions on that card for that turn.

Example:

Jim draws the card Scandal.

Jim has to get his current region score and divides it by the number he rolls. That is his new score.



## Scandal

- Player that draws this card rolls dice. They then divide their points by that roll

# Campaign Cards

At the start of a region the player is given 5 million dollars to use on Campaign Cards. These cards come in three variants. Positive, Neutral and Negative. Each type of variant has a 25% chance of hurting the player instead.

A player can choose to buy a card from any of the variants. Positive and Negative cards must be played at the end of a region while neutral cards can be played at any time.

At the end of a region the positive/negative cards are played and the effects added to the players region score.

Neutral cards like the rewind card can be played whenever the cardholder chooses.

If at the end of a region the 5 million is not spent then the remainder will roll over to their next campaign.

# Ending The Game

When the final region is played or a single player has 7 country points the game comes to a close.

Count up the regions and whoever has won the most regions will form government and win the game.