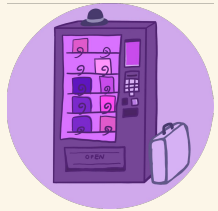
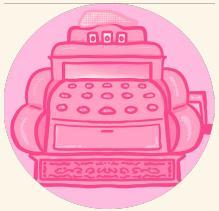
Battle for the Boards and Brains

CAMPAIGN TRAIL 3000

of the Mechamerican Voter





Alex, Leigh, Juan

Campaign Trail 3000

4 Players

13+ years

Competitive Card Drafting

As decks are passed around, players will simultaneously make quick and compounding decisions about which policies, resources or stage bonuses to obtain.

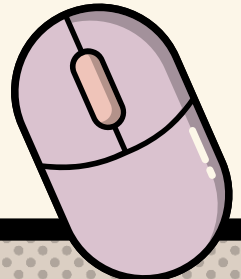
Learning Goal

Build a better understanding of the concepts and dynamics of election campaigns through engaged and strategic play.

Contents of Game

Stage Bonus Board & Tiles	Obtain fun and useful advantages from powerful support groups
6 Unique Player Character Tiles	Choose a candidate that electrifies you!
Processing Power Tokens (PP)	Collect and spend resources to claim policies
Fundraising Bonus Tokens (4)	Accumulate bonuses for having the most cash
4 Stage decks	Construct the best platform, one policy at a time
1 Event deck	Hope for the best as you brace for the worst during your campaign

Reference Cards: Use these to easily and conveniently reference game actions, symbols and scoring



How to Play

01 Choose a Candidate and Set-up the Board

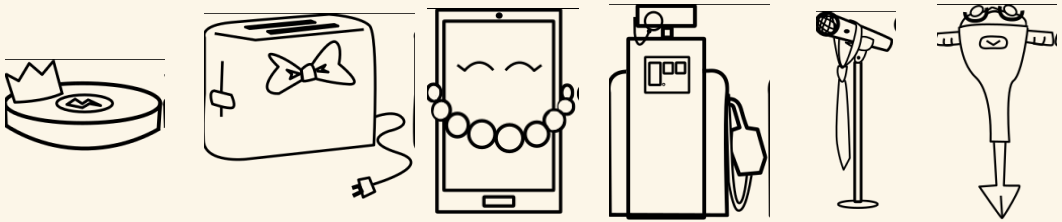
02 Shuffle and Deal Cards

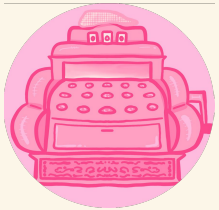
03 Claim Resources, Policies, and Bonuses

04 Gain the most votes and win!

01

Choose one of 6 potential Mechamerica candidates and receive all corresponding character tiles.





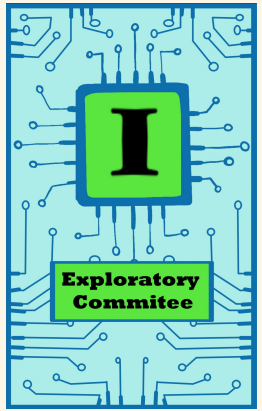
Place the Stage Bonus Board & Tiles in the center of play and set aside all tokens and card decks

02

Starting with the **Stage I: Exploratory Committee** deck, deal 6 cards to each of 4 player.

Each players picks a card to keep and all players reveal their chosen cards simultaneously.

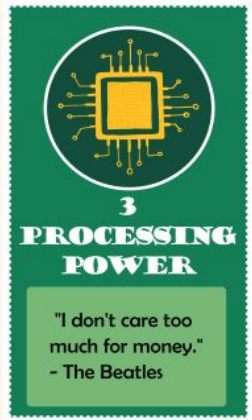
The card actions are resolved then each hand is passed clockwise to the adjacent player. (next stage rotation changes to counter-clockwise)



03

When drafting, as an action you can...

- ★ claim a Processing Power or Policy Card card to build your resources.
- ★ discard a card and gain some Processing Power
- ★ claim a stage bonus, if you control the required amount of policies for that interest group. This comes at the cost of a card from your hand and the required PP.



-You may NOT claim Stage bonuses out of order!

-The last card drafted per round must be discarded for PP.

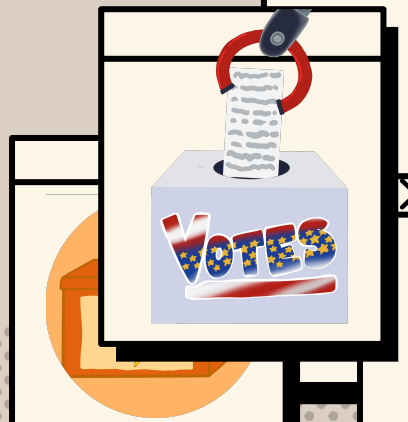
OCTOBER SURPRISE EVENT TRIGGERED!

Before you begin the final stage, **Stage 4: October Surprise**, you must draw one card from the **October Surprise Event Deck!** Each campaign will experience some random event, whether it be poor debate performance, loss of donor support, or something worse!

04

At every end of stage/round the player with the most PP receives a Fundraiser Token.

At the end of the Final stage it's time to tally the votes! Votes are tallied from policies claimed, Fundraiser Tokens collected, and/or Stage Bonuses gained. (don't forget to resolve any active October Surprise Events)



Retiring from the Campaign: At any time (before tally) you may drop out of the race and **Endorse** another player by giving them one of your policies and discarding all cards and tokens you control.

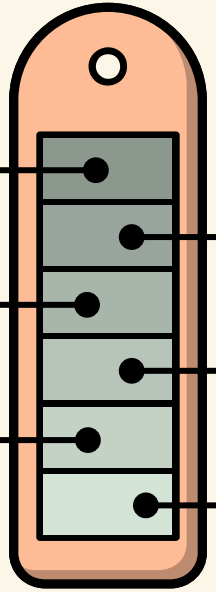
The candidate with the most votes becomes the winner and President of Mechamerica!

Learning Potential

Teaching Flow of Election Process and Stages

Reinforcing and reinterpreting previously learned material

Engaging in campaign strategies and dynamics



Discussing Importance of Civic engagement

Understanding Election concepts such as Fundraising, Resources Management and Policy Making

Learning Role of various entities like Interest Groups and Opposing Candidates

Learning through Gaming

Fun and engaging art and game pieces, light-hearted abstraction of real-world themes

Aesthetics

Mechanics

Role-play as a candidate by claiming Policies, spending Resources, simultaneous drafting,

Election themed Card titles, flavor text, rule text, round Stages

Theme

Play

Quick and compounding decision making, competitive strategizing, emotional engagement,

Developing and Testing the Game

While the game began as a simple idea (robots running elections), the design process was anything but simple.

Three main elements to design:

- The Board of Bonuses
- The Cards
- The October Surprise Events

Unique Challenges and balance considerations for each

Design Considerations

The Board

16 Available Bonuses
Spread among four paths

Each path is reflective of the priorities of an interest group while providing a unique style of gameplay.

The Cards

41 Distinct Cards
Each with their own cost, worth, flavor text, titles, and distribution.

Needed to be interesting and well-distributed enough to be engaging

The Events

7 Random Events
Needed to reflect real challenges campaigns face.

Need to be impactful without being too devastating.

So Many Spreadsheets

Stage I		2.5	1.5	24	
1 Processing Power	N/A	0	0	7	"It's the economy, stupid." - James Carville
2 Processing Power	N/A	0	0	5	"Money, [illegible]oney. Must be funny. In the rich man's world." - ABBA

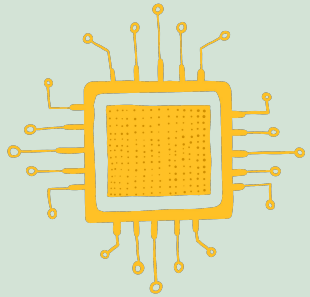
	STAGE BONUSES				
	Industrial Machinery	Office Automata	[illegible]pita[illegible]s	Legacy Models	COST and REQUIREMENTS
I	Ribbon Cutting Ceremonies: At the end of the game, you can choose any one card to score twice.	Consistent Donor Base: Permanently gain 1 PP for each campaign stage that has passed (i.e. in stage three you would have 2 permanent PP).	[illegible]ll D[illegible] Dono[illegible]pport: The first PP card played in any subsequent stage of the campaign is worth twice as much.	Grassroots Volunteers: If you gain a fundraiser bonus token, the next policy you construct costs only 2 PP.	2 PP, at least one policy for the relevant group.
II	Factory Union Endorsement: Building Duplicates of any Industrial Machinery Policy is Free.	Chamber of [illegible]rce E[illegible]ment: Spend 2 PP[illegible]s o[illegible] Offi[illegible] Automata Policies.	Culinary Union Endorsement: Insta[illegible]y cons[illegible] one [illegible]sly dis[illegible]ded po[illegible] or P[illegible]ard.	Former President's Endorsement: At the end of the game, g[illegible] one ad[illegible]onal vote fo[illegible]ery t[illegible] Legacy Mo[illegible]po[illegible]s you've cons[illegible]	3 PP, at least two policies for the relevant group.
III	Campaign Material Production Contract: Instantly Gain 3 PP for each Industrial Machinery policy you have constructed.	Voter Outreach Software Development: Gain one vote for every 3 PP you have left over at the end of the game.	New Media Tour: Instantly Gain 3 PP for each Hospitaliton policy you have constructed.	Evenly [illegible]stributed Base: [illegible]terest Groups' stage bonuses require one less policy to claim.	5 PP, at least three policies for the relevant group.
IV	Factory Floor Turnout Operation: If yo[illegible] you [illegible]pone[illegible] cons[illegible]cted the [illegible]me p[illegible], they [illegible]ieve tw[illegible]irds [illegible]e vote[illegible]m tha[illegible]licy, r[illegible]ded dow[illegible] cannot b[illegible]orth less [illegible]n one vote.	Adv[illegible] Advertisin[illegible]rch: A[illegible]e end [illegible]he game, gain[illegible] add[illegible]al 3[illegible]tes for each f[illegible]aiser [illegible]us to y[illegible]ave [illegible]u h[illegible] no fu[illegible]iser b[illegible]s toke[illegible] 1/3 of [illegible] [illegible]otes, rounded down.	Populist Movement: Ga[illegible]wo votes. At the end [illegible] game, [illegible] two [illegible]talito[illegible]licies [illegible]u ha[illegible] constr[illegible] multiply th[illegible] two votes [illegible] ([illegible]xamp[illegible] constr[illegible]ng 8 [illegible]s will [illegible]32 votes (2 x (2 x 2 x 2 x 2))	[illegible]rong S[illegible]or Tu[illegible]ut: [illegible]ouble t[illegible]umb[illegible] of [illegible]tes yo[illegible]cieve fr[illegible] legacy model policies.	7 PP, at least five policies for the relevant group

In-Home Repair Services	Legacy Models	9	7	1	This will make it as easy possible for those in need of repairs to get them.
Publicly Supported Pensions	Legacy Models	10	8	1	Robots beyond their prime will be able to retire with dignity and spin their dials in peace.
Build New Sleep-Cycle Pods	Hospitalitons	7	6	2	Sleep-Cycle pods for Hospitalitons are expensive, but increasing the supply might bring down the price.
Lower Wholesale Food Prices	Hospitalitons	9	7	1	What's a robot's favorite snack? Computer chips!
Guaranteed Paid Malware Leave	Hospitalitons	10	8	1	Even computers get viruses.

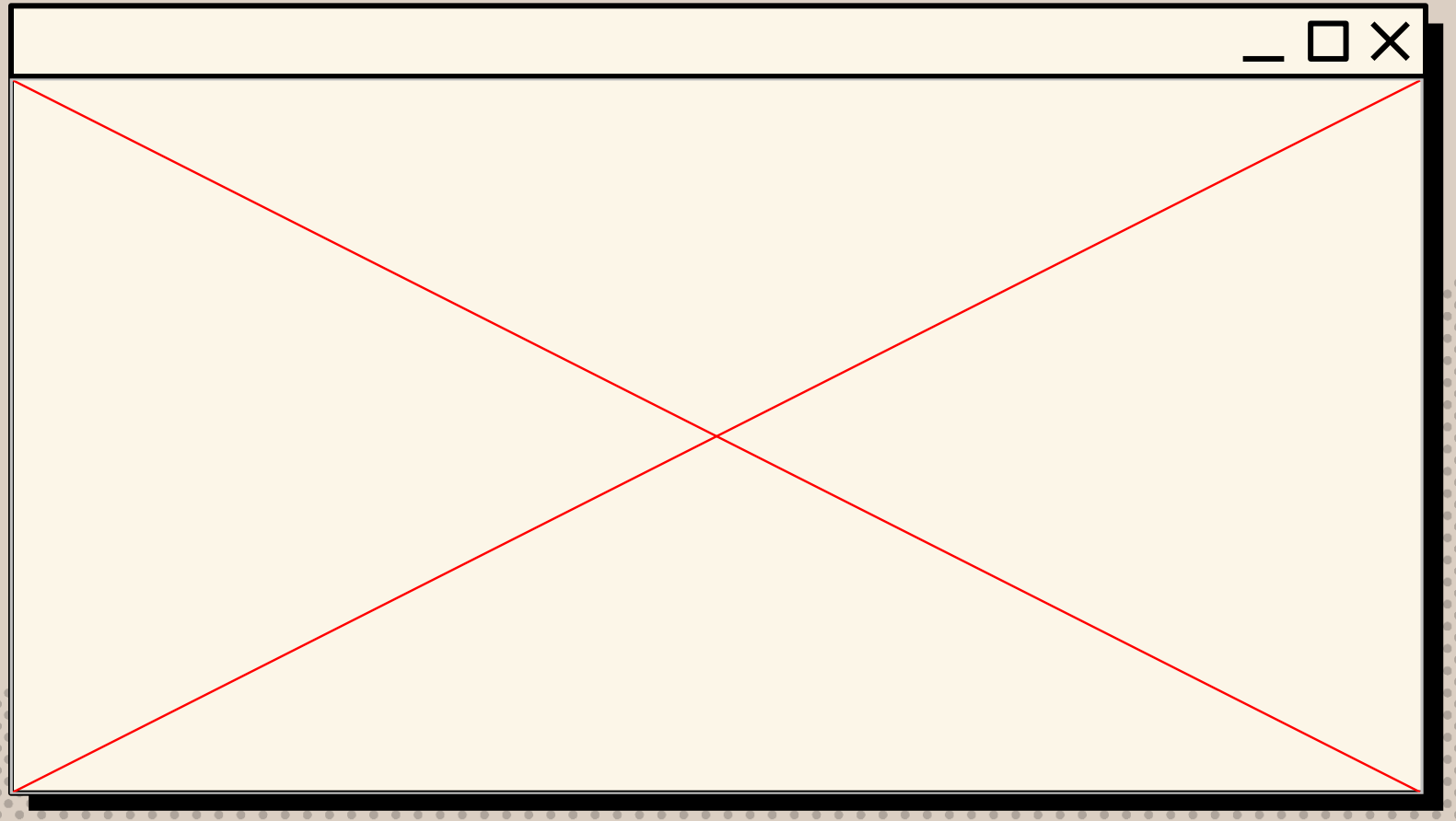
The Initial Design

Completed and ready to be tested with Alessia! Let's find out her thoughts!

"Right now, it's **really quite Brutal.**"
-Alessia Caviglia



Art Overview



THANK YOU