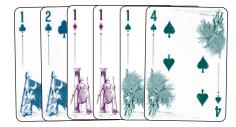# THE MOST INSIGNIFICANT OFFICE

Step into the chaotic world of early American elections as you scheme and campaign to sway electoral votes - not to pick the winner, but to manipulate who comes in *second*.

Play through four different Election scenarios that highlight the wild early days of U.S. politics, when the runner-up became Vice President!
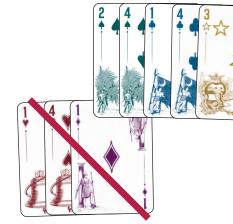

Play cards to move candidates up the track while secretly investing in a candidate to score with.

Dynamic Scoring allows you to shift your goals mid-game and form voting blocs with your fellow players.

Manipulate the vote to discard your opponent's cards or let a dark horse candidate pull ahead at the last minute.

Cooperate to avoid score penalties or use them to punish overeager opponents.

Scenario specific voting and scoring rules keeps each election fresh.

Campaign Mode lets you track your score across multiple games, from 1788 - 1800.

3-6 Players

20-30 Minutes

10+ Years

★ ★ ★

SIMULTANOUS TURNS

HIGH PLAYER INTERACTION

SEMI-COOPERATIVE

FOUR SCENARIOS

HISTORICAL THEME

EDUCATIONAL OPPORTUNITIES

★ ★ ★

COMPONENTS
174 Standard Cards
14 Cardboard Tokens
3 Double-Sided Gameboards
1 Rulebook

★ ★ ★

Demos available on screentop.gg

natefullerton.com/tmio

★ ★ ★

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