

THE MOST
INSIGNIFICANT
OFFICE

Designed by Nathan Fullerton

Components



Round Marker



First Player Marker



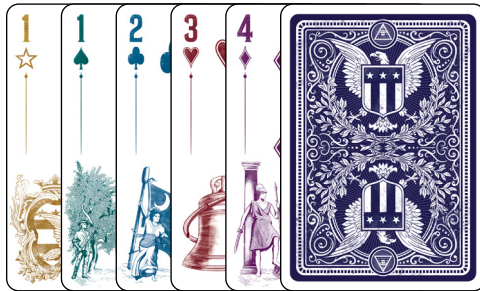
Ratification Marker



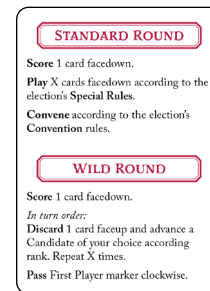
6 Double Sided Voting Markers



5 Candidate Markers



168 Elector Cards



6 Reference Cards

1	1	1	2	2	2	3	3	3
SOUTH CAROLINA	NEW HAMPSHIRE	RHODE ISLAND	MARYLAND	RATIFIED DE. N.H. VA. GA. CT	NORTH CAROLINA	MASS.	VIRGINIA	NEW YORK
F	F	D	F	W	D	F	D	D

SPECIAL RULES

HIS EXCELLENCY, WASHINGTON

Play: Elector cards are placed facedown in a single pile.

Final Scoring: If ☆Washington is not elected President:

- 1 Point for each scored Elector card matching the President.
- +0 Points for each ☆Wild card scored.

THE ELECTION OF

1788

CANDIDATES

George Washington
Inaugural President and Commander-in-Chief. Had dentures made of human teeth, cow teeth, ivory and lead.

John Adams
Inaugural Vice President and one of the first early Presidents not to own slaves. Signed the Alien and Sedition acts.

John Rutledge
Appointed Chief Justice during a recess despite being the first Supreme Court Justice rejected by the Senate.

John Jay
Federalist Paper co-author and first Chief Justice of the Supreme Court. Heard only four cases before resigning.

Robert Harrison
Personal secretary to Washington during the Revolution. Never held national office.

CONVENTION

CONSTITUTIONAL RATIFICATION

Shuffle and reveal all played Elector cards, then **Vote**.

Determine Majority:

Majority Federalist: All Candidates Advance according to rank.

Majority Dem. Repub.: All Elector cards are Discarded. Advance the Ratification marker instead.

If the Ratification marker ever reaches 5, the game immediately ends with all players scoring zero points.

ALL ELECTORS

2 Double Sided Election Boards

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
49	<h1 style="text-align: center;">THE MOST INSIGNIFICANT OFFICE</h1>																			21
48																				22
47																				23
46																				24
45																				25
44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	

Candidate Track

“My country has in its wisdom contrived for me **the most insignificant office** that ever the invention of man contrived or his imagination conceived.”

- John Adams
First Vice President of the United States

Before the 12th amendment was passed in 1804, candidates did not run together on individual tickets, and whoever got the second most votes became Vice President.

This, like all bizarre political inventions, immediately led to problems as politicians schemed to make sure their chosen candidates for Vice President did not overshadow their counterparts, and safely received the second most votes.

Goal & Overview

You and your fellow players are influential statesmen and lobbyists during the first four United States elections, trying to manipulate who will become Vice President.

The game covers four Elections, each with their own unique twists. At the end of each election, you will score points based on how much you've secretly invested in the candidate that is elected Vice President.

Decide how many elections you'd like to play in advance, and track your scores as the years progress. At the end of the last election, **whoever has the most points wins!**

Elections

Each Election scenario has 9 Rounds, a set of Special Rules (shared across 2 elections), a set of unique Convention Rules and a list of 4-5 candidates.

Electors Cards

Each Elector card is in one of five suits, is ranked 1-5 and is either Wild or affiliated with one of the two parties. These cards will match Candidates in each election, and cause them to Advance equal to their rank.

Suit	Party Affiliation
★ Wild	None
♠ Spades	Federalist (Fed.)
♣ Clubs	Federalist (Fed.)
♦ Diamonds	Democratic Republicans (Dem. Repub.)
♥ Hearts	Democratic Republicans (Dem. Repub.)

Key Term

Advance: Move a marker forward along the Candidate Track.

Setup

- 1 Place the **Election Board** in the center of the table and place the **Round Marker** on the leftmost State.
- 2 Place the **Candidate Track** within reach and place any listed **Candidate Markers** at 0.
- 3 Shuffle the **Elector Deck**, and deal 8 cards to each player. Place the remaining cards facedown in reach.
- 4 Give each player a **Voting Marker** and **Reference Card**.
- 5 Randomly determine a starting player, and give them the **First Player Marker**. Alternatively, the Player who hates their job the most goes first.

Election of 1788 Only: Place the **Ratification Marker** at 0.

2

1

	1	1	1	2	2	2	3	3	3
	SCA	NEW HAMPSHIRE	RHODE ISLAND	MARYLAND	RATIFIED STATES: DE, NJ, PA, OH, CT	NORTH CAROLINA	MASS.	VIRGINIA	NEW YORK
	F	F	D	F	W	D	F	D	D

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STANDARD ROUND

Score 1 card facedown.
Play X cards facedown according to the election's Special Rules.
Converse according to the election's Convention rules.

WILD ROUND

Score 1 card facedown.
In any order:
Discard 1 card facedown and advance a Candidate of your choice according to rank. Repeat X times.
Pass First Player marker clockwise.

3

4

5

ALL ELECTORS



5

5

Rounds

Each election is played across nine Rounds. Rounds marked with a  are **Wild Rounds**, the rest are **Standard Rounds**.

Each Round has the following information:

A	2	2
B	MARYLAND	RATIFIED STATES DE, NJ, PA, GA, CT
C		

A **Elector Count:** How many cards will be Played or Discarded this round.

B **Round Name:** The states, regions or legislatures sending electors this round.

C **Party Affiliation:** Indicates if this is a Wild Round or adds a tiebreaking Federalist or Democratic Republican vote.

Each Round, follow these steps in order:

Standard Rounds

All steps can be taken simultaneously.

- Score:** Each Player adds 1 Elector card face down from their hand to their Score pile. At the end of the game, each card matching the Vice President will be worth +1 Point.
- Play:** Each Player plays Elector cards from their hand face down to the Elector pile, equal to this round's Elector Count. Played cards will have a chance to advance Candidates.
- Convene:** The players **Vote** following that Election's Convention rules, as listed on the Election Board. This will determine which Candidates advance.
- Draw:** Fill your hand back up to 8 cards.

Wild Rounds

Step 1 can be taken simultaneously.

- Score:** Each Player adds 1 Elector card face down from their hand to their Score pile. At the end of the game, each card matching the Vice President will be worth +1 Point.
- Discard:** Starting with the First Player, discard 1 Elector card from your hand face up and advance any Candidate up to that card's rank. Repeat until each player has discarded cards equal to this round's Elector Count.
- Pass:** Pass the First Player marker clockwise to the next player
- Draw:** Fill your hand back up to 8 cards.

Play continues until all nine rounds have been completed.

Conventions & Voting

Conventions determine which Electors will advance candidates and which will be discarded.

To **Vote**, each player simultaneously reveals their Voting Maker on either the Federalist or Democratic Republican side. Then determine the results based on this Election's Convention instructions as listed on the Election board:

- **Determine Majority:** Check which party has the most votes, and follow the listed instructions. In case of a tie, cast a tiebreaker vote as indicated by the current Round.
- **For Each Vote:** For each individual Vote cast, follow the listed instructions.

End of Election & Scoring

At the end of the ninth Round, determine the results of the Election:

- The Candidate with the most Votes is elected **President**.
- The Candidate with the second most votes is elected **Vice President**.

Each player then reveals their Score pile, and adds the count of all cards matching the Vice President to determine their score.

- The rank of any cards in your score pile does not affect your score.
- Wild cards in your score pile are always worth 0 points.

Follow any **Special Rules** according to your current Election.

Write down your scores, and continue to the next Election.

End of Game

Once you've finished your final Election, add up the scores from every Election you played.

Whoever has the highest score, wins!

Tiebreakers

End of Election: In case of a tie between candidates, shuffle together the Candidate Markers for each tying candidate, and randomly reveal them one at a time to determine their order.

End of Game: In the rare case of a tie between players, either graciously share the victory or call your congressperson and ask them to choose a winner.

Elections - 1788 & 1792

Special Rules: *His Excellency, Washington*

- **Play:** All played Elector cards are placed facedown in a single pile.
- **Scoring:** If ★ **Washington** is not elected President:
 - 1 Point for each scored card matching the President.
 - +0 Points for each ★ **Wild** card scored.

The Election of 1788

The first Presidential election coincided with the ratification of the newly written Constitution, and only States that ratified the Constitution in time would be able to send electors. Amendments were negotiated to appease different states, and the constitution would only become binding once nine of the thirteen states ratified it.

Convention Rules: *Constitutional Ratification*

1. Shuffle and reveal all played Elector cards, then **Vote**.
2. Determine Majority:

Majority Federalist:

All Candidates Advance according to card rank.

Majority Democratic Republican:

All cards are Discarded. Advance the Ratification marker instead.

If the Ratification marker ever reaches 5, the game immediately ends with all players scoring zero points.

The Election of 1792

The second Presidential election saw the rise of partisanship and party politics. Hamilton's Federalists and Madison's Democratic Republicans each supported a different Vice President, hoping to anoint Washington's eventual successor.

Convention Rules: *Cabinet Infighting*

1. Shuffle and reveal all played Elector cards, then **Vote**.
2. Determine Majority:

Majority Party candidates Advance according to card rank.

Minority Party candidates are discarded.

★ **Wild** cards match either party, and will always Advance regardless of the vote.

Elections - 1796 & 1800

Special Rules: *The First Party System*

- **Play:** All played Elector cards are placed facedown in their matching Party pile.
★ **Wild** cards can be placed in either pile.
- **Scoring:** If the President and Vice President are from different Parties:
-1 Point for each scored card matching the President.

The Election of 1796

The third Presidential election was the first truly contested election in the nation's history, and led to candidates from two opposing tickets being elected. While some states chose their Electors based on a popular vote, many had them appointed directly by the State Legislature.

Convention Rules: *Party Favorites*

1. Shuffle Party piles, then Vote.
2. For each vote:

Reveal one Elector card from the matching Party pile and Advance that candidate according to rank.

If an Elector card cannot be revealed from a Party's pile, Advance the candidate with the most votes by 1 instead.

★ **Wild** cards match the candidate from that party who currently has the most votes when revealed.

The Election of 1800

The fourth Presidential election saw the first transfer of power from an incumbent party to an opposing one, and was the last election before the 12th Amendment allowed Vice President and Presidential candidates to run on the same ticket, rather than individually. This was also the first time a tie for electoral votes sent the election to the House of Representatives, who decided the winner.

Convention Rules: *Party Underdogs*

1. Shuffle Party piles, then Vote.
2. For each vote:

Reveal one Elector card from the matching Party pile and Advance that candidate according to rank.

If an Elector card cannot be revealed from a Party's pile, Advance the candidate with the least votes by 1 instead.

★ **Wild** cards match the candidate from that party who currently has the least votes when revealed.

Credits

Game design and concept by Nathan Fullerton

Additional graphic design by Mac Fullerton

Playtesters

This game is possible thanks to the following people:

Mac Fullerton	Angela Krone	Matthew Scorza	Catie McCook
Sean Daigneault	Brooks Barber	Taran Harmon-Walker	Michael Sprague
Matthew Rodela	Jason Katzwinkel	Nicholas Zrebiec	David David
Andy Juell	Harry Kim	Stephen Cacciola	Chris Leeder
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