

WIN THE PRESIDENCY

Official Rulebook

For 2–4 Players | Ages 12+ | 60 Minutes

Win the Presidency is a strategy game of trivia, bidding, and geographic positioning. Players campaign across the United States, winning states through auctions and outmaneuvering opponents with Campaign Cards. The player who controls the most electoral votes when the 36th state is won takes the presidency.

Components

Component	Details
50 State Cards	One per US state. Shows electoral votes (EV), and abbreviation.
23 Campaign Cards	Instant, Action, and Reactive cards used for cash, attacks, and defense.
Dollar Cards	Campaign currency.
1 d8 (Outcome Die)	Eight-sided die. Determines the outcome type on your turn.
1 d12 (Letter Die)	Twelve-sided die.
4 Player Pawns	One per player in four colors.
Trivia Card Deck	Sorted by category: History & Entertainment, Geography & Climate, Food & Entertainment, Wordplay and Above or Below.
Game Board	Hex-based map of the United States.

Setup

1. Prepare the Dollar Cards

Remove the \$30M, \$40M, and \$50M dollar cards from the deck and set them aside. Shuffle the remaining dollar cards. Deal 6 cards face-down to each player as their starting campaign fund. Shuffle the high-denomination cards back into the deck and place it in the center of the table as the bank draw pile.

2. Determine Player Order and Game End

Player whose birthday is closest to the next Presidential Election Day goes first. The default game end criteria is when the 36th state is won. Why? Most elections are called for the victor when the 36th state (plus/minus a couple states) is called by the networks. Optionally you can choose a lower count criteria if you want to shorten the game.

3. Select Swing States

Select the four swing states for the game. Each player takes a turn in order:

1. Shuffle the home state deck of cards (has home icon on the bottom).
2. Pick 4 random cards.
3. Choose one of the cards.
4. Rotate clockwise and repeat steps 1 and 2 until all 4 swing states are chosen.

Place swing state tokens on the swing states on the board.

4. Select Home States

Each player selects a home state using the rules below. Home states determine your starting pawn position on the board.

1. Shuffle the home state deck of cards (has home icon on the bottom).
2. Pick 4 random cards.
3. Choose one of the cards.
4. Rotate clockwise and repeat steps 1 and 2 until home states are chosen for all players.

Take that state's card and display it face-up in front of you. You own it now.

5. Prepare the Campaign Deck

Shuffle all 23 Campaign Cards together to form the Campaign Deck. Place it face-down in the center of the table.

On Your Turn

Each turn has two phases: optional card play, then dice.

Phase 1: Play Action Cards (Optional)

Before rolling, you may play any Action cards from your hand. See Campaign Cards section for details.

Phase 2: Roll or Move

Roll the d8 and d12 simultaneously. You can use the result of either die per turn OR move your pawn 1 or 2 spaces from its current location. If you move your pawn you have to land on an unclaimed state and trigger a standard auction for that state.

Die	Result	What Happens
d8	See table	Resolve the outcome shown on the d8 face (see d8 Outcome Table below).
d12	A–W	Trigger an auction for that state. If no unclaimed state starts with that letter, use the result of the d8 or move 1 or 2 spaces from your current location.

d8 Outcome Table

Faces	Outcome	Effect
1, 2, 3, 4	Cash	Draw 2 dollar cards from the bank.
5, 6	Campaign Card	Draw the top card from the Campaign Deck and add it to your hand.
7	Swing State	Trigger an auction for any available swing state of your choice.
8	Super Tuesday	Trigger a Super Tuesday event. See Super Tuesday rules.

Auctions

All auctions except Super Tuesday follow three phases: Trivia, Adjacency Bonus, and Bidding.

Phase 1: Trivia

The roller (the player who triggered the auction) may attempt one trivia question to earn bonus money for bidding. Choose a difficulty and a category. The player to your left draws a card and reads the question. You have 30 seconds to answer.

Difficulty	Question	Correct	Incorrect
Easy	Single question, one attempt.	+\$10M	\$0 (challenge opens)
Hard	Single question, one attempt.	+\$25M	\$0 (challenge opens)

Trivia Challenge. If the roller answers incorrectly, any opponent may immediately call “Challenge” — the first to call gets one attempt at the same question. Correct: the challenger earns the trivia bonus as bidding credit in this auction only (use it or lose it). Incorrect: the challenger pays the roller \$5M (Easy) or \$10M (Hard). Limit one challenge per auction. You cannot challenge binary response questions.

NOTE: Some questions have no single definitive answer. Players collectively determine the answer using online sources. Majority rules.

Phase 2: Adjacency Bonus

Bidders earn bonus bidding money based on the states bordering the auctioned state. 30M maximum adjacency bonus.

Adjacency	Bonus
1	+\$10M
2	+\$20M
3	+\$30M

Example: You own Utah and Wyoming, both bordering Colorado, so you receive a \$20M bonus when bidding on Colorado.

Phase 3: Bidding

1. The roller opens bidding at a minimum of \$5M.
2. Bidding proceeds clockwise. Each player may bid or pass.
3. Each new bid must exceed the previous bid by at least \$2.5M.
4. Once you pass, you cannot re-enter that auction.
5. The last remaining bidder wins the state.

Payment

Amount Owed = Winning Bid minus Trivia Bonus minus Adjacency Bonus.

If you cannot pay the exact amount, you must overpay. No change is given. If you cannot pay at all, you forfeit and the auction restarts without you. Adjacency and Trivia bonus dollars can only be used for bidding for that specific turn.

Where Payments Go

Auction Type	Payment Goes To
Triggered by d12 or movement	The bank. If an opponent wins the auction, the bank pays the roller a flat \$10M.
Triggered by d8 Swing State face	The bank
October Surprise or Recount card	The current owner; or the bank if the owner wins
Open State card	The bank
Super Tuesday	The bank

The winner places the state card face-up in front of them. It remains there for the rest of the game unless lost via an October Surprise or Recount card.

Super Tuesday

When the d8 lands on Super Tuesday, conduct a blind auction for 3 mystery states.

1. Collect all state cards not yet won by any player.
2. Shuffle them face-down.
3. Draw 3 cards and place them face-down in the center of the table, numbered 1, 2, and 3.
4. Each player secretly writes down their bid and holds it hidden.
5. All players simultaneously reveal their bid.
6. Flip all 3 state cards face-up.
7. The highest bidder at each position wins all the states. If a tie, rebid again.
8. All payments go to the bank.

NOTE: Super Tuesday does not trigger the Trivia or Adjacency Bonus phases. It is a pure blind bid.

Campaign Cards

The Campaign Deck contains 23 cards in three types. Draw a card when the d8 lands on Campaign Card. Hold cards in your hand until played.

Instant Cards — Play Immediately When Drawn

Card	Count	Effect
Gain \$2	2	Draw 2 dollar cards from the bank immediately.
Steal \$2	2	Take 2 dollar cards from any one opponent.
Lose \$2	2	Opponents collectively choose 2 of your dollar cards to discard. If they cannot agree within 15 seconds, you choose which to discard.

Action Cards — Play at the Start of Your Turn

Card	Count	Effect
October Surprise	3	Challenge any state currently owned by an opponent. Trigger a standard auction for that state. The current owner may play Veto to block. If the owner wins the re-auction, the attacker pays them. If the attacker wins, they pay the owner.

Recount	2	
Debate	5	Trigger a Debate. All players participate. Cannot be blocked by Veto. See Debate Rules.
Open State	3	Force an auction on any unclaimed state of your choice, anywhere on the board. Standard trivia and auction rules apply. Payment goes to the bank. May be played anytime on your turn.

Reactive Cards — Play Anytime to Interrupt

Card	Count	Effect
Veto	3	Block an October Surprise or Recount card targeting one of your states. Play immediately when the card is revealed. The attack is cancelled and the attacker's card is discarded.

Debate Rules

When a Debate card is played, all players (including the card player) compete in a trivia showdown. No money is involved; trivia and adjacency bonuses do not apply.

How a Debate Plays Out

1. The card player names any unclaimed state on the board.
2. Each player chooses a trivia category for the player on their left. That assignment holds for the entire Debate.
3. Player to the left of each player selects a question from the chosen category that is Hard and hands it to the player. All players have 30 seconds to respond.

Elimination Rounds

Situation	Result
Round 1 - Exactly one contestant correct	That contestant wins the state immediately.
Round 1 - Two or more correct	Incorrect contestants are eliminated. Survivors move to the Easy category.
Round 1 - None correct	No one is eliminated. Repeat the round at Easy difficulty. All subsequent rounds are Easy.
Three consecutive rounds with no correct answers	The Debate ends with no winner. The Debate card is discarded.

End Game and Scoring

Game End Trigger

The game ends immediately when the 36th state card has been won by any player. Complete the current auction if one is in progress, then score.

Scoring

Count the total electoral votes on all state cards displayed in front of you, then add your Regional Bonus (see below). The player with the most electoral votes wins the presidency.

State Type	Electoral Vote Value
Standard state	Face value
Swing state	Face value × 2

Regional Bonus

Your Home State allows you to build a contiguous territorial region for bonus electoral votes. Only one region may exist per player, and it must always remain physically connected by shared hexagon sides.

Forming the 3-State Core (+15 EV). To activate regional scoring, you must control your Home State plus two additional states that are both adjacent to your Home State, and adjacent to each other. Once this interconnected 3-state cluster is formed, you immediately earn a +15 EV Regional Bonus.

Expanding Your Region. After forming the core, add states one at a time. Every state you add after the core must share a side with at least TWO states that are already in your region. This is the only way to expand — bordering only your Home State is not enough. A state that connects to your region at just one point does not qualify.

Region Size	Bonus
3 states (Home + 2)	+15 EV
4 states	+25 EV
5 states	+35 EV
6 or more states	+45 EV (maximum)

Maximum Regional Bonus: +45 EV. States beyond the sixth still count their face value but add no further Regional Bonus.

Example: Your Home State is Ohio. Indiana and West Virginia each border Ohio and border each other, so together with Ohio they form the 3-state core (+15 EV). You then add Kentucky, which borders both Indiana and West Virginia, and Tennessee, which borders both Kentucky and West Virginia — a 5-state region worth +35 EV.

The Regional Bonus is a lump-sum addition to your total score at game end. It does not change the individual EV value of any state in the region.

Home Region Siege Penalty

Each state adjacent to your Home State owned by an opponent at game end reduces your Regional Bonus by 10 EV, to a minimum of zero.

Example: Your region earns a +45 EV Regional Bonus, but opponents own two states adjacent to your Home State. Your Regional Bonus is reduced by 20 EV to +25 EV.

Quick Reference

Campaign Deck Summary

Card	Count	Type	Timing
Gain \$2	2	Instant	Play immediately when drawn
Steal \$2	2	Instant	Play immediately when drawn
Lose \$2	2	Instant	Play immediately when drawn
October Surprise or Recount	5	Action	Start of your turn, before rolling
Debate	5	Action	Start of your turn, before rolling
Open State	4	Action	Start of your turn, before rolling
Veto	3	Reactive	Anytime, to block October Surprise or
TOTAL	23		

d12 Letter Die — States by Face

Face	Letter	States
1	M	Maine, Maryland, Massachusetts, Michigan, Minnesota, Mississippi, Missouri, Montana
2	N	Nebraska, Nevada, New Hampshire, New Jersey, New Mexico, New York, North Carolina, North Dakota
3	W	Washington, West Virginia, Wisconsin, Wyoming
4	A	Alabama, Alaska, Arizona, Arkansas
5	I	Idaho, Illinois, Indiana, Iowa
6	C	California, Colorado, Connecticut
7	O	Ohio, Oklahoma, Oregon
8	T	Tennessee, Texas
9	K	Kansas, Kentucky
10	V	Vermont, Virginia
11	S	South Carolina, South Dakota
12	L	Louisiana