

STEAL THIS ELECTION!

RULES

Objective

As a major candidate for the Presidency of the United States, your goal is to amass as much voter support as possible.

Components

Steal This Election! is played with two decks of cards:

- 27 Voter cards.
- 70 Activity cards.

Setup

First, shuffle the Voter cards. Set aside the top three face down; the remainder are the Voter Draw pile.

Shuffle the Activity cards. Deal three to each candidate, and place the rest in a Draw pile.

Decide which candidate goes first. You may make this decision using any method that does not require complex or significant maturity.

Activity Cards

Each card includes the following elements:

1. The card type: Modify, Steal, Eliminate, Action, or Defend.
2. Value: 2, 4, 6, 8 or 10.
3. A title and wildly entertaining flavor text.
4. Instructions for playing the card.

Modify Cards

Place a Modify card on a Voter card to double or halve the Voter value. The Voter original value must be equal to or less the value on the Modify card.

Example: the “Migrant Voters” card has a value of 4 and doubles a vote. It can change a 2M Voter card to 4M, or a 4M Voter card to 8M.

Steal Cards

Use a Steal to do just that - steal one Voter card from your opponent. The original Voter number of the card you steal must be equal to or less than the value of the Steal card you're playing.

When you steal a Voter card, it loses all Modify Cards.

Eliminate Cards

These cause a Voter card to be removed from the game entirely. Again, the value of the Eliminate card determines the maximum Voter denomination to eliminate.

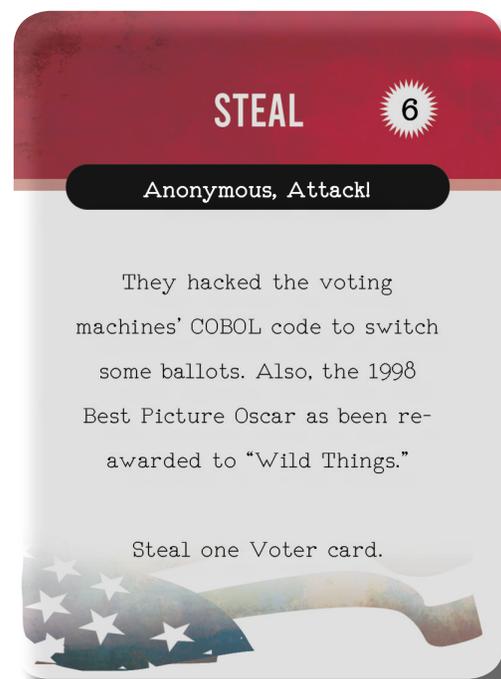
Action Cards

Action cards vary greatly in effect. The value determines the maximum size Voter card that can be affected. The instructions at the bottom of the card explains its use.

Defend Cards

The Defend cards negate the use of other cards *as they are being played*. (They can stop a Modify card as it's played, but not remove one that has been played.)

The value of the Defend must be equal to or greater than the value of the card it negates.



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On Your Turn

Recognizing that you're a Presidential candidate, we've kept the rules as simple as possible. On your turn:

1. If you have fewer than three Activity cards in your hand, draw until you have three.
 2. Draw a Voter card and place it face up before you.
- OR
3. Play an Activity card.

Play An Activity Card

To play an Activity card, reveal the card's purpose and identify the target card.

Your opponent can then counter with an applicable Defend card, if she possesses one.

You may re-counter, if possible, with another Defend card. This process continues as long as someone has applicable Defend cards to play.

Defend cards are placed in a discard pile after being played. Likewise, discard any blocked Activity cards or Modify cards removed from Voter cards.

Example

A few turns into the game, Player 1 draws two Activity cards to replenish her hand. One of these is a Modify that doubles a Voter card of up to 6M people.

She happened to turn over a 6M Voter card earlier, so she places this Modify on it to double it to 12M.

Player 2 has the "Twitter Fact Check" Defend card, with a value of 6. Since Player 1's Modify card was also a value of 6, he can use this Defend to negate her Modify.

But wait! Player 1 also has a Defend-6 card. She uses it to block Player 2's "Twitter Fact Check."

Player 2 has no other Defends, so he curses and both Defend cards are discarded. The Modify card is left on Player 1's 6M Voter, making it 12M (for now.)

Ending The Election

When the final Voter card is turned over and the player who drew it ends her turn, the election is over.

Total up the votes, including any Modify cards, but don't put your Activity cards away yet.

Refuse To Concede

Losing doesn't mean it's over! Remember the three Voter cards set aside during the game setup? The candidate in second place gets to randomly pick two, while the other candidate gets one.

Fully shuffle any remaining Activity cards along with the discard pile. Each player draws until she has five cards in hand.

Recount And Litigation

Tally up the votes with the new cards. The candidate with the fewest votes goes first, playing any card from her hand according to the rules from "Play An Activity Card."

Defend cards can be played as usual, but no new Activity cards are drawn. Play continues until neither candidate has a playable Activity card.

Certify The Results

Count the votes one more time. The candidate with the most votes is (finally) declared the winner.

Want More Examples?

For turn examples and rule clarifications, please visit <https://skipworkplaygames.com/totallyrigged>.

Credits

Concept and game design by Jeffrey Turner.

Original art and graphic design by the amazingly talented Lorinda Tomko. (lorindatomko.com/index.html)