

Let's Play!

1. Remove the reference card from the deck.
2. I'll deal a stack of 28 cards to each of us.
3. Now I lay five cards from the top of my stack face down in the middle of the table. I turn over one, and you turn over one.
4. The player who turns over the higher card (the number of electoral votes) can take the higher card and any one of the other cards or the lower card and two of the face-down cards. You get the rest of the cards.
5. What if we turn over cards of equal value? Since I went first, I turn over a third card to break the tie.
 - If the three exposed cards are all the same value, I get those three cards, and you take the two face-down cards.
 - If the third card is higher than the other two, I get that card and any one of the other cards (two cards). You take the remaining cards (three cards).
 - If the third exposed card is lower value, I take that one and the two face-down cards (three cards). You take the remaining two exposed cards.
6. Now you lay out five of the cards from the top of your pile and we each turn over a card again. Play continues as before.
7. In the 11th and 12th hands we each have three cards remaining. The rules for these hands follow the "Wild Card" explanations.

Wild Card Rules: Step by Step

1. A player who reveals a wild card must play by that card's rules. Rules are printed on the reference card. Expanded rules for each wild card appear below.
2. Any wild card drawn during any hand can be used in that player's last hand. (More on this in "The Last Hand" below.)
3. Once a wild card is played, it is removed from the game.
4. The player who turns over a second wild card in any hand wins the three remaining cards. The two revealed wild cards are removed from the game.

Fake News

- Fake News: I turn over the first card in the hand, and it's Fake News. I turn over another card and note its value. I have to guess aloud whether the next card I turn over is going to be higher, lower, or equal to it. If I'm correct, I win both cards. If I'm wrong, you win both cards. I then turn over the next card and guess whether the last card I turn over will be higher, lower, or equal to it, and the process repeats. The Fake News card is discarded.

WILD CARD: If I turn over a second wild card, I win every remaining card in that hand. Both wild cards are removed from play.

Example 1: You begin the hand and turn over a regular card; then, I turn over Fake News. I have to guess whether the next card turned over will be higher, lower, or equal to it. If I'm correct, I win the two cards. If I'm wrong, you win the two cards. I then turn over another card and the process repeats.

Example 2: I turn over a card and you turn over a card of the same value. I turn over a third card to break the tie, and it's [Fake News](#). I calculate the sum of the two exposed cards, and I say whether the sum of the remaining two cards will be higher, lower, or equal to the sum of the exposed cards. If I'm right, I win all four cards. If I'm wrong, you win all four cards.

Celebrity Endorsement

- [Celebrity Endorsement](#): If I turn over [Celebrity Endorsement](#), all the cards in the hand are exposed, and I win the lowest one. You win the rest. (There is one exception: If I turn over [Celebrity Endorsement](#) and one (or more) of the remaining cards is a wild card, I win all numbered cards. All revealed wild cards, however, are removed from the game.

Recount

- [Recount](#): I turn over [Recount](#). You turn over a card, and I turn over another card. The player who turns over the lower card wins all the cards in the hand. If we turn over cards of equal value, you turn over another card. If that card is even, you win all the cards in the hand. If it's odd, I win all the cards in the hand.

I turn over a card and you turn over [Recount](#). You turn over another card. If it is lower than mine, you win all the cards. If the card is higher, I win all the cards. If the card is the same value, then I turn over a third card. If that card is even, I win all the cards. If the card is odd, you win all the cards. The [Recount](#) card is discarded.

- WILD CARD: If either of us turns over a second wild card, that person wins every remaining card in that hand. The wild cards are removed from play. Any wild cards I collect over the course of the game can be played in my final hand. (More on that in “The Last Two Hands” below.)

Swing State

- Swing state: I turn over Swing State. You turn over a card, and I turn over a card. If the total of the two cards is an even number, I win all the cards in the hand. If the total of the two cards is an odd number, you win all the cards in the hand.

You turn over a card, and I turn over Swing State. We both turn over one more card, and if the total value of the three cards is even, I win all the cards in the hand. If the total value of the three cards is odd, you win all the cards. The Swing State card is discarded.

- WILD CARD: If either of us turns over a second wild card, that person wins every remaining card in that hand. Any wild cards I collect over the course of the game can be played in my final hand. (More on that in “The Last Two Hands” below.)

Russian Collusion

- Russian Collusion: You turn over a card, and I turn over Russian Collusion. We play rock, paper, scissors for each card in the hand. We play four rounds, one round for each remaining card. Whoever wins a round can take any card, and we play until each card is won. The Russian Collusion card is discarded.

- WILD CARD: If either of us turns over a second wild card, that person wins every remaining card in that hand. Any wild cards I collect over the course of the game can be played in my final hand. (More on that in “The Last Two Hands” below.)

The Last Two Hands

- In the 11th and 12th hands we each have three cards remaining. Neither of us looks at those cards.
- On my turn, I choose two cards that I previously won to my hand: (1) the card with the highest number of electoral votes and (2) any other card (including any wild card I’ve drawn over the course of the game).
- I shuffle the cards and lay them face-down just like in the previous hands.
- Play continues as before.
- On your turn, you add your highest card and any other card to your last three (including any wild card you’ve drawn over the course of the game), shuffle them, and lay them face-down.
- Play continues as before.

Winning the Game

- After all hands are completed, we count our electoral votes, and the player with 270 or more wins! We suggest you keep track of the votes as they roll in by downloading an [Electoral College interactive state map](#). Just click on a state you’ve won, and the site tallies the votes. Or you can count your votes at the end of the game.

Playing to Lose: Book Deal

- In **Book Deal** the rules are the same, but the player with *fewer* than 270 electoral votes wins.

Have fun!