

## **WHAT YOU NEED TO PLAY**

### **1) Deck of Showdown Cards**

A deck has a minimum of 120 cards. The easiest way to do this is make two copies of the starter set, which contains 60 cards:

25 - EVENT cards.

20 - SUPPORT cards.

5 - VENUE cards.

10 - SPIN cards.

### **2) Stack of Candidate Cards**

Candidate cards are stored separately from the deck. The starter set contains 12 CANDIDATE cards. A minimum of one candidate is required per player.

### **3) Twenty Sided Dice**

A minimum of one die is required to play, but multiples are recommended.

## **GETTING STARTED**

### **1) Who Goes First?**

Players sit in a circle, and all roll dice. The player with the highest roll goes first. In the case of a tie, those that tied roll again, and repeat the process until there is a clear winner.

The winner of this initial role chooses whether the turn order goes clockwise or counter-clockwise.

### **2) Setting Up**

Once turn order is decided, shuffle the deck and the stack of candidate cards separately. Both are placed face down in the center.

Then, the cards are distributed:

In their turn order, players draw a card from the stack of candidate cards. They reveal this card and place it in front of them, face up.

In their turn order, players take the top eight cards(2-8 players) or six cards(9-12 players) of the deck face down and place them next to their candidate card. This is their Campaign Fund.

In their turn order, players shuffle their Campaign Fund, draw two cards from the top of it, and reveal these cards only to themselves. These cards are player's starting hands.

## **PLAYING THE GAME**

In their turn order, players go through the following phases:

### **1) DRAW PHASE:**

The Active Player draws a card from the top of the deck.

### **2) PREP PHASE:**

The Active Player can play up to ONE of the following cards from their hand:

SPIN Cards

SUPPORT Cards

VENUE Cards

### **3) DEBATE PHASE:**

The Active Player challenges another player to a DEBATE phase. Any SPIN cards with the trigger "next time a player challenges you" happen at this time.

#### **i) Players play EVENT cards:**

The Active Player chooses to play an EVENT card or pass, then their opponent can do the same. This process repeats until both players choose to pass. EVENT card are stacked on top of each other during this phase, and their effects happen on a LIFO (last in, first out) basis.

#### **ii) Players Roll and Add Totals:**

The Active Player and their opponent roll a twenty-sided die. They then add their candidate's MOMENTUM to the roll. (Remember to include all momentum-changing effects from other cards.)

The player with the higher total roll wins the Debate, and draws a card off the top of the deck.

The player who loses the Debate draws a card from their Campaign Fund and adds it to their hand.

Any SPIN cards that trigger "next time you lose a debate" happen at this time.

### **6) END PHASE**

- i) All effects that end "at the end of this turn" end.**
- ii) Players with more than seven cards in hand discard cards until they don't.**
- iii) Any players with zero cards in their Campaign Fund lose the game. They may then shuffle a card from their hand into another player's Campaign Fund. This is "endorsing" a candidate. The recent loser then discards the rest of the cards in their hand, and their candidate card is removed from the game.**
- iv) The last player standing wins.**

## **THE DECK & THE DISCARD PILE**

Unless otherwise noted, players always draw cards from the DECK unless it's for losing a Debate, in which case they draw the card from their Campaign Fund.

When an EVENT card resolves, a SPIN card is triggered, a SUPPORT or EVENT card is destroyed, or a player is required to discard a card, that card is put into the DISCARD PILE. The discard pile stays face up next to the deck.

If there are no cards left in the DECK, the DISCARD PILE is shuffled face down and becomes the DECK. If there are no cards in the DECK or DISCARD PILE, players simply skip any draw steps and effects until a card is available to draw.

## **OTHER ZONES**

### **Campaign Fund**

Each player has a face down stack of four-to-six cards that counts as their Campaign Fund, depending on the number of players. After losing a Debate, that player draws a card from the Campaign Fund. A player with 0 cards in their Campaign Fund at the end of a turn loses the game.

### **Hand**

Players start the game with two cards in their hand. Players can only see cards in their own hand, unless otherwise noted. Whenever a player draws a card, it is added to their hand.

## **CARD TYPES**

### **Candidates**

These cards represent the player in the game, and each have a unique ability and their own Momentum level. Their Momentum helps boost your roll in showdowns.

Certain cards keep Candidates from using their ability. If that happens, turn your candidate card upside down (still face up) until the effect wears off.

Other cards cause players to skip turns. If that happens, turn your Candidate card to the right to signify this, and turn it back up once you are skipped over. **Turn skips also do not stack. i.e. A player isn't affected by "skip your next turn" effects until their current skip actually happens.**

### **Spin Cards**

Spin cards are placed face down on the table in front of Candidates. Spin cards "trigger" depending on different player actions, and are then flipped over and revealed. Once a Spin card is revealed, it generates its effect and goes in the discard pile.

### **Venue Cards**

Venue cards give constant effects for the game. When another Venue card is put into play, any other Venue cards before it are put in the discard pile.

### **Support Cards**

Support cards give static, or constant effects on a player, and stay in play until destroyed. Note, these effects can be positive or negative, and thus can be used on ANY player.

### **Event Cards**

These cards can be played by Debate participants after a player is challenged but before the roll. Event cards are discarded when they resolve.