



OBAMANIA



Get into the Campaign Spirit!

Do you have what it takes to be the next Obama?

Aim of the Game

The aim is to navigate your future Obama through the presidential race and into the White House. During this race your political and historical knowledge will be tested, and you will be put through your paces to see if you have the ability to rule the world's most powerful nation.

But speed and knowledge in themselves will not bring you the presidency. A presidential campaign is expensive and depends on voters. To become the President of the United States of America, you therefore have to raise money and collect votes along the way.

Be careful not to take too many detours and to use your jokers wisely and appropriately.

Preparation

Before the game starts, each future Obama has to think about the following essentials for his/her presidential race:

- Which slogan will help you to campaign and convince voters?



- What should your personal gesture be?



At the start of each turn, you need to get the other players' attention by stating your slogan. Each turn should be completed by your making your personal gesture. If you **forget to state your slogan or make your gesture, you must pay \$ 1,000; if you forget both you have to pay \$ 2,000** into your Propaganda Fund. That money will have to work extra hours to repair the damage you have caused to your campaign.

Now choose your favorite Obama playing piece and position it where everything began in 1961. Then get ready for the start of the game!

Course of the Game

The tour starts in Honolulu, where Barack Obama was born. To start the campaign tour across the states, each player has to roll one of the dice. If he/she rolls a six or a one, the player can roll the dice again and move his or her pawn forward for the same number of spaces rolled in the second throw. Unlucky rollers have to wait for their next turn and try again. The players who start their tour move their pawns forward and travel from state to state until they reach the White House in Washington D.C. If a future-Obama rolls doubles he/she can move forward and then take an extra turn.

Questions

On your way through the USA, your knowledge of Obama and the States will be tested. The square on which your move ends will determine the question you have to answer. You will be given a general question when you land on a blue square and an expert question on the squares that are  marked with a star.

You will only be given an expert question if your move ends on an expert square and not if you only cross one.

The candidate sitting on your left reads aloud the question and the possible solutions, and you have to decide on the right answer.

General questions: If you answer a general question correctly, you will receive either **\$ 1 000 or 1 vote**.
If your answer is wrong you get nothing.

Expert questions: If you answer an expert question correctly, you will receive either **\$ 3,000 or 3 votes**.
 If your answer is wrong you get nothing.

Caution! Squares



If your move ends on a Caution! Square, you have to pick a Caution! Card and do what it says. You have no choice. Just see if you are lucky, or not, and how the card shapes your journey.

Payment Posts



Presidential campaigns are expensive, and it takes a lot of money to reach the White House. Because of this, you will come across four payment posts on your journey across the country.

Each time a player crosses one of these he/she has to **pay \$ 5,000** in order to travel on. If you cannot pay 5,000 dollars, you will have to move your pawn **7 squares backwards** and use the detour to acquire the money you need by answering more questions on the way. If necessary, this procedure will have to be repeated again and again until you are able to pay. That's why you should always bear in mind that the next payment post will come soon.

Joker

At the beginning of the game each player gets 3 jokers. If you have trouble answering a question, you can use one of them. The joker will then "answer" the question for you and you can benefit from a correct answer.

But each joker can only be used once and should therefore be used wisely!

Finish

When the first player reaches the White House the campaign is over and Election Day has arrived. America has voted, and the votes have to be tallied.

Therefore, the **first player to reach the White House gets 10 extra votes**, the **second, 6 extra votes**, and the **third only 2 extra votes**. All of the other players receive nothing.

Following the distribution of the extra votes, each player's votes will be counted. The candidate with the most votes becomes America's next Obama!

Congratulations Mr./Ms. President!