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About This Game

Play as a real-world candidate and completely immerse yourself into the battle of the US presidential election!

Travel around the United States, try to woo voters across the country, create your own political agenda, skillfully manage your campaign budget... and perhaps you will be the next White House occupant!

A presidential election simulation game with realistic elements for political neophytes and serious political junkies!

- Nearly 20 playable and customizable candidates
- Features 3D animated faces and voice imitations of real political personalities
- Hundreds of policy proposals and playable locations taken from actual political campaigns and agendas

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- Marketing campaign: TV spots, poster campaigns, Internet campaigns, and human billboards
 - Campaign budget management: establish HQs; organize rallies; gather donations from super PACs, lobbies, and other kinds of organizations...
 - Media involvement: televised debates, press events, TV shows, election night results...
 - Low blows: rumors, fraud, discrediting your opponent... that's politics, too!
 - Continuously appraise statistics and poll results on participating candidates on the game's website!

Several game modes

- Realistic mode: Run for office with actual opinion polls and vote projections
- Equal Start mode: All candidates start with equal poll results
- Long or short campaign
- Take on an opposing candidate controlled by the computer, or by another human player online with internet rankings

Title: The Race for the White House
Genre: Indie, Simulation, Strategy
Developer:
Eversim
Publisher:
Eversim
Release Date: 2 Jan, 2015

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Minimum:

OS: Win 10, 8, 7, Vista, XP

Processor: 1 Ghz

Memory: 2 GB RAM

Graphics: All cards

Storage: 2 GB available space

English

The screenshot displays a news application interface. At the top left, there are two circular portraits of Barack Obama and Mitt Romney with the numbers 283 and 255 respectively. The main area is a map of the United States with a large, glowing 3D bust of Barack Obama in the center. A white line points from the bust to a small airplane icon on the Gulf of Mexico coast, with a label that reads "3:58 am SEP 18th".

On the right side, there is a sidebar with a list of events, each with a star rating and an icon:

- Nuclear power plant - McGuire, NC
SEP 18th - 10 am / From [radioactive symbol]
- Tent city 4 - Seattle, WA
SEP 18th - 10 am / Every [house icon]
- Same-sex wedding - Boston, MA
SEP 18th - 11 am / 09/ [rainbow icon]
- Conference center "Policies regarding
SEP 18th - 7 pm / From [Israeli flag icon]
- Poor neighborhood - Milwaukee, WI
SEP 18th - 10 am / From [scales icon]
- Computer manufa
SEP 18th [person icon]

At the bottom left, a news ticker reads: "MON. September 17th 9 pm (D-50) NEWS >> Mick Romney pledges to oppose contraception coverage for employees as part of their health plans". At the bottom right, there is a large portrait of Barack Obama and a button labeled "\$3.20 Ms".

GAME SETTINGS

Campaign type

SEP 03 → NOV 06

OCT 08 → NOV 06

Game mode



Realistic



Equal start

Difficulty



Beginner



Intermediate



Expert



The image shows a screenshot from a political strategy game. At the top left, there are two circular portraits: Barack Obama with a score of 295 and Mitt Romney with a score of 243. To the right, there are icons for '24 hours' and '7 days' along with a clock and a calendar. The central focus is a television screen displaying a debate between Barack Obama and Mitt Romney. Below the screen are play and stop buttons. To the left of the screen is a map of the United States with states colored in red and blue. At the bottom left, a news ticker reads: 'TUE October 16th 9 pm (D-21) NEWS >> Mick Romney wants to create a database of non-US citizens'. At the bottom right, there are icons for 'ADS', 'RALLY', and a portrait of Barack Obama with a '\$ 1.25 Ms' value. The background features a stylized map of the United States.

Couldn't get it to work to be honest???. okay game is a bit glitchy on multiplier but overall it okay hope the glitches get fixed and screw charles and thank you funhaus. Repulsive emoji simulator.

9/10.. boooooooooo ahh. Pros:

How funny it is

YouTubers like Varskelethor and Funhas made it funier

Making a party and changing background.

Cons:

Nyeh, almost everything.... Made a Trans-Black-Mormon character, didn't win.

America is so oppressive.. 2 legit 2 quit

as donald trump i attacked latinos, wanted more war and more privatised prisons, repeal obamacare and used all the money on advertising and won every delegate take that ohama.. Terrible game. Obama's leaning is listed as right of center. 'Nuff said. Deinstalled.

Do NOT buy this pile of屎屎屎屎屎!!!. The person who coded this game needs to be sent to a wall and shot. The game has a very obvious bias towards Obama. You can have 66% of the vote in a state and then come election night Obama wins it by 15%.

3V10 game.. Very well done game. Better than other Eversim games. Could use improvements in some areas, but overall very well done.. Too buggy. I enjoyed most of what I played but it feels very unfinished. Don't get me wrong GAMEPLAY is way more important than graphics but it feels really clunky almost like a chore to play.

I would not say it was a waste of money as I'm a huge fan of political sims but I would not recommend this game to anyone who isn't.

Hardcore political sim fan? Buy it.. enjoy it for 40 hours.

Everyone else - Skip.. BORING! BORING! BORING! Perhaps if you're American it's more relevant.

Also, WHAT is going on with the mouth movements during the dialogue?!. I've made several candidates for this game, and unless I join either the Dems or the Reps I can't win a goddamn election on the "Realistic" setting. I'VE GOTTEN CLOSE, but no cigars to be seen.

10V10, I屎屎屎屎屎ing love this goddamn game.. Ghana Win 2016

Here's the thing, it's a fun game. It has some flaws, the candidates look and sound robotic. Some sounds get cut off before the last bit is said, but it is still a very fun game and well made otherwise. Only gripe is I wish you could go longer than 1-2 months.. It is with some regret that I have to give this game (by a company whose Rulers of Nations I very much enjoyed) a negative review.

That comes from three main areas of failure.

- 1: Not actually a good depiction of US politics.
- 2: Not very different from Stardock's The Political Machine 2012.
- 3: Not very customizable.

1: This should not be surprising. Eversim is a French company and has to approach US politics from the not entirely compatible lens of French politics. This is the most visible in the Obamacare options the player can use.

Actual US politics is a battle between theories and adherents who don't always (or often) understand the theories of their political tribes. Even so, one's reception of different policies depends on a series of assumptions which are NOT UNIVERSALLY AGREED UPON. In game, Obamacare is seen as purely a good thing for health care (or those voters who care about it). Opponents of it very much dispute that medical care will improve as a result of it.

Republicans argue economic theory and the practical side of government management and argue it will not improve health care. Democrats tend to adopt the assumption that health care will improve. As you can see, a Republican voter who very much cares about health care will vote very differently from an equally motivated Democratic voter. The game does not reflect that.

The same problem shows in military and economic choices. The disagreement over theory simply is not represented in game. The game doesn't even show party membership or support for issues in states. There is simply no feel of depth to the choices in the same way one has in Rulers of Nations since there is no sign that there are different factions. The special interests are represented with mysterious donors dumping money in your lap if you support certain policies but the reality of special interests in the US tends to be that they have little money but lots of motivated activists who vote consistently.

The effort at showing "communities" (presumably another effort at modeling special interests or minority groups) seems negligible and fails to represent the inconsistent politics within those groups.

The inclusion of different kinds of ads (TV, Posters, Humans, Internet) leaves much complexity out and the simplicity adds little to enjoyment. Over the course of a real life campaign, different mediums recruit different kinds of voters (accurately mentioned for internet ads) but the inability to issue the same kind of message (without even having the most basic idea of impact) seems ridiculous.

For more influence is granted by visiting events and making some pronouncement while there (completely incredible to the media-saturated American mind).

2: So much of what exists in Race for the White House seems like a less complex and detailed version of The Political Machine (which is amazing given the famous complexity of their other games). The politicians are simply vehicles for the player and possess no special skills, aptitudes, or anything differentiate them at all (did I mention that the game seems to be based on french politics?) while the role of activists and other aspects of campaign staff are reduced to "campaign headquarters" which play even less role compared to what is in The Political Machine.

Information on states is extremely basic (with maybe some info on how many voters have drifted to or from your campaign due to whatever reasons (rumors for example). Fundraising is negligible except for the gifts of oddly wealthy special interests. The time taken for activities is rarely given as clearly as the Political Machine. You don't get to see what voters in a state think or what their party affiliation is.

The only thing that I see Race for the White House doing better is including third parties (The Political Machine does not).

3: The Political Machine had many customization options ranging from the preferences of the politicians in question, their appearances, the length of campaign (as determined by a slider), the starting money, and the difficulty are easily and radically modified. The Race for the White House just gives you two or three options and limited pre-generated politicians. Somehow, getting to pick your photo at the end of a victorious campaign does not make up for a cardboard candidate.

The Political Machine has the possibility of randomizing states' policy preferences, wealth, and more. The Race for the White House has no such options.

Conclusion:

This is a pale imitation of the Political Machine and an embarrassment given the quality and complexity of other games Eversim has produced. Rulers of Nations has hundreds of variables and visibly active factions. Unless there are some massive updates or DLCs, it is a waste of time and money on everybody's parts.

Improvement:

Because I love Rulers of Nations (and I really hope they fix the problems playing it on Steam), I want to lay out a few areas of improvement.

1: Let players see the populations of states along with the preferred parties of the states. List how well different parties poll in the area. Playing without information is not fun.

2: Let people see what the effects of supporting one policy is before they select it. Surprise is not fun when there are extremely vague phrases used in ads.

3: Expand special interests to include activists instead of just donors. Activists make politics far, far more complex and modeling them seems very simple (just take some of the code they use to simulate campaign headquarters now).

4: Have ads designed to persuade instead of just state. Show the effects of different political theories in the game. Instead of "I know business", have "The Laffer Curve is Real" which would then shift voters views on several policy options (that could then be used to convince them to vote for you).

Policy depth:

Shallowest: "I propose lowering business taxes" or "I propose raising business taxes"

Less Shallow: "Government taxes reduce business activity" or "business activity will be increased with more government activity"

Even less shallow: "Business is a moral act" or "Business is a completely amoral act"

5: In real life, campaign staff are essential. In game, they are absent. Having some assistants' that might have an affinity for one

faction or another would add far, far more complexity than exists.

6: Have some real randomness. The random events are few (I do not consider the standard campaign visits enough).

7: The mention of foreign countries is promising but unused (especially given the number of immigrants and foreign citizens resident in the US).

8: Have some customization. I might want to have very long campaigns with lots of foreign intervention, active interest groups, and no third parties. I might want a short campaign with very little political hostility and little money. All of those are possible in real life and somewhat in existing political games.

Again, it pains me to see Eversim, creator of Rulers of Nations, masters of complexity and faction, reduce the complexity of US politics to money at a time when incumbents who outspend new politicians by several multiples are voted out.

I anxiously await a patch or DLC (which should be publicized by Eversim).. This game is absolute garbage, every single conservative answer gives you negative points, so if you want to play as a Republican, go ahead and see you lose every single debate because your opponent won't shut the f**k about the damn Buffet Rule.

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