



# CAMPAIGN SECRETS

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## The Constitution of Campaign Secrets

### Preamble

Campaign Secrets is a game of political satire where each player is a candidate in a major election. Don't worry, you don't need to know anything about politics to play Campaign Secrets.

Campaign Secrets consists of two decks. The first deck is the Score deck and is black and white with percentages in the center of each card. The second deck is the Game deck and contains blue campaign cards and red secret cards.

### Articles

#### Article I - Setting Up The Game

**Section 1** - Take the Score deck and give each player 10%. Place the remainder of the deck, hereafter known as 'the undecided vote,' in the center of the table.

**Section 2** - Sort through the Game deck and pull out the card labeled 'Election Day.' Place it aside; it will be used later. Shuffle the Game deck, then deal each player five cards. Place the remainder of the deck, hereafter known as 'the draw pile,' in the center of the table.

(Note: If anyone is dealt the card labeled 'Primaries,' then shuffle that card back into the deck and deal that player a new card.)

**Section 3** - Leave a space at the center of the table for 'the discard pile.'

**Section 4** - Determine who will start first. If this is the first game, we recommend choosing the person who most recently had their birthday. After you've played a game, you can have the winner start first each time.

#### Article II - Defining Play

**Section 1** - Blue campaign cards directly affect play. When a player chooses to play a campaign card, s/he will read it aloud, select a player for it to affect, and then place it in the discard pile.

**Section 2** - Red secret cards come in two parts: cost and benefit. Cost is the percentage of the vote paid by a player that has his/her secret revealed. Benefit is the amount of the vote that a player may gain at the end of the game if s/he can keep the secret from being revealed. When a player chooses to play a secret, s/he will place it face down in front of the player s/he wishes it to affect. If a secret becomes revealed, the holder of that secret must pay it's cost and then discard the secret.

(Note: The holder of a secret should not know what his/her secrets are until they are revealed.)

#### Article III - The First Round of Play

**Section 1** - The first player will choose a card from his/her hand and play it.

(Note: Any card may be played on any player.)

**Section 2** - Play then continues to the next player (clockwise), until all players have played their first card.

#### Article IV - Continuing Play

**Section 1** - At the beginning of each player's turn s/he should draw from the draw pile until s/he has five cards in his/her hand. Each player then plays their turn just like they did in the first round.

**Section 2** - Play continues until the 'Primaries' card is revealed. Follow the instructions on the Primaries card (which includes replacing the Primaries card with the "Election Day" card you removed earlier), and then continue play.

**Section 3** - Play until the 'Election Day' card is revealed.

**Section 4** - The winner of the game is the player with the greatest percent of the vote at the end of the game.

## Amendments

### Amendment I - Any Card Anywhere

Although we already stated this earlier in the rules, many people forget that you may play any card on any player (including yourself).

### Amendment II - Defense Against Secrets

You may play any number of cards outside of your turn to prevent a secret from being revealed.

### Amendment III - Special Play Cards

Some cards have a bold statement between the artwork and the description. This statement describes when that card may be played.

### Amendment IV - Tie Breaker

In the event that two or more players are tied at the end of the game, the winner may be determined in the following manner. An impartial player should select a 1% card for each tied player plus a 5% card. These cards will then be laid face down on the table and mixed up. Each tied player should then draw one of the cards to determine the winner.

### Amendment V - Poll Results

Each player's percent of the vote is considered public knowledge as it could be obtained by conducting a poll.

### Amendment VI - Payments and Losses

When a player pays the cost of a secret, or is forced to lose a percent from a campaign card, that percent goes back to the undecided vote.

### Amendment VII - Secrets Have No Cost After Election Day

The costs of secrets only apply during the game. When the *Election Day* card is drawn, only the benefits of secrets matter. Disregard the costs completely.

### Amendment VIII - No Limits Per Player

If a card doesn't explicitly specify the maximum amount of percentage points you can take from any given player, then assume you can take the full amount from any player.

### Amendment IX - No Losers Until Election Day

It doesn't matter if you lose all of your percentage points. You can continue playing until the *Election Day* card is played. No percent of the vote doesn't mean you're out, it simply means you aren't popular.

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