



RULE BOOK

(1ST EDITION)

CAMPAIGN FOR DELEGATES

SCREW YOUR POLITICAL OPPONENTS

WIN THE WHITE HOUSE!

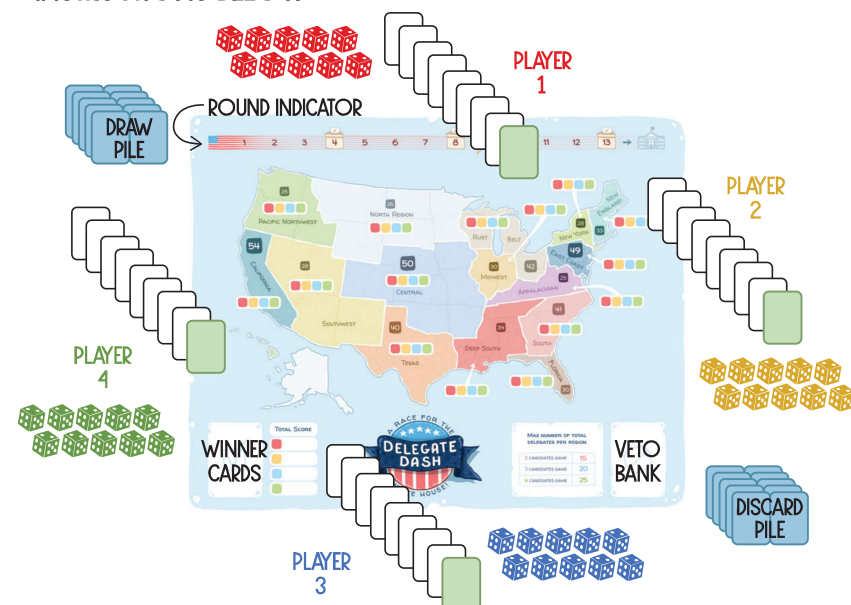
COMPONENTS

- 1 BOARD GAME MAP
- 162 CARDS
- 40 DICE (10 OF EACH COLOR: RED, YELLOW, BLUE, GREEN)
- 2 DRY ERASE MARKERS
- 1 "DELEGATE DASH" ROUND INDICATOR
- 4 "QUICKSTART" GUIDES AND 4 REGIONAL REFERENCE GUIDES
- 1 GAME RULE SHEET

SET UP

DELEGATE DASH INCLUDES TWO MODES: BASIC PLAY AND **ADVANCED PLAY**. **RULES FOR ADVANCED PLAY ARE IDENTICAL TO BASIC PLAY EXCEPT AS NOTED IN PURPLE IN THIS RULE SHEET.** IGNORE ALL PURPLE RULES IF PLAYING BASIC GAME.

- 1) SET UP BOARD GAME AS DEPICTED HERE AND FOLLOW STEP BY STEP INSTRUCTIONS BELOW:



- 2) DISTRIBUTE ONE COMPLETE SET OF COLORED DICE (10) TO EACH PLAYER ("CANDIDATE"). RETURN EXTRAS TO THE BOX.
- 3) REMOVE **RED** BORDERED CARDS UNLESS PLAYING **ADVANCED PLAY**.
- 4) PLACE **GREEN** BORDERED VETO! CARDS FACE UP ON VETO! BANK SPOT (X) ON THE GAME BOARD.
- 5) PLACE **BLUE** BORDERED WINNER! CARDS FACE UP ON DESIGNATED SPOT (✓) ON THE GAME BOARD.
- 6) SHUFFLE ALL REMAINING CARDS AND RANDOMLY DEAL 8 CARDS (FACE DOWN) TO EACH CANDIDATE.
- 7) PUT REMAINING CARDS ASIDE TO FORM A DRAW PILE. DESIGNATE A SPOT OFF BOARD FOR DISCARDED CARDS.
- 8) DEAL ONE **GREEN** BORDERED VETO! CARD TO EACH CANDIDATE.
- 9) PLACE THE "DELEGATE DASH" TOKEN ON THE ROUND 1 INDICATOR SPOT AT THE TOP OF THE BOARD.
- 10) EACH CANDIDATE ROLLS TWO DICE WITH THE LOWEST SCORE GOING FIRST. PLAY PROCEEDS CLOCKWISE.

NOW YOU'RE READY TO START CAMPAIGNING TO BUILD DELEGATES ON YOUR PATHWAY TO THE PRESIDENCY!

HOW TO PLAY

THE OBJECT OF THE GAME IS TO WIN THE PRESIDENCY! THIS IS ACCOMPLISHED BY HAVING THE MOST "WINNER POINTS" (ELECTORAL COLLEGE VOTES) AFTER THE FINAL ROUND IS COMPLETED. (SEE "WINNING THE GAME" SECTION.)


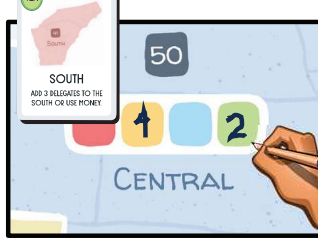
GAME IS PLAYED THROUGH A SERIES OF 13 ROUNDS. WITH THE EXCEPTION OF FOUR SPECIAL ROUNDS (DETAILS GIVEN LATER), EACH ROUND CONSISTS OF EACH CANDIDATE TAKING ONE TURN AS FOLLOWS:

CANDIDATES MAY PERFORM UP TO THREE ACTIONS ON THEIR TURN. EACH ACTION MUST BE COMPLETED ONE AT A TIME, AND MAY CONSIST OF ANY OF THE FOLLOWING:

- 1) PLAY A CARD FROM THEIR HAND AND PERFORM THE ACTION INDICATED ON THE CARD OR PLAY A CARD AS MONEY TO BUY DELEGATES. 1 DELEGATE COSTS \$1M.
- 2) PURCHASE A VETO! CARD FROM THE VETO! BANK FOR \$4M. IF MULTIPLE CARDS ARE USED FOR THIS PURCHASE, IT IS STILL CONSIDERED AS ONE ACTION. OTHER CANDIDATES MAY NOT VETO THE PURCHASE OF A VETO! CARD. NO CHANGE IS GIVEN AFTER BUYING A VETO! CARD, EVEN IF RESIDUAL MONEY REMAINS.
- 3) DRAW A CARD FROM THE DRAW PILE

CANDIDATES DRAW 3 CARDS FROM THE DRAW PILE AT THE END OF THEIR RESPECTIVE TURNS.

EXAMPLE SCENARIOS:

- PLAYING THE ACTION: "GREEN" CANDIDATE PLAYS A "SOUTH" CARD: CANDIDATE ADDS 3 DELEGATES TO THE SOUTH REGION BOX ON GAME MAP CORRESPONDING TO THAT CANDIDATE'S COLOR.
 
- PLAYING AS MONEY: "GREEN" CANDIDATE PLAYS A "SOUTH" CARD AS MONEY, WHOSE VALUE (\$2M) IS SHOWN ON THE CARD. GREEN CANDIDATE MAY ADD 2 DELEGATES TO ANY GREEN BOX ON THE MAP, AND MAY SPLIT THEM BETWEEN DIFFERENT REGIONS. IN THIS EXAMPLE, GREEN CHOOSES TO ADD 2 DELEGATES TO THE CENTRAL AND ASSIGNS THESE ON THE GAME MAP.
 
- DELEGATES ARE ALWAYS SUBJECT TO RESTRICTIONS AS DETAILED IN THE NEXT SECTION.
- ONCE ASSIGNED, DELEGATES CANNOT BE REASSIGNED UNLESS A CARD SAYS OTHERWISE.
- ANY CANDIDATE MAY PLAY VETO! CARDS AT ANY TIME TO IMMEDIATELY BLOCK THE CURRENT CARD BEING PLAYED, INCLUDING OTHER VETO! CARDS. THEY ARE THEN DISCARDED INTO THE DISCARD PILE EXCEPT FOR **GREEN** VETO! CARDS, WHICH ARE RETURNED BACK TO THE VETO! BANK.
- **VERRIDE CARDS MAY NOT BE VETOED OR OVERRIDDEN:** THESE CARDS CAN ONLY BE PLAYED AFTER A VETO! CARD HAS BEEN PLAYED.

- THE PLAYING OF VETO! OR OVERRIDE CARDS DOES NOT CONSTITUTE ONE OF THE THREE PLAYER ACTIONS PER TURN.
- THERE IS NO MINIMUM OR MAXIMUM NUMBER OF CARDS REQUIRED IN HAND DURING GAMEPLAY.
- **FOR ADVANCED PLAY GAME OPTION, ALL CANDIDATES DRAW 4 CARDS (INSTEAD OF 3) FROM THE DRAW PILE AT THE END OF THEIR TURNS.**
- AFTER ALL CANDIDATES HAVE EACH TAKEN A TURN, ADVANCE THE "DELEGATE DASH" TOKEN TO THE NEXT ROUND AND REPEAT THESE STEPS.

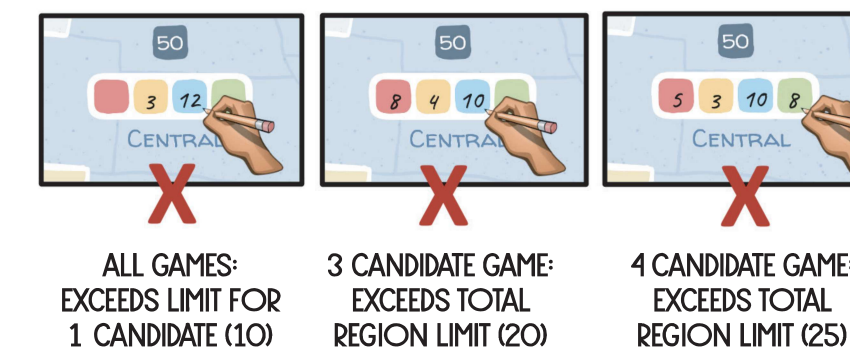
DELEGATE RESTRICTIONS

DELEGATE ASSIGNMENTS ARE SUBJECT TO THE FOLLOWING LIMITATIONS:

- 1) CANDIDATES MAY HAVE A MAXIMUM OF 10 DELEGATES FOR ANY PARTICULAR REGION.
- 2) THE MAXIMUM TOTAL NUMBER OF DELEGATES THAT MAY BE ASSIGNED TO ANY ONE REGION IS DISPLAYED ON THE GAME BOARD AS FOLLOWS:

- 15 DELEGATES FOR A 2 CANDIDATE GAME
- 20 DELEGATES FOR A 3 CANDIDATE GAME
- 25 DELEGATES FOR A 4 CANDIDATE GAME

EXAMPLES OF INCORRECT DELEGATE ASSIGNMENTS:



ALL GAMES: EXCEEDS LIMIT FOR 1 CANDIDATE (10)

3 CANDIDATE GAME: EXCEEDS TOTAL REGION LIMIT (20)

4 CANDIDATE GAME: EXCEEDS TOTAL REGION LIMIT (25)

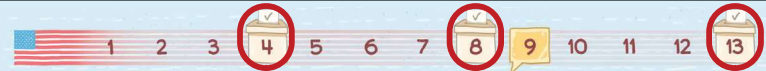


FAQ'S AND ADDITIONAL INFORMATION ABOUT THIS GAME: WWW.DELEGATEDASH.COM



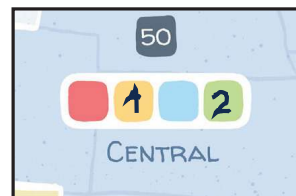
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PRIMARY REGIONAL ELECTIONS



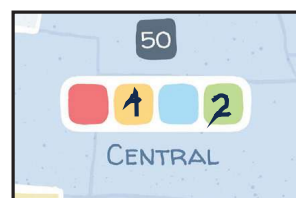
A PRIMARY REGIONAL ELECTION OCCURS ON ROUNDS 4, 8 AND 13. CANDIDATES DO NOT DRAW OR PLAY ANY CARDS ON THESE ROUNDS (EXCEPT FOR ADVANCED PLAY). INSTEAD, CANDIDATES WILL PERFORM REGIONAL ELECTION PROCEDURES ONE BY ONE FOR EACH OF THE 15 REGIONS AS FOLLOWS:

- 1) CANDIDATES PARTICIPATE IN A REGIONAL ELECTION IF THEY HAVE AT LEAST 1 DELEGATE IN THAT REGION.



IN THIS EXAMPLE, ONLY YELLOW AND GREEN PARTICIPATE IN THIS ELECTION.

- 2) PARTICIPATING CANDIDATES ROLL THE NUMBER OF DICE EQUAL TO THE NUMBER OF DELEGATES THEY HAVE IN THAT REGION (1 TO 10) DICE.



YELLOW WILL ROLL 4 DICE
GREEN WILL ROLL 2 DICE

- 3) CANDIDATES ADD THE TOTAL OF THE HIGHEST TWO DICE TO DETERMINE ELECTION SCORE (ONLY ONE DIE IS USED IF A CANDIDATE HAS ONLY 1 DELEGATE IN REGION).



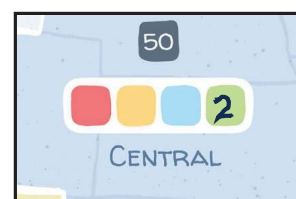
IN THIS EXAMPLE ROLL, YELLOW HAS SCORED 11, GREEN SCORED 9.

- 4) THE HIGHEST ELECTION SCORE WINS THE REGION. THAT CANDIDATE IS DESIGNATED "INCUMBENT" BY COLLECTING THE WINNER! CARD OF THAT REGION. THE CARD IS PLACED FACE UP IN FRONT OF THE CANDIDATE, NOT IN HAND.



YELLOW HAS WON THIS ELECTION AND COLLECTS THE WINNER! CARD. YELLOW IS NOW THE "INCUMBENT" FOR THIS REGION.

- 5) FOR REGIONS WHERE ONLY ONE CANDIDATE HAS DELEGATES, THAT CANDIDATE AUTOMATICALLY WINS "UNCONTESTED," IS DESIGNATED INCUMBENT, AND COLLECTS THAT WINNER! CARD.



- 6) IF AN INCUMBENT ALREADY EXISTS FOR A REGION, AFTER ALL ROLLS HAVE BEEN MADE, THE EXISTING INCUMBENT HAS THE OPTION TO RE-ROLL ANY ONE DIE TO REPLACE ONE EXISTING DIE ROLL. AFTER THE RE-ROLL, IF THAT CANDIDATE STILL HAS THE HIGHEST SCORE, HE/SHE REMAINS THE INCUMBENT FOR THE REGION AND RETAINS WINNER! CARD.



YELLOW RE-ROLLS THIS DIE

IN THIS EXAMPLE, YELLOW IS INCUMBENT AND HAS ROLLED 11. GREEN HAS ROLLED 12. YELLOW CAN RE-ROLL ANOTHER DIE TO TRY TO TIE GREEN.

- 7) IF A NEW CANDIDATE WINS THE REGION, THAT CANDIDATE BECOMES THE NEW INCUMBENT AND TAKES THE WINNER! CARD FOR THAT REGION.



YELLOW RE-ROLLED TO 5

YELLOW RE-ROLLED THE 3 AND IMPROVED THIS TO 5, BUT STILL HAS A SCORE OF 11. GREEN'S SCORE OF 12 MEANS THAT GREEN HAS TAKEN THE INCUMBENCY FROM YELLOW.



YELLOW GIVES THE WINNER! CARD TO GREEN, WHO IS NOW THE NEW "INCUMBENT" FOR THIS REGION.

- 8) TIES: IN THE CASE OF A TIE, ONLY CANDIDATES INVOLVED IN THE TIE PARTICIPATE IN A SPECIAL "ROLL-OFF" ELECTION. EACH OF THESE CANDIDATES ROLL 2 DICE (REGARDLESS OF THE NUMBER OF DELEGATES IN THE REGION) WITH THE HIGHEST SCORE WINNING THE REGION. AN EXISTING INCUMBENT MAY STILL RE-ROLL ONE DIE IF NEEDED.



IN THIS EXAMPLE, YELLOW RE-ROLLED THE 3 AND IMPROVED TO 6, GIVING A SCORE OF 12 WHICH TIES GREEN'S SCORE OF 12. YELLOW AND GREEN NOW MUST PROCEED TO A "ROLL-OFF" AND EACH RE-ROLL TWO DICE.

- 9) IN THE CASE OF MULTIPLE TIES, CONTINUE ABOVE "ROLL-OFF" PROCEDURE UNTIL A WINNER IS DETERMINED.

- 10) ALL CANDIDATES KEEP THEIR EXISTING DELEGATES FOR ALL REGIONS AFTER ALL ROLLS.

- 11) REPEAT THE ABOVE PROCEDURES FOR EVERY REGION. SKIP REGIONS WHERE NO DELEGATES EXIST. (TIP: USE THE "REGIONAL REFERENCE GUIDE" TO TRACK REGIONS WHEN PERFORMING ROLLS STARTING WITH APPALACHIAN REGION AND WORKING DOWN THE LIST.)

- 12) AFTER ALL 15 REGIONAL ELECTIONS HAVE BEEN COMPLETED, ADVANCE TOKEN TO THE NEXT ROUND.

PRIMARY REGIONAL ELECTIONS (ADVANCED PLAY)

FOR ADVANCED PLAY, THE SAME PRIMARY REGIONAL ELECTION RULES APPLY EXCEPT THAT ADDITIONAL (RED) ACTION CARDS CAN BE PLAYED AS FOLLOWS:

- 1) CANDIDATES MAY PLAY RED ACTION CARDS PRIOR TO AN ELECTION ROLL (UNLESS STATED OTHERWISE) FOR A SINGLE REGION. THESE CARDS AFFECT ONLY THE REGIONAL ELECTION WHERE PLAYED (UNLESS STATED OTHERWISE).
- 2) CANDIDATES MAY PLAY ONLY ONE RED CARD PER REGION. DIFFERENT CANDIDATES MAY PLAY RED CARDS ON THE SAME REGION.
- 3) RED CARDS TAKE PRECEDENCE BASED ON THE ORDER THEY ARE PLAYED (ANNOUNCED) PRIOR TO PRIMARY REGIONAL ELECTION ROLL.
- 4) RED CARDS CAN BE VETOED.

PRESIDENTIAL DEBATES



PRESIDENTIAL DEBATES OCCUR ON THE 9TH ROUND OF THE GAME. ON THIS ROUND ONLY, PERFORM THE FOLLOWING:

- 1) ALL CANDIDATES MAY DISCARD (FACE UP) AS MANY CARDS AS THEY WANT FROM THEIR HANDS AND REPLACE THEM WITH THE SAME NUMBER OF CARDS FROM THE DRAW PILE (FACE DOWN).
- 2) ADVANCE TOKEN TO THE NEXT ROUND (ROUND 10).

PRESIDENTIAL DEBATES (ADVANCED PLAY)

CANDIDATES MAY CHOOSE TO SOLIDIFY THEIR STANDINGS BY TAKING ONE OF THE FOLLOWING TWO ACTIONS:

- A) CANDIDATES MAY SPEND UP TO A TOTAL OF \$6M TO SECURE REGIONS WHERE THEY ARE THE CURRENT INCUMBENT AND HAVE THE MOST DELEGATES (TIES ARE OK). THE AMOUNT REQUIRED (IN \$M) TO SECURE A REGION IS 1/10 OF THE WINNER POINTS ASSIGNED TO THAT REGION: UPON PAYMENT, THAT REGION IS "CALLED" FOR THAT CANDIDATE FOR THE REST OF THE

EXAMPLE SCENARIO:



(IF "YELLOW" CANDIDATE IS INCUMBENT OF NEW ENGLAND AND NEW YORK, HE/SHE CAN SPEND MONEY EQUAL TO 33/10 (3.3 ROUNDED DOWN = \$3M) AND 28/10 (2.8 ROUNDED UP = \$3M). THAT CANDIDATE IS DECLARED THE FINAL WINNER FOR THOSE TWO REGIONS).

CARDS CAN NOT AFFECT THE INCUMBENT STATUSES OF THESE REGIONS FOR THE REST OF THE GAME.

OPTION A IS COMPLETED FIRST FOR ALL CANDIDATES.

- B) CANDIDATES WHO DON'T CHOOSE OPTION A MAY SPEND UP TO \$6M AND GAIN 2 ADDITIONAL DELEGATES PER \$1M SPENT. THESE DELEGATES MAY BE PLACED IN ANY REGION (SAME DELEGATE RESTRICTIONS APPLY). IF MULTIPLE CANDIDATES CHOOSE THIS OPTION, DELEGATES ARE ASSIGNED 4 AT A TIME CLOCKWISE STARTING WITH THE CANDIDATE WHO GOES FIRST.

ONCE ALL CANDIDATES HAVE HAD AN OPPORTUNITY TO COMPLETE ONE OF THE ABOVE OPTIONS, PLAY CONTINUES AND ADVANCE TOKEN TO ROUND 10.

WINNING THE GAME

ON THE FINAL ROUND, REPEAT PRIMARY REGION ELECTION PROCEDURES FOR ALL REGIONS (OR NON-CALLED REGIONS IN ADVANCED PLAY) UNTIL FINAL INCUMBENTS ARE DETERMINED. THE WINNERS OF THESE REGIONS ARE THE FINAL WINNERS AND WINNER POINTS (ELECTORAL COLLEGE VOTES) SHOULD BE TALLIED ACCORDINGLY.

THE CANDIDATE WITH THE HIGHEST NUMBER OF WINNER POINTS (OUT OF 538) WINS THE GAME!

TOTAL SCORE	
Red	165
Yellow	195
Blue	178
Green	

IN THE EVENT OF A TIE IN WINNER POINTS, WHICHEVER CANDIDATE HAS THE HIGHEST TOTAL NUMBER OF INCUMBENTS (WINNER! CARDS) WINS THE PRESIDENCY! IF CANDIDATES ARE STILL TIED, THE HIGHEST TOTAL NUMBER OF DELEGATES WINS THE GAME.

CREDITS

THANK YOU TO THE FOLLOWING PEOPLE THAT WERE INSTRUMENTAL IN MAKING THIS GAME CREATED:

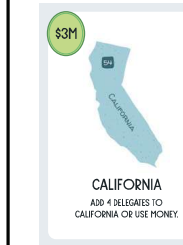
- ZOE KIM (CARD ARTWORK)
- BOJAN DRANGOVSKI (BOARD AND CARD ARTWORK)
- PATRICK SULLIVAN (BOX DESIGN)
- ALLISON GEHRKE (NITE SWIM STUDIO) - ART DESIGN
- SCOTT BRITO - RULES EDITING
- LAUNCHBOOM - GAME PLANNING
- JESSICA KIM - MORAL SUPPORT 😊

CARDS

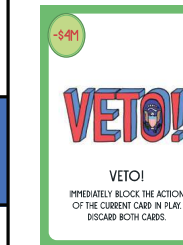
THE FOLLOWING ARE THE TYPES, QUANTITIES AND DESCRIPTIONS OF ALL CARDS INCLUDED.



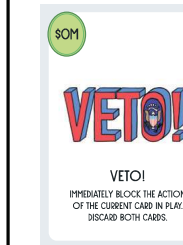
FUNDRAISER: (25) \$2M TO \$5M. MAY BE USED TO PURCHASE DELEGATES IN ANY REGION OR A VETO! CARD FROM THE VETO BANK.



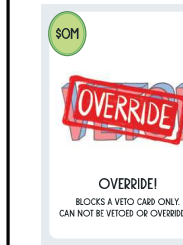
REGIONAL: (45) ADDS DELEGATES TO SPECIFIC REGIONS OR USES THE MONEY VALUE INDICATED. INCLUDES 8 SUPER STATE (WILD) CARDS.



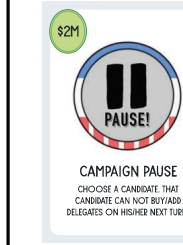
VETO! (GREEN): (7) BLOCKS THE ACTION OF ANY CARD BEING PLAYED; AVAILABLE FOR PURCHASE FOR \$4M FROM THE VETO! BANK. RETURN TO VETO BANK AFTER USE.



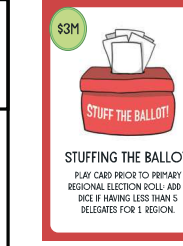
VETO!: (7) BLOCKS THE ACTION OF ANY CARD BEING PLAYED; DRAWN FROM THE DRAW PILE. PLACE IN DISCARD PILE AFTER USE.



OVERRIDE: (2) BLOCKS A VETO! CARD ONLY; THIS CARD CAN NOT BE BLOCKED.



ACTION: (43) PERFORM THE ACTION STATED ON THE CARD OR USE AS MONEY FOR THE VALUE INDICATED ON THE CARD.



PRIMARY REGIONAL ELECTION ACTION (RED): (18) AFFECTS THE PRIMARY REGIONAL ELECTION ROLLS FOR ONE REGION OR USE AS MONEY FOR THE VALUE INDICATED ON THE CARD.



WINNER! (BLUE): (15) DESIGNATES THE CURRENT INCUMBENT (AND WINNER) FOR EACH REGION. INCLUDES THE NUMBER OF POINTS TOWARD WINNING THE PRESIDENCY.