

# electoral college

combat



# electoral college combat

Electoral College Combat is a game where two players collect electoral votes to become president of the US. Along the way they contend with Russian collusion, Fake News, celebrity endorsements, swing states, and recounts.

The polls are closing!

Are you ready to experience the excitement of election night?

# Legend

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**Player 1**



**Player 2**

A card with the  
higher number of  
electoral votes

**Higher card**

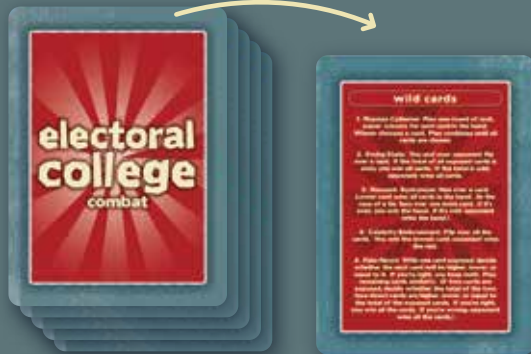
A card with the  
lower number of  
electoral votes

**Lower card**

# LET'S PLAY!

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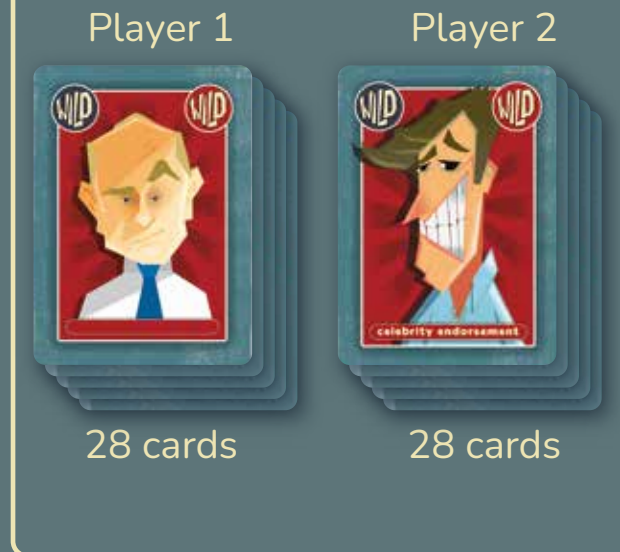
01



56 cards 28 cards  
+  
reference card

Remove the reference  
card from the deck.

02



28 cards

28 cards

Deal a stack of 28 cards  
to each player.



# ROUND 1 STEPS

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03

P1 lays five cards face-down from the top of his stack.



P1 and P2 turn over a card.

Are the cards of equal value?

YES

NO

04<sup>A</sup>

If both cards are of equal value,



P2 turns over a third card to break the tie.



04<sup>B</sup>

Whoever turns over the higher card can choose either of the following:

Higher card  
+  
1 face  
down  
card



Lower  
card  
+  
2 face  
down  
card

The other player takes the remaining cards.

Go to step 06.

05<sup>A</sup>

If all three cards are of equal value,



P2  
wins  
those  
three  
cards.



P1  
wins  
both  
face  
down  
cards.



05<sup>B</sup>

If the tie-breaker is of higher value,



P2 wins  
the higher  
card  
+  
any other  
card.



P1  
wins  
the  
three  
remaining  
cards.

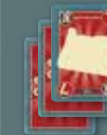


05<sup>C</sup>

If the tie-breaker is of lower value,



P2 wins  
the lower  
card  
+  
2 face  
down  
cards



P1 wins  
the two  
remaining  
cards.



If a player turns over a card of equal value to either of the revealed cards, he wins those three cards. The other player wins the two remaining cards.

If a player turns over a card of higher value to either of the revealed cards, he wins that card and any other card. The other player wins the three remaining cards.

If a player turns over a card lower in value, he wins that card and the two face-down cards. The other player wins the two remaining cards.



# ROUND 2 STEPS

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06

P2 lays five cards face-down from the top of his stack.



P1 and P2 turn over a card.

Are the cards of equal value?

YES

NO

07<sup>A</sup>

If both cards are of equal value,



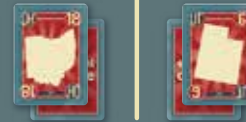
P1 turns over a third card to break the tie.



07<sup>B</sup>

Whoever turns over the higher card can choose either of the following:

Higher card + 1 face down card



Lower card + 2 face down card

The other player takes the remaining cards.

Go to step 06.

08<sup>A</sup>

If all three cards are of equal value,



P1 wins those three cards.



P2 wins both face down cards.



08<sup>B</sup>

If the tie-breaker is of higher value,



P1 wins the higher card + any other card.



P2 wins the three remaining cards.



08<sup>C</sup>

If the tie-breaker is of lower value,



P1 wins the lower card + 2 face down cards



P2 wins the two remaining cards.



If a player turns over a card of equal value to either of the revealed cards, he wins those three cards. The other player wins the two remaining cards.

If a player turns over a card of higher value to either of the revealed cards, he wins that card and any other card. The other player wins the three remaining cards.

If a player turns over a card lower in value, he wins that card and the two face-down cards. The other player wins the two remaining cards.

# LAST ROUND?

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09

Do you have more than 5 cards  
remaining to play?



Go back to step **03**



Advance to F

# WILD CARD RULES

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1. A player who turns over a wild card must play by that card's rules.
2. Any wild card collected during the game can be used in the last hand.  
More on this later.
3. Once a wild card is played, it is removed from the game.
4. Whoever turns over a second wild card in a hand wins the remaining cards.  
The two wild cards are removed from the game.





# A. FAKE NEWS

A player turns over Fake News.



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Are two numbered cards revealed?

YES

NO

The player must say whether the sum of the two face-down cards is higher, lower, or equal to the sum of the revealed cards.

CORRECT

INCORRECT

He wins all four cards.

The other player wins all four cards.

Is there a face-up card?

YES

NO

The player must say whether the next card he turns over will be higher, lower, or equal to that card.

The player turns over a card and says whether the next card he turns over will be higher, lower, or equal to that card.

CORRECT

INCORRECT

He wins both cards.

The other player wins both cards.

Are there other face-down cards left?

YES

NO

The player turns over a card and says whether the next card he turns over will be higher, lower, or equal to that card.

You've finished the hand.

CORRECT

INCORRECT

He wins both cards.

The other player wins both cards.

# B. CELEBRITY ENDORSEMENT

When a player turns over  
Celebrity Endorsement,



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all the cards in the hand are revealed,



and he wins the  
lowest card



and the other player wins  
the three remaining cards.



and if a player reveals a second wild card,  
he wins all the cards in that hand.



# C. Recount

If a player turns over Recount,

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he turns over another card;



then, the other player turns over a card.



Whoever turns over the lower card wins all the cards.



If both players turn over cards of equal value,



they play Rock, Paper, Scissors to determine who turns over the tie-breaker.

Whoever turns over the higher card wins no cards.

Scissors	Rock	Paper
<b>WIN</b>		<b>LOSE</b>

**EVEN**

Whoever turns over the even card wins all cards.



**ODD**

The other player wins all the cards.

# D. SWING STATE

If a player turns over Swing State,



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If a player turns over Swing State,



he turns over another card;

then, the other player turns over a card.

If the sum of ALL the revealed cards is EVEN, then whoever turned over Swing State wins all the cards.

If the sum of ALL the revealed cards is ODD, then the other player wins all the cards.

# E. RUSSIAN COLLUSION

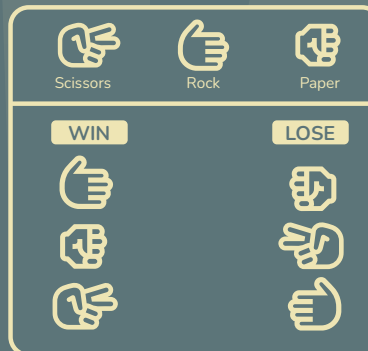
If a player turns over Russian collusion,



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players play four rounds of Rock, Paper, Scissors, one round for each of the remaining cards.

Whoever wins a round chooses one of the remaining cards. Play continues until all cards are won.



# F. YOUR LAST THREE CARDS

In the last two hands (11 and 12) each player has three cards remaining.



Without looking at his remaining cards, P1 adds two cards from his collection pile to his upcoming hand.

These cards must include (1) his highest card and (2) any other card (which could be one of the wild cards he's collected).



He shuffles all five cards and lays them face-down at the table.



This hand is played exactly like the preceding hands:

P2 turns over a card.  
P1 turns over a card, etc.

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Now P2 does the same with his last three cards:



Without looking at his remaining cards, P2 adds two cards from his collection pile to his upcoming hand.

These cards must include (1) his highest card and (2) any other card (which could be one of the wild cards he's collected).



He shuffles all five cards and lays them face-down at the table.



This hand is played exactly like the preceding hands:

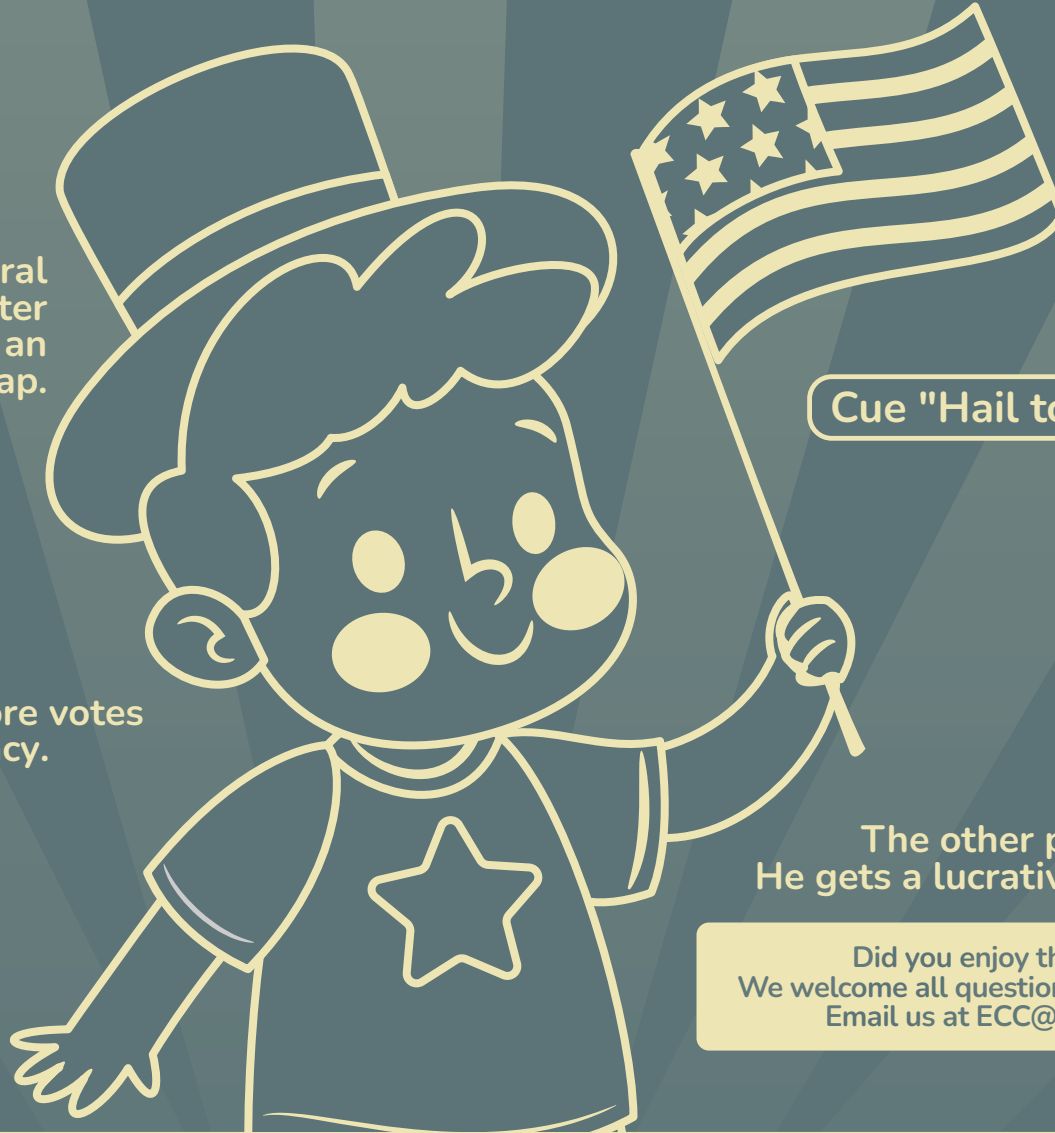
P2 turns over a card.  
P1 turns over a card, etc.

# WINNING THE GAME

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Time to count the electoral votes! **Click here** to enter all electoral votes on an interactive map.

The player with 270 or more votes wins the US presidency.



Cue "Hail to the Chief"!

The other player?  
He gets a lucrative book deal.

Did you enjoy the game?  
We welcome all questions and comments.  
Email us at [ECC@dolltv.com](mailto:ECC@dolltv.com).