## Game setup

- The game board represents the federal department. Place it in the middle of the table well within everybody's reach.
- Each player takes a set (A, B, C or D) with his 10 start cards. Each set consists of 7 money cards and 3 victory point cards. Each player shuffles his own set of cards face down and lays them down in front of himself on the table

- Put all unused start cards, campaign workers and playing pieces back into the game box; they will not be needed in this game.
- Gather the green victory point markers and store them next to the game board for later use.
- The other playing piece belongs on the bus of the game board to indicate the order of play of any given round. These playing pieces are picked at random and put on the windows of the bus, one after the other in a preliminary order of play. During phase 1 of the first round players will fight for the real order of play.
- Each player places one of his playing pieces on the space 0 of the career path that surrounds the edge of the game board.
- Each player takes 1 overview card, 3 campaign workers and 2 playing pieces of the same color. Gather the remaining campaign workers of each player (4 of each color) and put them next to the game board for later use. The front of the overview card shows all actions, which are available at the start of the game, the back shows all actions of the extra offices, which will be available during the game.



Form the supply of action cards as follows: Depending on the number of players in the game, place the same number of section V action cards (the doctorates) into a pile face down. (E.g. for a three-player game the temporary clipboard pile (turned 90°), need three doctorate cards.) Then, shuffle all doctorate action cards and place them face down on top of the section V cards. Then, follow the same procedure for the action cards of section III and II. Place the supply of action cards beside the game board near the bottom on the right-hand side next to the street and below the federal department building.

Exception for a two-player game: Before forming the supply, remove the following three cards from the game: 23, 32 and 49. (These numbers can be found in the upper left-hand corner of the card.)



Shuffle all action cards from section I and place them, one after the other, on the street spaces located at the bottom of the game board, beginning on the left-hand side.

> Exception for a two-player game: Since card 23 belongs to section I, but has been removed from the game, draw an extra action card from the supply and place it on the rightmost space of the street, so that all eleven street spaces are occupied by a card.

For three and four-player games, add normal offices to the federal department in the form of office cards with 3-4 & (for 3 players) or 3-4 & and 4 & (for 4 players); lay these cards on the round windows left of the offices on the game board.

> In a two-player game, no further normal offices are required. The normal office cards (with 3-4 & and 4 & printed on them) stay in the game box. However, the extra office cards are required (see point 6).



Back

Prepare the supply for the extra office cards as follows: First, lay down the office card for section 5, face down, to start the pile. Lay the two shuffled cards for section 4 on top of that card. Repeat the same procedure for the office cards of the following sections until the section 1 cards are at the top of the supply.



Back

Draw the uppermost office card from the supply and place it in the first window to the right of the office spaces of the federal department on the game board in the first column labeled section 1.

- Each player has room in front of himself for his own cards, which consists of different sections:
  - a) draw pile of action cards, face down,
  - b) play area, where all action cards that are played (and used) in a round are laid, face up,
  - c) temporary clipboard pile (rotated 90° and face up) of cards that were used in one round for different purposes (e.g. used to determine the order of play, traded-in cards),
  - d) discard pile, where all cards from the play area and temporary clipboard pile are laid, face up, at the end of a round.





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