

POTUS (a strategic, two-player board game)

Rules and Instructions...

Objective: The object of the game is to become the highest scoring player through retrieving Turncoats, converting them and then extracting them to scoring squares. The first player to extract all of their converted Turncoats wins the round.

Equipment: The equipment consists of a board, 43 playing cards (President cards), 11 drafting cards (Event cards), tokens (Candidates, Advocates, Turncoats) and play money (miniature U.S. dollar bills).

Setting Up:

- Place the board on a table.
- Put the drafting (Event) cards face down on their allocated space on the board.
- Deal the entire playing (President) card deck between the two players.
- Place the Candidate token (large star) on their corner, starting square.
- Place each of the Advocate tokens (silver cap) on the Rushmore squares in their respective territory.
- Place the opponent Turncoat tokens (red/blue with inside and outside stars) upside down anywhere on your half of the board. Aim to be strategic with placement.

Playing:

- Take your half of the President card deck, shuffle and then turn over your first card.
- There are four categories on each President card. Compare the statistics between the two cards of you and your opponent. A win in each category is converted into a movement on the board. A tie in a category is null for both players.

Example:

Ronald Reagan vs. John Adams

Domestic – 5 vs 5 = null

Foreign – 7 vs 8 = one movement for the player with Adams

Leadership – 9 vs 6 = one movement for the player with Reagan

Popularity – 7 vs 8 = one movement for the player with Adams

The result is that the player with the John Adams card will be awarded two movements on their turn and the player with Reagan only one.

The player with the greater number of movements will move first. In the case of a tie (ie. 2-2 or 1-1), then the greater aggregate of the four categories shall be taken to determine which player moves first. In the case of that being a tie, it is whichever player has the higher Popularity rating... and then Leadership rating, etc. until the tie is broken and it is determined who will take their turn first. In the extremely rare case that the tie remains, then the oldest President gets the right to first turn.

Continue turning over President cards to determine turns and movements per turn.

Rules on Movement:

- The number of movements determined by the President card battle must be used during the turn.
- The number of movements can be divided any which way among the player's pieces but an individual piece can only be moved once during a turn.
- Playing tokens may only be moved in one direction during a turn.

Restriction of Movement:

- Playing tokens cannot move passed an Event square (gold star). When landing on the Event square, an Event card must be drawn and played immediately.

- Unconverted Turncoats are immobile until the Candidate token lands on top of them and converts them.
- Converted Turncoats and Candidate tokens cannot pass over Advocate tokens or each other.
- Advocate tokens may not land on Rushmore squares.
- Advocate tokens must remain on their half of the board.
- Advocate tokens may not land on unconverted Turncoats or move over them in a turn.

Consequences of Movement:

- Candidates will land on top of unconverted Turncoats and thus convert them (flip the Turncoat token). The converted Turncoat is immediately liberated and able to move like other playing tokens.
- Candidates may liberate as many unconverted Turncoats as they are able to or desire during a turn, provided that the Candidate remains moving in one direction for that turn.
- Landing on an Event square determines that an Event card is drawn and played immediately.
- Landing on a Rushmore square allows the player to move their token to any other Rushmore square that is open on the board. The teleportation does not count as a movement and the turn resumes on the new Rushmore square. In addition, the token can continue movement in a new direction.
- When an Advocate token lands on top of a Candidate token, the Candidate token is immediately returned to its starting square.
- When an Advocate token lands on top of a converted Turncoat, the converted Turncoat is immediately returned to the opponent's starting square.
- If an Advocate token lands on multiple tokens, then all tokens move to their respective starting position (either starting square for Candidates, or opponent starting square for converted Turncoats).

Purpose of Movement:

- Converted Turncoats should make their way to the scoring circle squares.
- Candidates should attempt to liberate unconverted Turncoats.

- Advocates should attempt to block opponent's movements or attempt to land on opponent's playable tokens.

Scoring: Each converted Turncoat that makes it to the scoring circle square is awarded \$100. A bonus \$100 is awarded to the player who wins the round by scoring all of their available Turncoats.

Some Details:

- PRESIDENT CARDS... There are 43 President cards (one for each of the U.S. Presidents). Each card has a portrait of that President as well as their years in office and four categories with ratings. The four categories are Domestic Policy, Foreign Diplomat, Overall Leadership and General Popularity.

- EVENT CARDS/GOLD STAR SQUARES... There are 11 Event cards that present positive and/or negative results for the player or their opponent when the Event star square is landed on.

- RUSHMORE SQUARES... There are four teleportation squares on the board indicated by Rushmore President stone carvings. When a player lands on these squares they may choose to relocate to any other Rushmore square on the board and continue their turn.