



Introduction to ***Swing State Steal***

Conservative Party Board Game

2-6 players, ages 12+

Playtime 45-90 minutes

MSRP: \$89.95

Availability: now

Auxiliary News Pack of 72 additional Fake News Card available for \$19.95

[Link to Rules](#)

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Swing State Steal is an exceedingly clever game that parodies the tumultuous 2020 presidential election with just the right amount of political satire. Those who have played it can attest to its appeal to conservatives and how it appalls liberals because it vividly portrays the Democrats' electoral shenanigans in the key swing states like those in our home state of Pennsylvania. Visit our website at www.rabbithillgames.com.

Designed for 2 to 6 players, ***Swing State Steal*** pits the Incumbent against his Swing State Challengers in a unique format played in 4 Rounds. In the first three (3) Rounds the Incumbent and the Swing States travel the board collecting votes and taking votes from each other. Along the way, there are many opportunities for the Swing States to cheat votes from the Incumbent, who gets a chance to recapture those stolen votes in the final 4th Round.

The first three Rounds are played on concentric tracts on the board with **Round 1** representing “**The Campaign**”, **Round 2** – “**Election Day**” and **Round 3** – “**The Steal**”. **Round 4** is aptly named “**The Challenge**” and, unlike the first three rounds, is played as a card game only using the Incumbent's pawn.

Round 1 (The Campaign) covers the Campaign until Election Day and is used by the players to acquire votes through *mostly* legitimate means;

Round 2 (Election Day) begins when the polls open and ends when they close;

Round 3 (The Steal) begins after the polls close and the counting begins. Much of the Challengers' vote stealing takes place in this round; and

Round 4 (The Challenge) begins after Election Day and ends on January 6 when the ballots are counted by Congress and the election results are certified. Round 4 is played as a card game where evidence cards are played against cheats in order for the incumbent to retrieve stolen votes.

At the end of the game the votes accumulated by the Incumbent and each of the Challengers are counted. If the Incumbent has more votes than a Challenger, he wins that state. To win the election, however, the Incumbent must have more votes than a majority of the Challengers.

News Cards

During the first three Rounds votes are given up or acquired by the Incumbent and the Challengers by playing **News Cards** they pick up by landing on a **News Card** space. The **News Cards** depict news events in a satirical matter. An example of a **News Card**:

CHALLENGER SEES SHADOW

“The Challenger emerges from his underground lair; predicts 6 more weeks of COVID lockdown. Puts a lid on the rest of the day. Good day’s work.”

[The Incumbent loses a vote because “You don’t understand how he’s getting any actual votes. Turns out he doesn’t need to”, **whereas the Challenger gains a vote because** “You get 1 V for proving the guy is in fact still alive”]

Cheat Cards

Challengers may acquire **Cheat Cards** they can use to steal votes from the Incumbent during all four Rounds. An example of a **Cheat Card**:

VOTE HARVESTING FRAUD

“Mail-in scheme. Mail-in votes are collected for a group, like a housing project or nursing home, by one person who fraudulently, but generously, fills them in for one candidate.”

Some **Cheat Cards** are designated as **Wild Cards** that can be played by the Challengers in the 4th Round to defeat any attempt by the Incumbent to recapture stolen votes. An example of a **Wild Card**:

COURTS REFUSE TO HEAR CASE

“Courts refuse to look at evidence. They have more important things to worry about than fair elections.”

Evidence Cards

The Incumbent recaptures stolen votes in Round 4 by playing **Evidence Cards** such as this one:

SWORN AFFIDAVITS

“Hundreds of individuals have provided stories of polling location fraud under oath.

Maybe it’s just a form of mass hypnosis like that “Twilight Zone” episode.”

Among the *Evidence Cards* is a **TRUMP CARD** that- when played by the Incumbent- forces all Challengers who lack a **Wild Card** to give up votes to the Incumbent in the final Round.

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