INSTRUCTIONS

CAMPAIGN '84™

In **Campaign '84™**, you become a candidate for the presidency. Choose your party and your platform issues and then hit the campaign trail. You must raise funds and avoid bad press while strengthening your popularity in each state. Since time is running out, your strategy is critical if you hope to earn the required electoral votes to enable you to hear **'Hail To The Chief'**.

WARNING

The game unit must be turned off when inserting or removing the CAMPAIGN '84™ game cartridge.

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Object of Game

You travel around the United States campaigning in the hope of being elected President. In order to accumulate electoral votes, you must achieve a greater level of popularity than your opponent in each state. You may play against another opponent or against the computer.

Issue Screen

On this screen, you select the issues that you are for and against. You are for an issue when the issue number is normal. You are against an issue when the issue number is inverse. The screen starts with you against all eight issues.

Use the joystick (up or down) to move the arrow to the issue you wish to change. Use the LEFT fire button to change your stance on the issue. When you have determined your stance on all eight issues, press the RIGHT fire button to lock in your choices.

After you have set your stance on the issue, you must select your character (elephant or donkey) for play. Use the joystick (left or right) to select your character. Press the LEFT fire button to lock in your choice and start the game or to go to the Player 2 Issue Screen.

Player 2 repeats the procedures discussed above.

U.S. Map Screen

On this screen you encounter fund-raisers (rolling white dinner plates) and bad press (spinning red mini-cams) as you travel along the state's border to the states you wish to campaign in.

To campaign in a state you must travel over the "entry spot" for the state while pressing the LEFT fire button. The "entry spot" for each state is somewhere on the state's border. As soon as you travel across this spot, you will enter the State's Campaign Screen.

You will acquire additional time to campaign when you collide with a fund-raiser character.

You will lose campaign time when you collide with a bad press character.

State Campaign Screen

On this screen, you acquire popularity by shaking the hands of the state populace and by properly handling the issues.

Move the joystick in any of the eight directions to travel over the state populace. You erase each figure that you shake hands with. You cannot travel over an erased figure.

You gain additional popularity when you collide with an issue character that you have selected. You lose popularity when you collide with an issue character that you did not select, e.g., if you are for issue number three, you gain when you collide with the normal three and lose when you collide with the inverse three. Issues cannot travel over an erased figure.

Your popularity is indicated by the meter at the bottom of the screen.

You will return to the U.S. Map Screen when you are surrounded (all eight directions) by erased figures.

Election Day Screens

When both players' timers are zero, it is Election Day. The U.S. Map is shown for player one. Starting from the east coast, the election returns come in. A state is colored in if the player has the required popularity in order to carry the state. When 100% of the vote has been counted for player one, the U.S. Map is restored and the returns for player two come in. When 100% of the votes for Player 2 has been counted, the map is restored and the abstentions (two player game only) are counted. Abstentions are states in which neither player has campaigned.

After the abstentions have been shown the player with the most electoral votes is declared by waving a flag behind the party character. If a player has a majority of the total electoral votes, "Hail to the Chief" will be played indicating the player has been elected President.

Levels of Play

There are four levels of play. The level is selected from the Level Screen and remains for the duration of the game.

Level	***1***	***2***	***3***	***4***
Skill Required	Beginner	Novice	Average	Pro
U.S. Map				
# of mini-cams	1	2	3	4
time lost	12 hrs.	24 hrs.	36 hrs.	48 hrs.
# of plates	1	1	3	4
time gained	48 hrs.	36 hrs.	24 hrs.	12 hrs.
State Campaign Screen				
# of issues	2	3	5	7
popularity lost	3%	6%	9%	13%
popularity gained	25%	21%	19%	16%

In the one player game the percentage of popularity needed to win the state from the computer becomes greater with each higher level.

Helpful Hints

—It is easier to remember only the issues you are for.
—Mini-cams are started at New York, Chicago, Miami, Dallas, Los Angeles, Seattle, Chattanooga, and Salt Lake City. Be careful around these cities.
—Hit plates whenever possible to gain campaign time.
—Do not chase plates, you may lose more time than you gain.
—Campaign in the important (most electoral votes) states first, while you have time.
—When campaigning in a state, move diagonally, this reduces your chances of getting surrounded by erased figures which ends your campaigning.
—State electoral votes are not split, one player wins all of the votes for a state.
—If all the issues on a state campaign screen are bad issues (losers) you may want to collide with them anyway, to allow a replacement issue to occur which might be a good issue (gainer).
—For a much needed break in the ACTION, press the ★key for a pause. To restart the game press any key.

WARRANTY

Sunrise Software, Inc. warrants to the original consumer purchaser that this cartridge is free from any defects in material or workmanship for a period of 90 (ninety) days from date of purchase. If any such defect is discovered within the warranty period, Sunrise Software, Inc. will repair or replace this cartridge free of charge on receipt of the cartridge with original sales receipt. This warranty does not apply to defects resulting from abuse, alteration or unreasonable use of this cartridge.