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Closing the Board—Whenever there is at least one pin in every state, the board is said to be “closed.” This does not stop the play but simply prepares the way for a tabulation of the votes. The leading players will usually find it advisable to close the board as quickly as possible in order to prepare the way for the elimination of their competitors.

Tabulating the Votes—If any player throws a pair or three of a kind (for example, two fours and a five or three fours) while the board is closed, the game is stopped before he makes his play and the votes are counted. In counting the votes, the player who has captured the most counties in a state (that is, the player who has moved his pin furthest east) receives the entire electoral vote of that state, as shown by the figure in the circle. If two or more players have captured the same number of counties in a state, the player who first captured the easternmost county (as shown by the position of his pin at the northern or upper end of the county line) receives the entire electoral vote of that state. The vote of a state is never divided among the players and always goes as an entirety to the winner of that state, even though he has captured only one of its seven counties. (Speed in tabulating the votes can be obtained at the sacrifice of very little accuracy by each player making a hasty calculation of his own total as follows: multiply the number of yellow states won by 4, the number of blue states by 8, and the number of red states by 12, then add the electoral votes of the green, pink, or purple states won to this total. If the two lowest totals are within a few points of each other (say 5) these two alone may be accurately checked using the actual number of votes of each state.)

Eliminating Players—If none of the players has won the game by securing a majority of the electoral votes (266 or more), the player with the lowest number of votes is eliminated each time the votes are counted and must remove all of his pins from the board and surrender his speech cards, played and unplayed, to be shuffled with the unused portion of the pack. The remaining players proceed as before, closing the board again before the next tabulation of votes if it has been opened by the removal of the eliminated player's pins. In case of a tie for lowest, no one is eliminated and the play proceeds until the next pair or three of a kind is thrown. (Some prefer to eliminate all but the three players having the highest score at the first tabulation of votes.)

Expense Fund—The winner takes all of the scrip in the Expense Fund except as shown on the speech card declaring in favor of inflation.

Campaign Fund—The million dollars in scrip given to each player at the beginning of the game is his campaign fund and, to insure its use strategically, is given on the understanding that he may not obtain any more.

Variation—Children or others who may wish to play without the campaign fund may do so without detracting from the game. If this is done, speech cards are played without paying the “Radio Fee” and a player throwing a seven or eleven chooses between taking the top speech card (after looking at it) and playing the seven or eleven.



PATENT PENDING

THE GAME OF POLITICS

TRADE MARK

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The game of Politics is patterned closely after a National Presidential Election as it is held in the United States every four years. The object of the game is to elect oneself President by securing a majority (266) of the total-electoral vote of the States (531). The number of electoral votes in each state is the number of representatives plus the number of senators from that state.

Just as in real life each presidential candidate has certain qualifications which give him definite advantages in certain states, so too in Politics. The speech cards which each candidate receives at the start of the game show in what states his advantage lies. A wise candidate will plan his campaign accordingly. Managerial skill and good judgment are more important than luck in playing the game.

Remember, it is not necessary to win the electoral votes of all the states. Study your cards and plan your campaign so as to secure 266 votes as quickly as possible. Do not squander your campaign

fund but spend it where it will do you the most good. Watch your opponents and do not let one of them get too far ahead of you. Try to place yourself second in those states in which the weaker candidates are leading so that when they are eliminated you will receive the electoral votes of those states. In other words, manage your campaign just as you would if you were actually running for President of the United States. Your skill as a political manager will determine your success.

Politics at a Glance

OBJECT—To elect oneself President by securing a majority (266 or more) of the electoral votes shown in circles.

VERTICAL LINES marked on states are "county lines."

PLAYER winning most counties **WINS TOTAL VOTE** of that state.

PLAY in each state is **FROM WEST TO EAST**.

COUNTIES ARE CAPTURED: (1) by **Dice**; (2) by "**Speech Cards**."

THE NUMBER BELOW COUNTY LINES is number of points on dice required to capture one county in that state. (See **Winning Counties by Dice**.)

MONEY—Each player (1) receives \$1,000,000; (2) Puts \$250,000 into "**EXPENSE FUND**"; (3) Pays \$20,000 "**RADIO FEE**" to fund every time he plays a **Speech Card**.

SPEECH CARDS—Each player is dealt three of these cards at the start. Top one on pack is auctioned off each time any player rolls dice totalling 7 or 11, money going into expense fund.

VOTES ARE TABULATED the first time any player rolls doubles or three of a kind after the board is "closed"; i.e., one pin in every state.

WINNER TAKES EXPENSE FUND.

The Rules of Politics

Number of Players—Two to five.

Equipment—A map of the United States showing each state and its capital; a quantity of pins of five different colors; twenty-eight "speech cards;" three dice; five million dollars in scrip; and a score card.

Object—To be elected President of the United States by securing a majority of the electoral votes of the states (266 or more).

Explanation of Map—The figure in a circle in each state shows the number of electoral votes gained by capturing that state. The seven lines running from north to south in each state are known as **county lines**. (There are only four county lines in Delaware, New Jersey, Connecticut and Rhode Island because of lack of space.) The figure directly below the **county lines** shows the number of points on the dice required to capture one county in that state.

Preparation—Give each player a quantity of pins of his color, a million dollars in scrip (six \$100,000 and five of each of the other denominations), and three **speech cards**, dealing the latter face down one at a time and placing the remainder of the pack face down on the table. Each player must then pay \$250,000 in scrip into the Expense Fund and should examine his three speech cards to see in which states they give him an advantage. Determine the first player by rolling the dice, the player rolling the highest number beginning the game with a new throw. Play proceeds to the left.

Winning Counties by Dice—The number thrown determines the number of points which the player may play on that turn. This number may be divided as the player pleases, regardless of the three units making it up, and applied to capturing one or more counties in any one or more states until the total number of points has been exhausted. (For example, a player throwing fifteen could capture two counties in Montana, one in Arizona, and two in Ohio—or three counties in Texas—or five counties in Louisiana and one county in California—or any combination totalling fifteen that he chooses). When a player captures his first county in a state, he places a pin of his color in the **westernmost county line** and moves it eastward one line at a time as additional counties are captured in that state. The first pin to be placed in any county line is placed at the **northern (or upper) end of the line** and the pins of the other players, when and if they capture that county, to the south of the first pin in order of priority. If a player chooses to capture an additional county in a state after he has moved his pin to the seventh or easternmost county line in that state, he places his pin in the **state capital**. This signifies that he has won that state outright and prevents the other players from making any moves in that state while his pin remains there. (For removal of pins, see **Eliminating Players**).

Winning Counties by Speech Cards—No speech cards may be played until the dice have been around the table twice. Thereafter a player may play a speech card any time he chooses upon payment of a \$20,000 "Radio Fee" to the expense fund. He must announce his intention after one candidate has played and before the next one has rolled the dice. The player then moves his pins as directed on the speech card, placing them in the county lines as described above. If several players announce their desire to make a speech at the same time, the one with the dice has the first chance and after him the player nearest to his left. Each player may play only one speech card during each round of the dice. A round of dice for each player begins with his own roll.

Obtaining Additional Speech Cards—Each time any player rolls dice totalling seven or eleven and after he has made his play, the top speech card on the unused portion of the pack is turned up, read aloud, and auctioned off in scrip to the highest bidder. The bidding is opened by the player who has thrown the seven or eleven, if he so desires, and proceeds to the left, continuing around the table as many times as necessary to obtain the highest price. Failure to bid on one round of the table does not prevent a player from bidding for the same card on a later round. The highest bidder must pay the amount of his bid into the Expense Fund and takes the card subject to the rules outlined above, including the payment of the "Radio Fee." He need not play it at once but may add it to the unused cards he already holds.