

DESCRIPTION OF SCREEN

THE BOTTOM OF THE SCREEN IS DIVIDED UP AS FOLLOWS: ON THE LEFT YOU HAVE FOUR EMPTY POCKETS, BELOW THIS IS A **CREDIBILITY** SCORE AND AN **INCENTIVE** SCORE. IN THE MIDDLE YOU WILL SEE A "CAMEO" OF A PARTY LEADER AND TO THE RIGHT (UNDER THE WORDS "**PARTY LEADER**") IS THEIR NAME. THERE ARE FOUR PARTIES, CONSERVATIVE, LABOUR, ALLIANCE AND IDEALIST (COMPRISED OF CELEBRITIES!). THERE ARE 5 LEADERS ALTOGETHER AS YOU MUST CHOOSE BETWEEN THE DAVIDS IF YOU WANT TO OPT FOR ALLIANCE. TO THE RIGHT OF THIS SECTION THERE IS AN **OPTION** COLUMN WITH A CHOICE OF ACTIVITIES. UNDERNEATH YOU WILL SEE COLUMNS **CON**, **LAB**, **ALLI**, **IDL** WITH THE CURRENT TOTAL OF SUPPORTERS, AND **UND** (UNDECIDED) WHICH SHOWS THE VOTES THAT ALL 4 PARTIES WILL BE FIGHTING FOR.

TO SELECT WHICH PARTY LEADER YOU WANT TO BE USE **RIGHT** OR **LEFT** AND PRESS **FIRE** TO CHOOSE. YOU WILL HAVE A CHOICE OF BEGINNING PLAY OR SELECTING **DEMO** WHICH YOU CAN USE TO SEE WHAT HAPPENS IN THE GAME. TO BEGIN PLAYING PRESS **FIRE** WHEN **GAME** IS HIGHLIGHTED.

YOU WILL BEGIN AT YOUR PARTY H.Q.

THE TOP OF THE SCREEN IS THE MAIN PLAYING AREA. DIRECTLY UNDERNEATH IS A DESCRIPTION OF WHERE YOU ARE AND THE LINE DIRECTLY BELOW THAT KEEPS YOU UP-TO-DATE ON WHAT'S GOING ON ELSEWHERE.

PLAYING THE GAME

YOU CAN MOVE AROUND THE PLAYING AREA WITH **LEFT**, **RIGHT**, **UP** AND **DOWN** AND MOVE BETWEEN SCREENS IN EACH DIRECTION, WHERE THE SCENERY ALLOWS. THERE ARE 40 OTHER CHARACTERS GOING ABOUT THEIR DAILY BUSINESS AND YOU CAN GET INVOLVED WITH THEM IN SEVERAL WAYS BY SELECTING ONE OF THE **OPTIONS**. PRESSING **FIRE** AT ANY TIME PUTS YOU IN **OPTION** MODE, **LEFT** AND **RIGHT** ALLOWS YOU TO CHOOSE AND **FIRE** WILL SELECT. THERE IS A SUMMARY OF THE OPTIONS LATER.

FOR NORMAL TRAVELLING AROUND KEEP **TAKE** SELECTED AND YOU WILL AUTOMATICALLY PICK UP ANY OF THE VARIOUS TOKENS AND OBJECTS LYING AROUND. TOKENS WILL DISAPPEAR AFTER THEY HAVE BEEN PICKED UP AND WILL ADD TO YOUR **INCENTIVE** OR **CREDIBILITY** SCORE OR WILL AFFECT YOU IN AN UNSEEN WAY BY INCREASING YOUR "SLURRABILITY" FOR EXAMPLE (MORE ABOUT PERSONALITY LATER!). **INCENTIVES** CAN BE USED TO ENCOURAGE (OR, LET'S BE HONEST - BRIBE), POTENTIAL VOTERS TO SUPPORT YOU. ANY OBJECT YOU WILL ENCOUNTER WILL PLACE ITSELF IN ONE OF YOUR POCKETS IF YOU HAVE ROOM. THE MOST USEFUL OBJECT YOU CAN FIND IS A MANIFESTO TOKEN, WHEN PLACED IN ONE OF THE SIGNPOSTED LOCATIONS (ALSO SHOWN ON THE FIRST SCREEN) THIS WILL WIN YOU VOTES IMMEDIATELY AND YOU WILL SEE YOUR PARTY SUPPORTERS' SCORE INCREASE. OTHER OBJECTS YOU WILL POCKET CAN BE GIVEN TO OTHERS AS STRAIGHT BRIBES TO GET THEM TO LIKE YOU, OR MAY IN AN UNSEEN WAY AFFECT THEIR PERSONALITY BY, PERHAPS, MAKING THEM MORE AMBITIOUS.

THE OBJECT OF THE GAME

YOU MUST GAIN AS MUCH SUPPORT AS POSSIBLE BY PLACING MANIFESTOS, CANVASSING AND GETTING PEOPLE TO LIKE YOU. WHEN YOU HAVE GAINED 101 VOTES YOU ARE **PRIME MINISTER!** DON'T FORGET THAT OTHER PARTY LEADERS WILL BE OUT TO MOVE YOUR MANIFESTOS AND STEAL YOUR SUPPORTERS TOO. YOU CAN PLAY DIRTY OR CLEAN AND "SLUR" AS WELL AS BE SLURRED.

OPTIONS

TAKE STAY IN **TAKE** FOR NORMAL WANDERING AROUND AND YOU SHOULD BE ABLE TO PICK UP TOKENS AND OBJECTS AUTOMATICALLY. IF YOU HAVE BEEN APPROACHED BY ANOTHER CHARACTER YOU MAY HAVE TO RESELECT WITH **FIRE**.

DROP THIS ALLOWS YOU TO EMPTY A POCKET.

GIVE THIS ALLOWS YOU TO OFFER ANOTHER CHARACTER AN OBJECT OR SOME INCENTIVES. YOU MUST SELECT BETWEEN **POCKET** OR **INCENTIVE** WITH **FIRE**. IF YOU CHOOSE **INCENTIVE** YOU WILL BE ASKED "HOW MANY?" YOU CAN ADJUST WITH **UP** AND **DOWN** AND SELECT WITH **FIRE**. IF POCKET IS YOUR CHOICE YOU WILL BE ASKED WHICH ONE, **RIGHT** AND **LEFT** WILL CHOOSE AND **FIRE** WILL SELECT. IF THERE IS MORE THAN ONE PERSON ON SCREEN YOU WILL HAVE TO CHOOSE BETWEEN THEM. THEIR IMAGE APPEARS IN THE "CAMEO" WITH THEIR NAME BESIDE IT, **RIGHT** AND **LEFT** SHOWS THEM ALL AND YOU MUST SELECT WITH **FIRE**. THE PERSON'S RESPONSE IS SHOWN ON THE COMMENT LINE.

ASK THIS WILL REQUIRE YOU TO SELECT WHICH ON-SCREEN CHARACTER YOU WISH TO QUESTION ABOUT THEIR VOTING INTENTIONS! DO THIS AS FOR CHOOSING WHICH PERSON IN GIVE. THEIR RESPONSE APPEARS ON THE COMMENT LINE.

ORDER YOU MAY OR MAY NOT BE ABLE TO GET CHARACTERS TO DO YOUR BIDDING. SELECT WHICH PERSON AS FOR GIVE. IF THEY AGREE YOU CAN INSTRUCT THEM TO **SLUR**, **CANVASS** OR **HELP** YOU AND **END** TO FINISH.

PAUSE WHEN YOU NEED A REST!

CANVASS YOU CAN TRY TO WIN PEOPLE OVER TO YOUR SIDE. SELECT WHICH PERSON AS FOR GIVE.

SLUR YOU CAN SLUR OTHERS (BUT WATCH OUT AS YOU CAN BE SLURRED TOO!) YOU NEED TO SELECT THE PERSON AS FOR GIVE. QUICKLY MOVE TO THEM ON THE SCREEN AND "BUMP" THEM. A SUCCESSFUL SLUR WILL CAUSE THEM TO END UP AS A POLITICAL BANANA AND END THEIR CAREER, BUT YOU CAN END UP IN THE SAME WAY. YOUR CREDIBILITY RATING WILL BE USED UP IN ANY SLURRING MATCH. WHEN YOU SELECT **SLUR**, THE **BORDER COLOUR** WILL CHANGE TO YELLOW. THIS WILL ALSO HAPPEN IF ANOTHER CHARACTER IS SLURRING YOU. RUN OFF THAT SCREEN TO **ESCAPE** OR PRESS

FIRE TO GET THE OPTION TO CONCEDE. YOU CAN STOP AND FIGHT BUT IF YOUR CREDIBILITY RATING DROPS TO ZERO IT'S THE END FOR YOU! IF YOU CONCEDE YOU WILL LOSE ALL YOUR VALUABLES.

NULL ALLOWS YOU TO CANCEL **OPTION**.

SAVE ALLOWS YOU TO SELECT **SAVE** TO KEEP YOUR GAME SO FAR, TO PLAY ANOTHER TIME, AND **LOAD** WHEN YOU WISH TO RESUME YOUR SAVED GAME.

BORDER COLOURS

YOU CAN SEE HOW THE VARIOUS PARTY LEADERS PLAY IN THE DEMO GAME. TO HELP UNDERSTAND WHAT IS GOING ON, THE BORDER COLOUR CHANGES ACCORDING TO THE LEADERS ACTION.

● **CYAN** GO AND SLUR THE CHARACTER YOU DISLIKE THE MOST ● **BLACK** WAIT ● **WHITE** COLLECT ANY OBJECT ● **RED** MINGLE, WANDER AROUND AND MEET OTHER CHARACTERS ● **PURPLE** GO AND CANVASS ANOTHER CHARACTER ● **GREEN** HELP ANOTHER CHARACTER ● **BLUE** WAIT WHILE BEING CANVASSED ● **YELLOW** DEFEND, SOMEONE IS SLURRING YOU.

OTHER POINTS

CREDIBILITY MAXIMUM ACHIEVABLE IS 255. WHEN YOU ARE SLURRED YOUR CREDIBILITY DIMINISHES AND WHEN IT GOES DOWN TO ZERO YOUR POLITICAL CAREER HAS ENDED!

INCENTIVES SEE UNDER GIVE IN THE OPTION SUMMARY ABOVE.

NOW YOU'RE READY FOR AN IN-DEPTH INSIGHT INTO POLITICS - READ THE ENCLOSED GAME MANIFESTO!

LOADING

TYPE **LOAD** * * AND THEN **ENTER**. PRESS **PLAY** ON TAPE RECORDER.

MOVEMENT

SINCLAIR, KEMPSTON AND CURSOR TYPE JOYSTICKS.

KEYBOARD

Q = UP, **A** = DOWN, **O** = LEFT, **P** = RIGHT, **BOTTOM ROW** OR **SPACE BAR** = FREE.

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ELECTION MANIFESTO



The
Alternative

ELECTION



Game
Manifesto

The characteristics and personalities ascribed to the characters in the game are for the purposes of the game only and are in no way held out to represent the characteristics and personalities of any persons living or dead. Any similarity is purely coincidental.



EVER WANTED TO BE PRIME MINISTER? Now is your chance to try your hand at the art of electioneering. Win votes by getting a loyal following behind you and pit your wits against some very intelligent opposition in this clever arcade simulation. Liberally spiced with the humour that real-life politics is lacking, you can charm or slur your way to 10 Downing Street.

There are around 40 intelligent characters featured in ELECTION. From lowly minion to charismatic party leader, each one varies in intelligence and various other personality attributes. Remember many of the others are just as ambitious as you and while you go about the business of rallying support, you must keep a careful eye on all the others. Social status in ELECTION works its way up from **Minion** through **Mr or Mrs, Celebrities, Extremists** or **Miss, Busy Bodies** and **MP, Newshounds** and finally the highest form of life - **Party Leader**.

The total electorate is comprised of 199 votes, 39 belong to the computer-controlled players and won by your persuasion, the other 160 votes are won by careful placement of **manifestos**.

This game incorporates clever simulations of the human personality! The computer-controlled characters' personality attributes are: **intelligence, loyalty, emotion, aggression, changeability, ambition** and **gullibility**.

Characters' **intelligence** increases throughout the game (yes - even that of the minions!). Feelings of **loyalty** are simulated too, although characters do

N.B. THERE IS A PAUSE BETWEEN SELECTING WHICH PARTY LEADER YOU WISH TO BE AND THE BEGINNING OF PLAY. THIS IS BECAUSE RANDOM ELEMENTS ARE SET UP AT THE BEGINNING OF EACH GAME.

change their allegiance you can win them over if you try often enough and hard enough. **Loyalty** has an interesting side-effect in that characters feel a certain loyalty for other characters of their 'kind' (e.g. extremists have a degree of loyalty for one another regardless of which party they follow). **Emotions** are portrayed by how friendly a character is. The **aggression** factor measures the likelihood of the character to enter into slurring matches with others. **Changeability** reflects each character's likelihood of changing political allegiance and contributes to their loyalty rating. **Initial ambition** varies depending on the 'status' of the characters, it can be fuelled by your actions and those of other characters. The more ambitious a character becomes, the bigger threat they are to you if they are not on your side. High ambition does enable any player to become respected by voters and some may even take orders! The more likely a voter is to take a bribe the more **gullible** he or she is however, the more you give the less gullible they will become!

Well, you've been warned what the opposition is like. There are a few other factors that the game takes into account. **Slurrability** indicates the effectiveness of any smear attack you may bestow on the opposition. You all have a **social status** and are either **male** or **female** (the Undecided column refers to voting persuasion!).

As Party Leader **credibility** is of the essence, you must keep it high, if it reaches **zero, the game is up**. **Incentives** are built up too and can be used for exactly what the name suggests. (More about these under **objects**.)

An interesting exception to quite a few of these rules is **The Quoon**. She doesn't compete for followers and will not stoop to slurring under any circumstances. Likewise she does not respond well to these tactics.

OBJECTS AND TOKENS

You must remember computer-controlled-players have access to these items too. As you pick an **object** or **token** up it will be described under the **main playing area**.

Tokens take immediate effect. **Sincerity** and **Hope** increase your **Credibility**, which is your life-blood.

Objects include **Gossip, Scam** and **Untruths** which increase your unseen 'slurring power'. When you have decided slurring is the only way to proceed make sure you are armed!

The **Peerage, Rosette, Knighthood** and **Shares** don't affect you but when given to your supporters will increase their **ambition**, and their ability to carry out your **orders**.

You will find **Manifestos** (clearly marked "M") which you must take to your party **H.Q.** and drop there to adopt party colours, pick it up again then take it to any of the 16 **special** named locations in the game, this will immediately gain you **10 votes**.

OPTIONS

Detailed instructions of how to use the Options are on the inside of the inlay. This section outlines their uses.

TAKE

This option is automatic from the beginning of play but you may need to re-select after using another option, or after certain approaches by other characters. You can lift **tokens** or **objects** this way, but you can only carry 4 **objects** at any time.

DROP

You may deposit **Manifestos** in special locations or merely drop **objects** you no longer require to make room for new ones. N.B. Only 4 objects can be placed on the screen at any time. Also be careful not to place two **manifestos** on a special location at any time or you will lose one!

GIVE

You can choose to give **incentives** or **objects** to a character. You can control how much you give, remember you can increase supporters' ambitions and make them more able to give orders on your behalf, but you don't

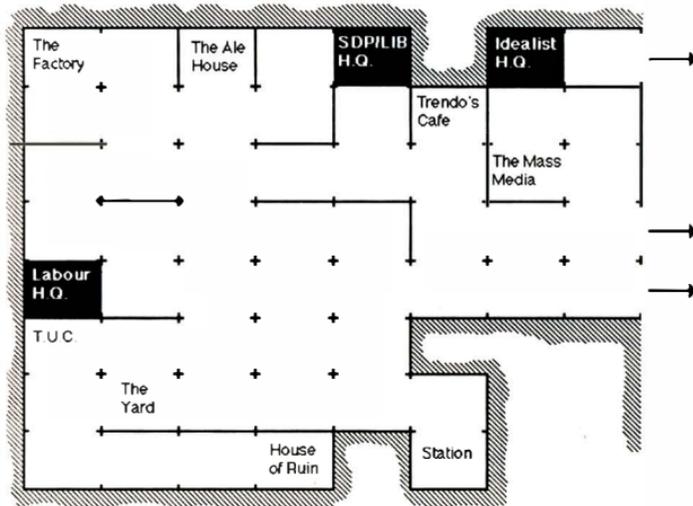
want to increase the ambitions of a supporter of any other party! Computer-controlled people will sometimes be quite generous when canvassing you, so keep a pocket empty for contributions!

ASK
Simple questioning can help you find out about a character, perhaps they may indicate how they intend to **vote**. Alternatively they may not wish to discuss anything with you.

ORDER
This is a fairly complex option and extremely useful! People will only take orders from you if:

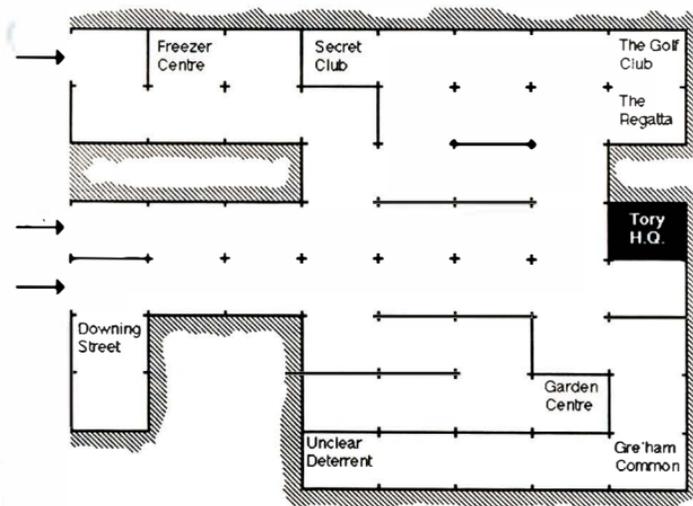
- (a) They are members of your party and they like you. However if your behaviour upsets them in any way they may not co-operate for a while but ailing loyalty can often be fixed by canvassing or a little gift.
- (b) They may be upset with their own party leader at that moment in time and be swayed to your cause, or they may just be a "changeable" person. The loyalty of such a person may be as weak to you as it was to their original leader though!
- (c) People will not take your orders when they're busy instigating their own orders or are in the process of "slurring". You may have to wait until they are less occupied. Don't take any curt remarks too much to heart, it could be you've just caught them at a bad moment.

Slur: You may persuade a person to slur another on your behalf. You must first select who you wish to slur, then once they have agreed to comply you must select the person you wish to receive the slurring. This may or may not work for a number of reasons, the character's loyalty is important and they will be meeting others all the time who are bribing and canvassing just like you. Each order has a built-in boredom rating but luckily slurring is the most interesting order you can give. Very intelligent supporters will automatically collect Scam or Gossip or some such "weapon" to aid their slur campaign, but with a less intelligent person you may have to give them such an object.
Canvass: Send your supporters out to rally support for you in this way. You must select a supporter to give the order to and then indicate who the recipient is to be. You can delegate a lot of political leg-work this way. An "undecided" voter will be much easier to persuade than someone committed to another party. You could try sending several people to canvass such a character. When other characters canvass you they may be willing to give you



The Alternative Election Map (left & centre)

objects they are carrying so keep a spare pocket.
Help: You may ask a supporter for help. After selecting the help option you can select yourself as the "helpee". This means you can perhaps get loyal supporters to follow you and even step in to help you if you are slurred. You may alternatively get them to help another person rather than yourself, they will protect this person against slurring. Unfortunately, the helping order has the lowest boredom factor, so don't be surprised if even your most loyal supporter gets bored after a while and will generate their own orders!
End: If you change your mind about issuing an order use this.
Next Order: You can give two orders at any time. If the first order becomes too boring they will at least go on to the second. A useful second order is to get them to **help** you. They (hopefully) will return to you after they have com-



The Alternative Election Map (centre & right)

pleted their first task (if they don't get bored or otherwise distracted that is!). Ambition, intelligence and loyalty all affect a character's ability to carry out an order. As everyone's personality is made up of different levels of these things, they will all behave in a truly individual way.
Pause: As well as giving you a rest, the display at the bottom of the screen cycles through each party and its members which is a useful interlude allowing you to see how the game is progressing.

CANVASS

You may gain support by **charm** and **friendliness**. It can't do any harm anyway, though you may have to be persistent. You can only canvass a character on screen which you must select, but ordering a supporter to canvass may

enable you to get to others outside of your immediate area. You will know you are canvassing as your face appears "flashing", press FIRE to terminate. Some characters who don't particularly care for you will simply walk away, but those who stay are building up a healthy respect for you! Top up even your closest supporter's loyalty every now and again, just to be on the safe side!

SLUR

You can force a character to actually **resign** by reducing their **credibility** to zero, of course this will happen to you too. (Computer controlled characters will be regenerated eventually, but at a lower social status!) Any valuables carried by the hapless candidate will be deposited on the screen they resigned on or elsewhere on the map (resigned candidates are conspicuous by their resemblance to bananas!).

When you select **slur** and the person that you are attacking, the screen border will turn **yellow** for the duration of the attack. Get as **close as possible** and follow them so you are continually making **contact** but keep a close eye on your **credibility** rating! If you wish to cease you can either **run away** (but will lose some face in the form of your future slur rating) or press FIRE which allows you to **concede**. Doing so will cause you to lose your valuables, but at least you'll have some credibility at the end of the day! Computer-controlled characters can also concede and will relinquish their valuables (if the slurrer has enough empty pockets there may be an unexpected bonus!).

Each character is different. Some will never become your followers despite defeat, others will do so grudgingly and others would rather resign than give in!

NULL

Cancel for those moments of panicked FIRE pressing when you've gone into Options by mistake!

SAVE/LOAD

For preserving your current game and reloading at a later date. Follow the instructions on-screen.

DEMO GAME

Select this and watch the other party leaders' strategy. The border will change colour to indicate what is happening (see inlay).

ERRATUM

ELECTION

SPECTRUM 48/128

There are a few errors in the instruction inlay supplied with the Spectrum 48/128 version of Election. We apologise for these mistakes, corrections are as follows:

Loading

Please note that halfway through loading the border will go black and the colour of the loading stripes will change. This is Speedlock fast loader and not your Spectrum misloading!

Demo

There is no demo mode in this version of the game. Press FIRE to start. The section titled 'Border Colours' is not relevant.

Movement

Use the cursor keys and 0 (zero) to FIRE if you are not using a joystick.

Options

To enter 'Option Mode' you must press FIRE, then RIGHT or LEFT to choose and FIRE to select. You are not automatically in TAKE as stated, you must select it with FIRE.