OFFICE-EXPANSION MODULE 4 >

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

Game components

• 1 Office board



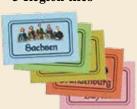
• 5 x 15 Player markers



• 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.)

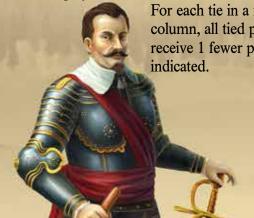
Once all regions have been dealt with, turn any face-up office markers face down. Place the leftmost region tile at the end of the row.





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.



For each tie in a row or column, all tied players receive 1 fewer point than





