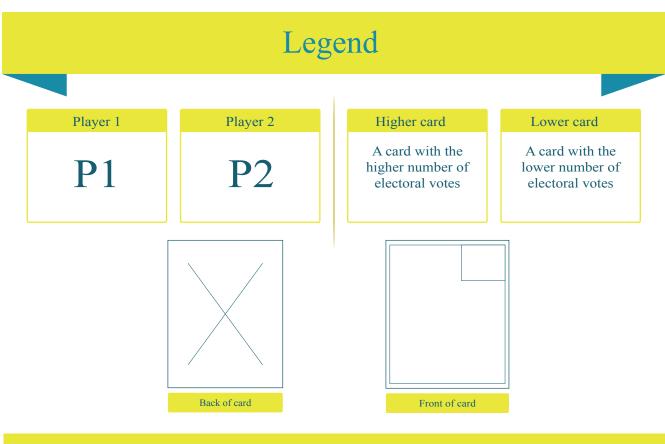
Electoral College Combat

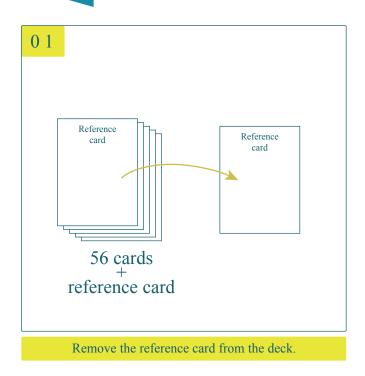
Electoral College Combat is a game where two players collect electoral votes to become president of the US. Along the way they contend with Russian collusion, Fake News, celebrity endorsements, swing states, and recounts.

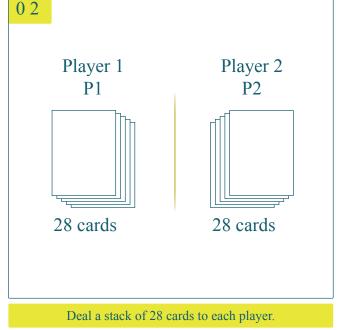
The polls are closing!

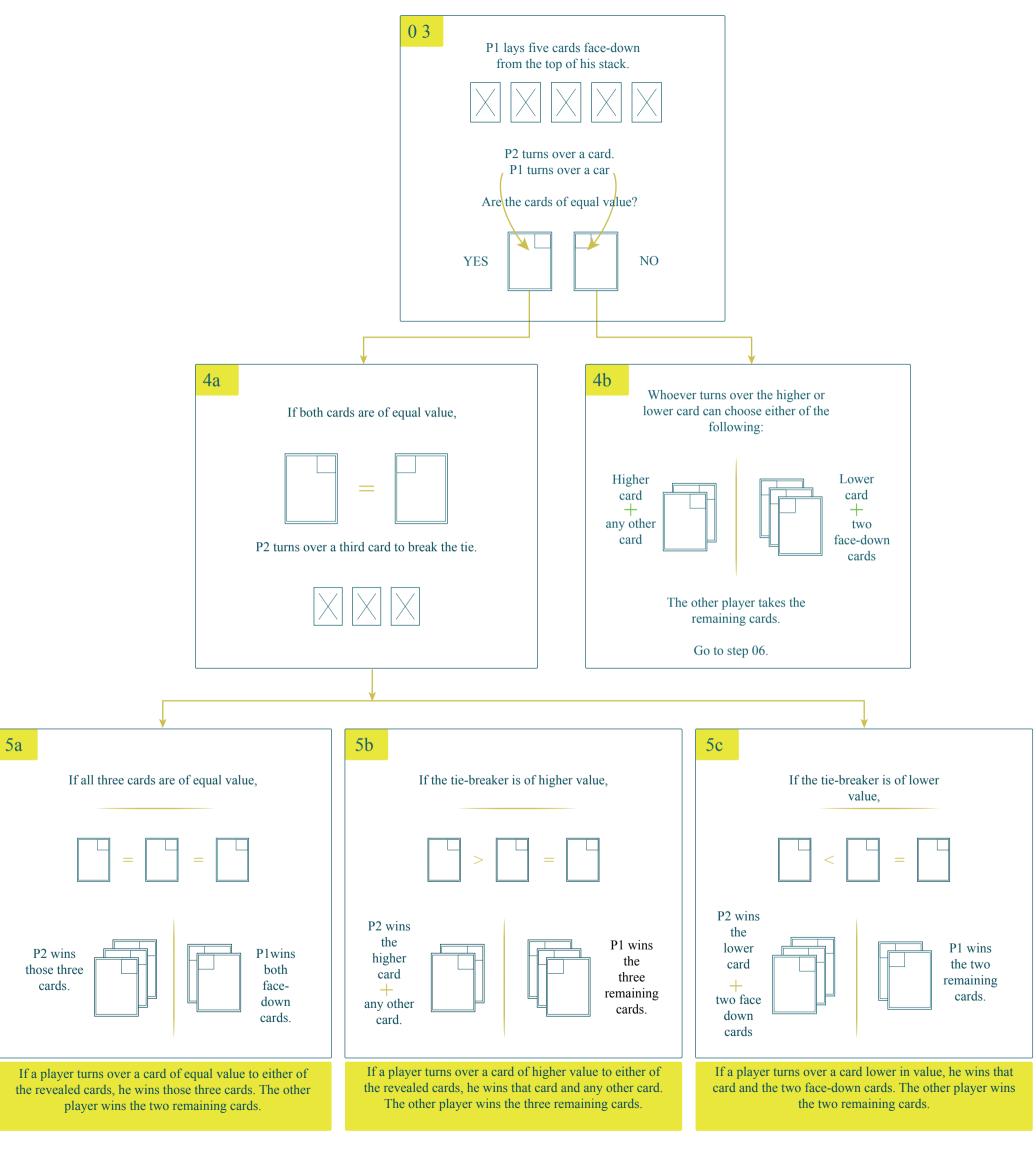
Are you ready to experience the excitement of election night?

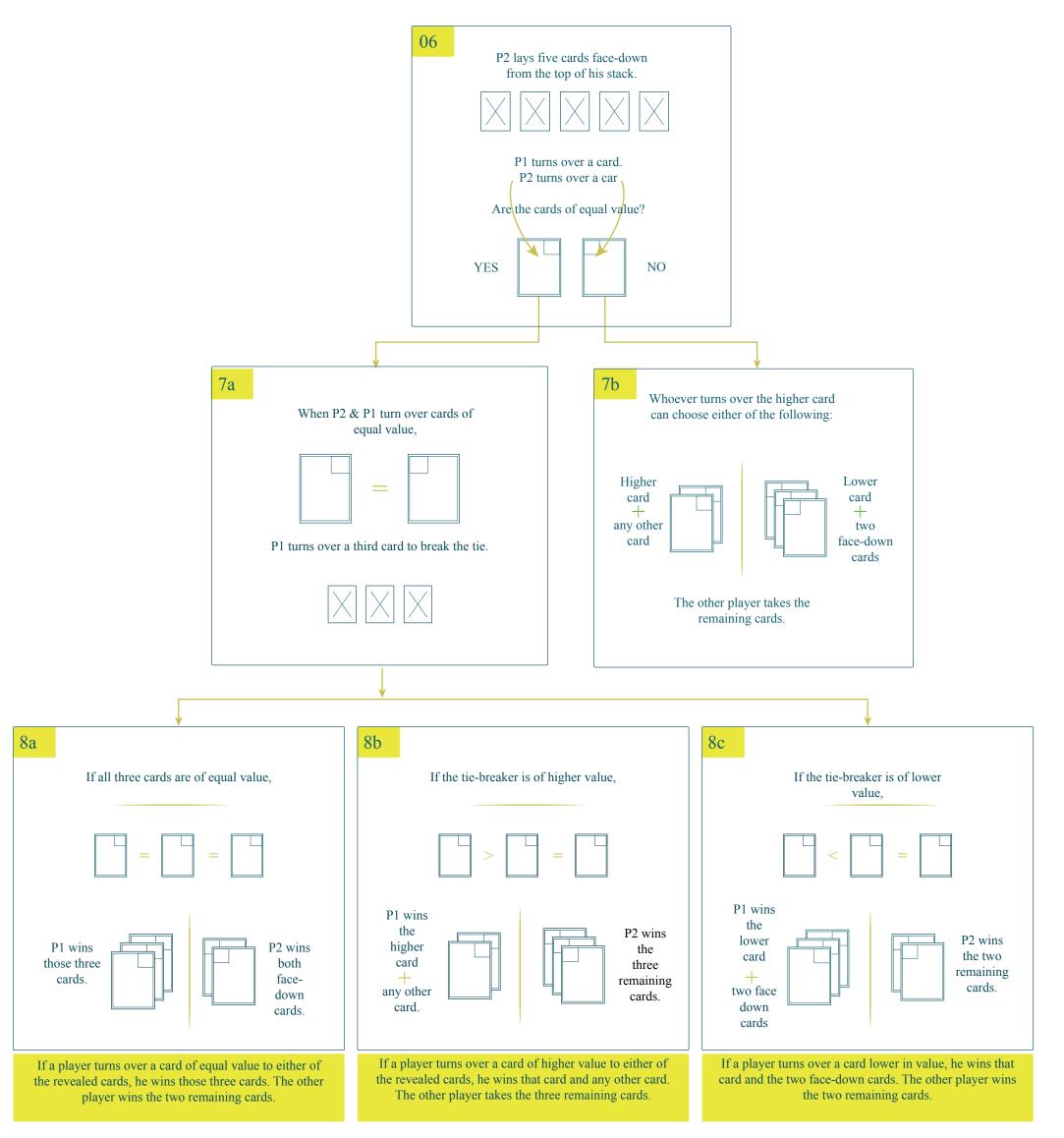


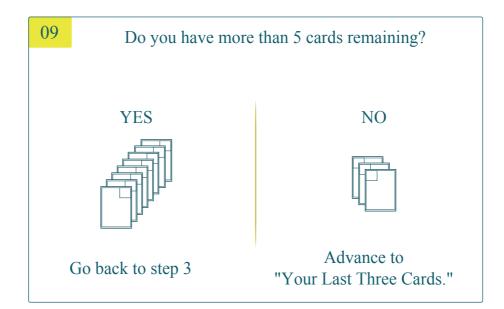
Let's Play!



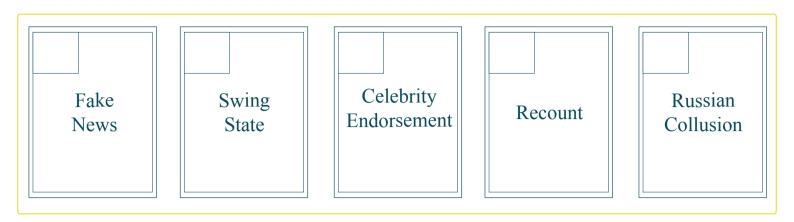








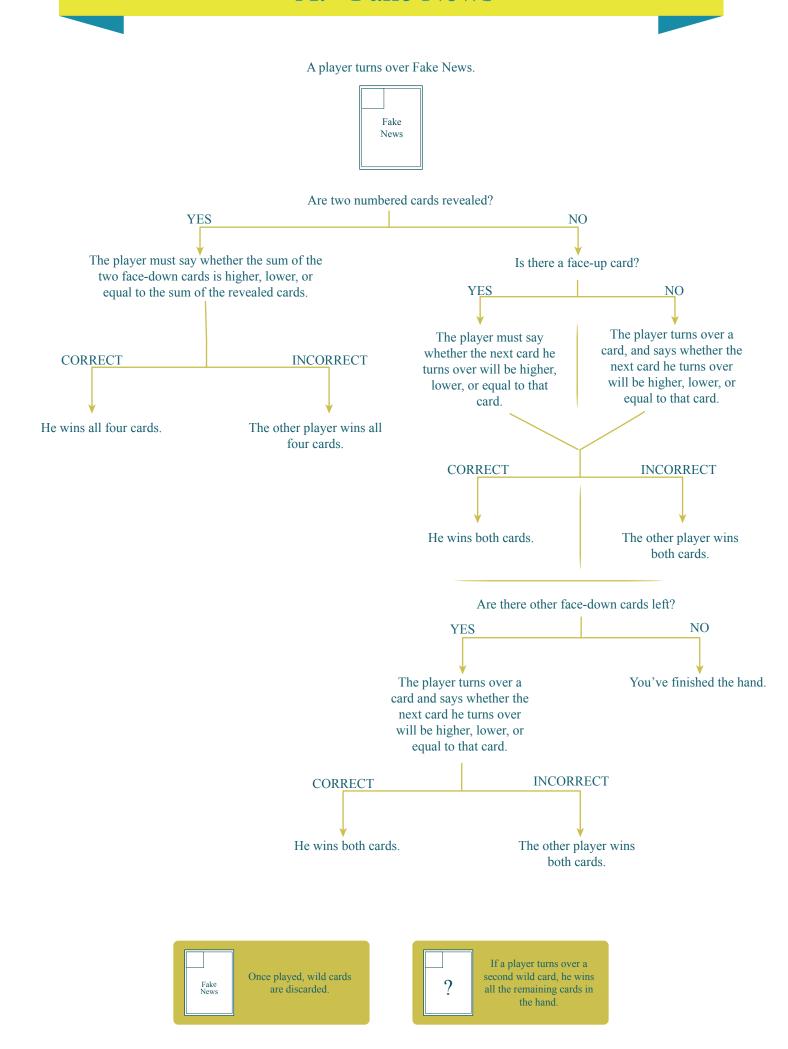
Wild Card Rules



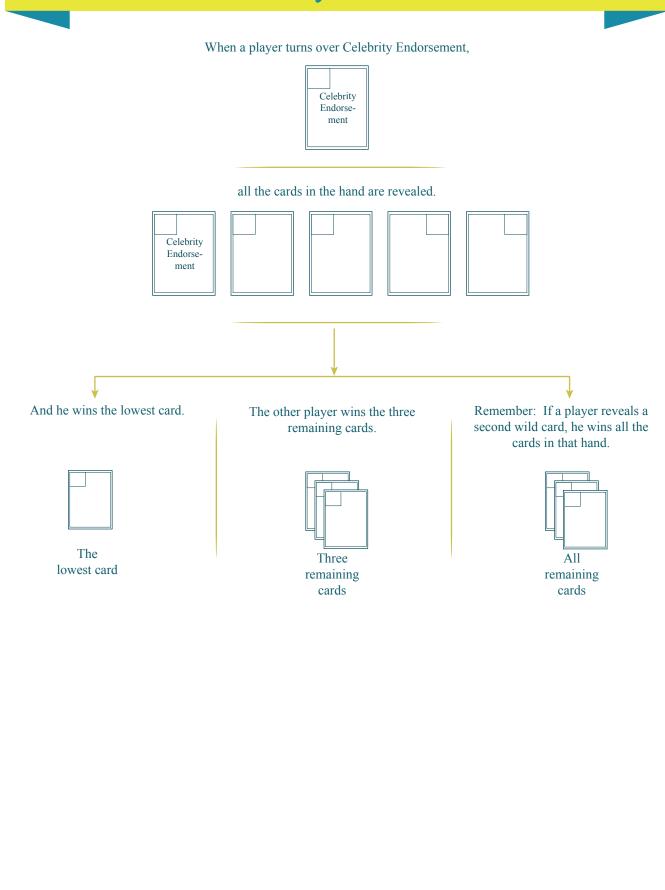
- 1. A player who turns over a wild card must play by that card's rules.
- 2. Any wild card collected during the game can be used in the last hand.

 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

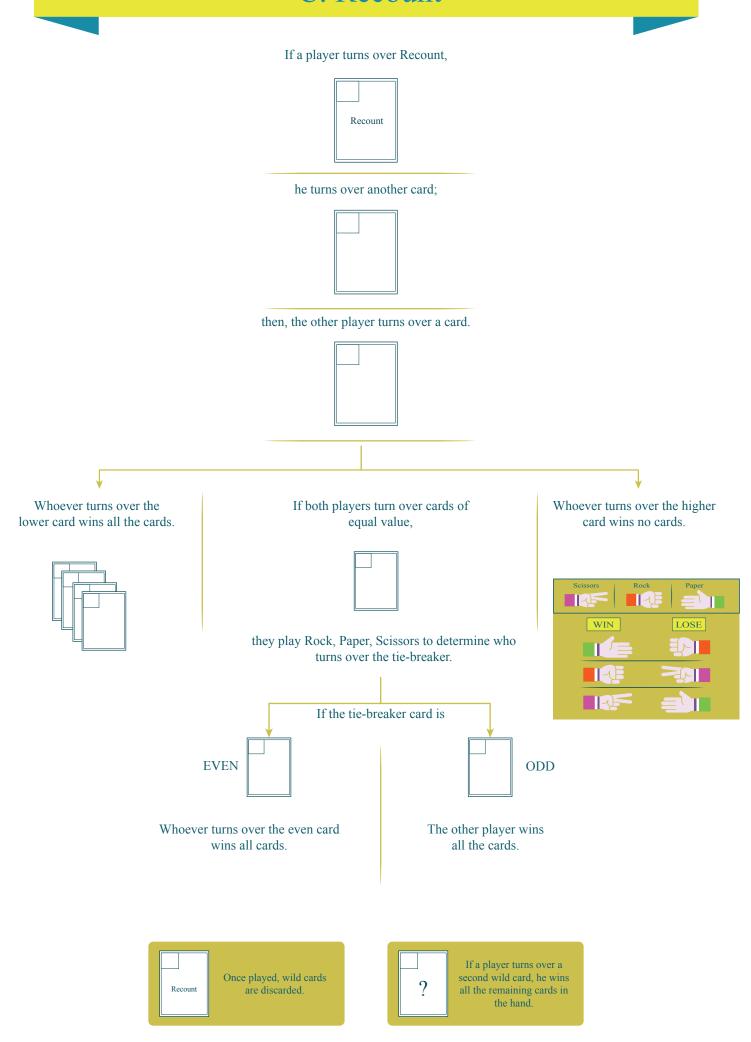


B. Celebrity Endorsement





C. Recount



D. Swing State

If a player turns over Swing State, Swing State he turns over another card; then, the other player turns over a card. If the sum of If the sum of ALL the revealed ALL the revealed cards is EVEN, cards is ODD, whoever turned over Swing the other player wins State wins all the cards. all the cards. If a player turns over a second wild card, he wins all the remaining cards in Once played, wild cards Swing State are discarded. the hand.

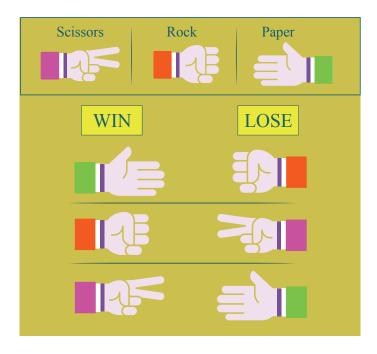
E. Russian Collusion

If a player turns over Russian Collusion,



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.

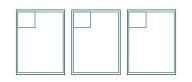






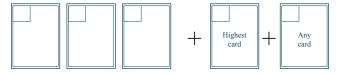
Your Last Three Cards

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 preceeding hands:

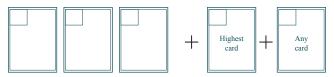
P2 turns over a card. P1 turns over a card, etc.

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 preceeding hands:

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

Now it's time to tally the results.

Winning the Game

Time to count the electoral votes!

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.

