NINETY
THE CAMPAIGN FOR MAYOR OF
Pittsburgh

For 2 to 5 players | Ages 13 to adult

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- Game board
- Calendar counter
- 5 candidate markers
- 15 home turf houses (3 per candidate)
- Deck of candidate bio cards
- Deck of home turf cards
- Deck of event cards
- Campaign cash ($100 / $500 / $1,000)

- 2 white dice
- 2 black dice
- Canvassers/lean vote blocks (smaller, light-shaded blocks)
- Solid vote blocks (larger, dark-shaded blocks)
- Election Day cards/cheat sheets
- Score sheets

Neighborhood

Region

Calendar

Public schedule

The incumbent Mayor of Pittsburgh has decided not to seek reelection. Your dream of governing the city has never seemed more within reach, but the field of contenders is crowded. Use both your unique qualifications and a well-executed strategy to steer your campaign to victory.

In these final days of a contentious campaign, it's up to you to make the tough calls. You'll spend your days accepting invitations to galas and fish frys, fundraising from wealthy donors Downtown, recruiting campaign volunteers back on home turf, and canvassing and mudslinging across Pittsburgh's ninety neighborhoods.

By attending neighborhood events, turning out as many votes as you can, and dominating each of the city's regions, the candidate with the most points on Election Day becomes Mayor!
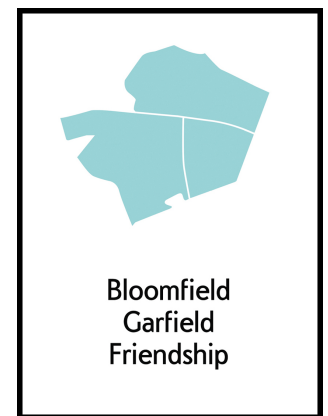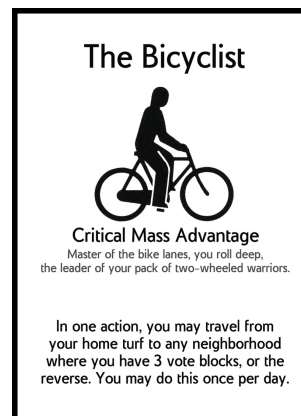
SETUP

Each player selects: A color to represent their campaign
                            1 card from the face-down deck of **candidate bio cards**
                            1 card from the face-down deck of **home turf cards**

These cards detail your special advantages and your starting place for the campaign. Show off these cards to your opponents, and get to know who else is in the running!

Each candidate then places a **home turf house** in each of his three **home turf** neighborhoods.

Now, each candidate rolls a die to determine who will take the first turn. Play proceeds clockwise.

The Bicyclist
Critical Mass Advantage
Master of the bike lanes, you roll deep, the leader of your pack of two–wheeled warriors.
In one action, you may travel from your home turf to any neighborhood where you have 3 vote blocks, or the reverse. You may do this once per day.

Bloomfield
Garfield
Friendship

Understanding home turf

Home turf is your starting point for the campaign and is a unit made up of three contiguous neighborhoods.

Your home turf functions as one large space for you, so you can travel within it as if there were no boundaries between the neighborhoods. Other candidates can travel through your home turf, but they do so neighborhood [to] neighborhood, as normal. Home turfs are off limits for canvassing, so no candidates can leave voting blocks i[n] any home turf neighborhoods, and home turfs don't count toward region bonuses on Election Day.

You may attend an event in a home turf neighborhood by traveling there, and you can even accept the rewar[d] promised on the card--all rewards except for the ones that direct you to place vote blocks in a home tu[rf] neighborhood, even your own.

Each player begins the game with: 10 **canvassers** (lightly-shaded cubes; also function as **lean vote blocks**)
                            $1,500 in **campaign cash**

Before the campaign begins, first all candidates will **seed the map with votes**.

● Step 1: Starting with Player #1, draw **2 event cards** and place **2 lean vote blocks** from the bank in each of the neighborhoods identified on the cards. If you happen to draw a card featuring one of any candidate's **home turf** neighborhoods, or a "hot pot of coffee" card, draw another. After all candidates have done this, shuffle these **event cards** back into the deck.
● Step 2: Next, beginning again with Player #1, pick 2 neighborhoods of your choice and place **1 lean vote block** from the bank in each of them. More than one candidate can place vote blocks in the same neighborhood, up to a maximum of 4 blocks total (no neighborhood can hold more than 4 blocks--see the bottom of page 5 for more information).

Place the calendar counter on the first calendar day (though for a shorter campaign, you and your opponents may decide to start further into the calendar). Now you're ready to hit the ground running!
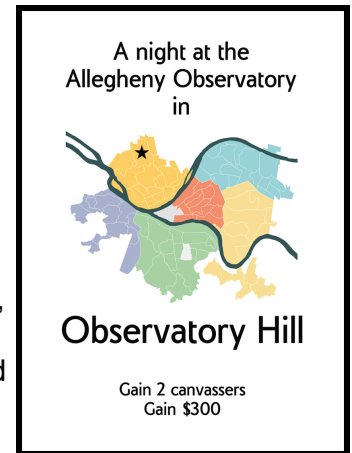
THE CAMPAIGN

One day of campaigning begins when Player #1 begins his turn and lasts until the conclusion of the last player's turn. When Player #1 begins his next turn, advance the calendar counter another day.

How a turn works:

1. Draw a card from the event deck, read it aloud, and place it on space #1 of the public schedule.

An event is a chance for you to endear yourself to a neighborhood and earn canvassers, votes, or cash. Neighborhood events are open to all candidates. To attend, enter the neighborhood, remove the card from the public schedule, and collect the advertised reward. Keep the card for an additional bonus on Election Day. This event is now over, and none of your opponents may attend it. Some event cards are invitations for high-profile affairs, and a candidate who does not make an appearance may suffer the consequences.

A night at the
Allegheny Observatory
in

Observatory Hill

Gain 2 canvassers
Gain $300

The public schedule

1   2   3   4   5   6

During your campaign, events will be frequent, but your time is finite. All event cards go onto a public schedule, queue of up to six cards, face-up on the board in the order they were drawn. When an event card is first drawn, it's announced to all players and then placed on space #1. Every event card enters the queue onto space #1, bumping the previous card(s) forward. So if the queue is full and a new card enters onto space #1, all cards move forward one space, and the card in space #6 is removed and discarded--this event has passed.

2. Roll both white dice for your number of actions.
The result of the dice roll is the number of action points you can expend that turn. Your turn ends the moment you spend your last action point, but note that you may choose to end your turn before then if you wish.

3. Now plan your day.
Some campaign activities cost a dice roll's action points to perform, and some don't.

These activities **do not cost** any action points to perform:

Recruiting canvassers

Whenever you're in or passing through your home turf, you can recruit canvassers to your campaign. While in home turf, roll both **black dice**. The result of this dice roll is the number of canvassers that you gain.
- ★ You may only recruit canvassers once per day.
- ★ When you choose to recruit canvassers, you must do so before spending the last action point of your dice roll.

Fundraising

Your campaign will definitely need cash: to get it, head Downtown. Though candidates can't canvass Downtown, this is where you'll fundraise throughout the campaign. To do so, roll both **black dice** while you're Downtown. Multiply the result of the dice by 100 to determine the amount of money your campaign receives. For example, a dice roll of 4 yields $400; a dice roll of 12 yields $1,200.
- ★ You may only fundraise Downtown once per day.
- ★ When you choose to fundraise, you must do so before spending the last action point of your dice roll.
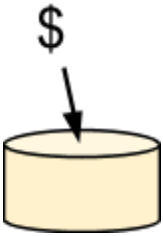

These activities **do cost** action points from your **white dice** roll to perform:

Traveling

Moving your candidate marker from one neighborhood space to an adjacent neighborhood space requires 1 action point. Note that diagonally opposite ("catty-corner") borders do not count as adjacent.

Bridges, tunnels, and roads allow you to cross from one neighborhood to another, and each count as one space. Note that a bridge-and-tunnel connection would count as two spaces.
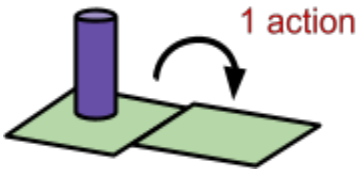
Canvassing

Over the course of two weeks, you will deploy your canvassers throughout the city to win votes. To canvass, spend an action point to drop a **canvasser** in the neighborhood you are currently in--this block now represents a **lean vote**.

On Election Day, your lean votes will count for 1 point each, and they will also benefit you in your battle to win first place in each of the six regions.

One candidate can have a maximum of 3 of her vote blocks in any neighborhood, and any one neighborhood can only support 4 vote blocks total, from any combination of candidates.
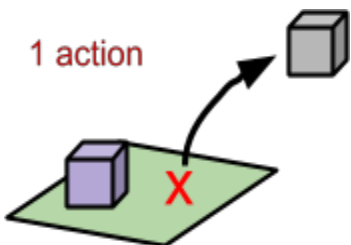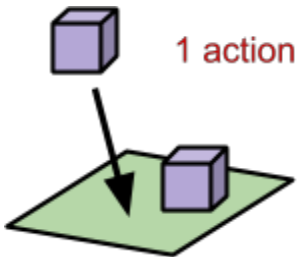
Mudslinging

Though voters may grumble when campaigns "go negative," it's a time-tested way to move to the head of the pack. To mudsling, spend an action point to remove a lean vote block from any opponent in the neighborhood you are currently in and return it to the bank.

A **lean vote** in a neighborhood means that a voter is considering casting a ballot for you on Election Day, but she may be swayed when another candidate comes mudslinging. In order to lock down her support, you'll need to convert that **lean vote** into a **solid vote**. Solid votes cannot be removed by your opponents, and on Election Day, they are worth twice the value as lean votes.
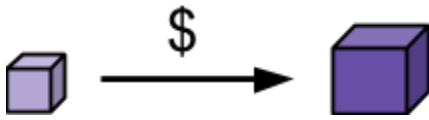
To get solid vote blocks on the map, you'll have to spend some of your hard-earned campaign cash on **direct mailing**.

Direct mailing
Converting a lean vote block into a darker-shaded solid vote block doesn't cost any action points, but it does cost money.

- Converting one lean vote block into a solid vote block in a neighborhood that you are currently in costs **$500.** Pay the bank, return the lean vote block to the bank, and replace it with a solid vote block.
- Converting one lean vote block into a solid vote block in a neighborhood that you are *not* currently in costs **$1,000**. Of course, you can only turn a lean vote block into a solid vote block where you already have placed a lean vote block. After paying the bank, return the lean voting block to the bank and replace it with a solid one.

You can follow up canvassing with a direct mailing on the same day, and you can also choose to issue a direct mailing at any point during your turn. Remember that doing so doesn't cost any action points.

Candidates are only permitted 2 direct mailings per neighborhood--that is, a neighborhood can hold a maximum of 2 of your solid vote blocks.

Each neighborhood can hold a maximum of:

2 of one candidate's solid vote blocks
No candidate can have more than 2 solid votes per neighborhood

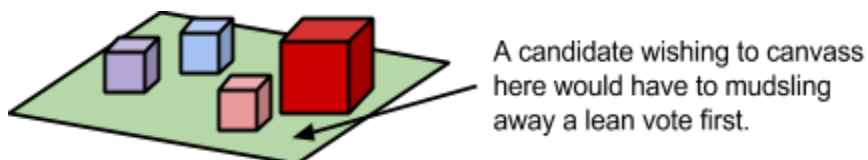This lean vote cannot be converted into a solid one.
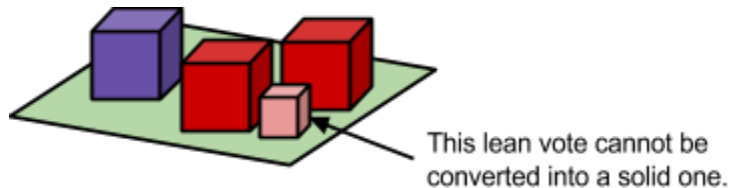
3 of one candidate's vote blocks, whether lean or solid
Assuming there's room, one candidate can place up to 3 of his own vote blocks into a neighborhood

This candidate cannot canvass for any more votes in this neighborhood.
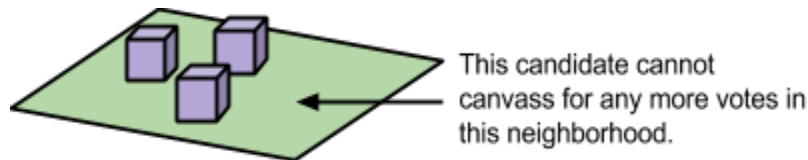
4 vote blocks total (a combination of all candidates' blocks)

A candidate wishing to canvass here would have to mudsling away a lean vote first.

On the weekends:

On Saturdays and Sundays, candidates gain an additional boost of energy and enthusiasm. This is the **weekend bonus.** Begin by drawing the event card as usual, but before rolling the dice to determine your action points for the day, **roll one die** to determine what bonus you can pick from.

If your roll is **ODD**	take $1,000 from the bank - or - upgrade 1 of your lean votes to a solid anywhere on the map
If your roll is **EVEN**	remove a total of 2 lean votes from any candidates on the map - or - move directly to any neighborhood on the map

After receiving your weekend bonus, continue your normal turn by rolling the white dice.

ELECTION DAY

Fifteen intense days of campaigning have come to a close, and now it's Election Day--it's time for one last push.
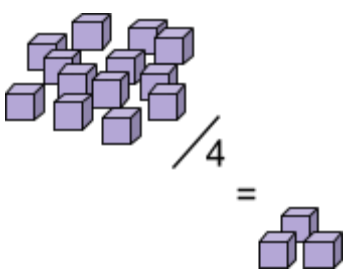
- At the start of Election Day, divide the number of your remaining canvassers by 4, rounding down.
  - For example:
    If you had 13 canvassers, you'd keep 3 and return the rest to the bank.
    If you had 1, 2, or 3 canvassers, you would not be able to keep any.

- Now, to boost your final vote totals, drop your remaining canvassers into the regions of your choice on your **Election Day card**, concealing your card from your opponents. When all candidates are ready, reveal your cards simultaneously. These final lean votes can now be added into their respective regions.

The polls have now closed, and the vote counting begins!

1. Choose the most trustworthy candidate to be the Recorder of Elections--he will tally these final numbers on the **score sheet**.

2. Region by region, the Recorder adds up all lean and solid vote points for each candidate. Lean vote blocks count for 1 point each; solid vote blocks count for 2 points each. Remember that home turfs do not count.

3. Based on each region's point totals from lean and solid votes, rank the candidates using the chart on the **Election Day card** and award their points. In the event of a tie in region vote totals, add the respective bonus points (e.g. 1st place and 2nd place) and split them between the candidates, rounding down if necessary.

4. Finally, award candidates 1 point for each of their event cards.

The candidate with the highest total score is declared the winner.

In the event that two candidates wind up with the same total score, the candidate with the most event cards is declared the winner. If the tie remains, the requisite legal fees to settle the issue leads the candidate with the most cash to become Mayor. If there is a tie in cash reserves as well, a roll of a single die determines the winner.

Congratulations, Mayor!