The basic rules remain unchanged - you will find any changes or amendments explained in this section.

## Game components

## - 1 Office board



- $5 \times 15$ Player markers

- 36 Office markers

- 5 Region tiles

- 1 Cotton bag


Set-up
Place the office board close to the game board. Shuffle the 5 region tiles, then lay them face-up in a row next to the office board. Place the 36 office markers in the bag.

## Sequence of play

## At the beginning of each round:

Draw 6 office tiles from the bag, then place them faceup on the corresponding spaces on the office board.

## End of a round:

For each region tile in order, determine which player has the most provinces in that region.
In case of a tie, the player who is earlier in turn order wins. In order, these players may exchange 1 face-up office marker with 1 of their own markers.

Discard these office markers from the game. (In the rare case of a region being empty, skip this region.)

Once all regions have been dealt with, turn any face-up office markers face down. Place the leftmost region tile at the end of the row.


## Game End

At game end, players are awarded for their majorities in each horizontal row and each vertical column. Any face-down office markers count as a neutral, additional player.


