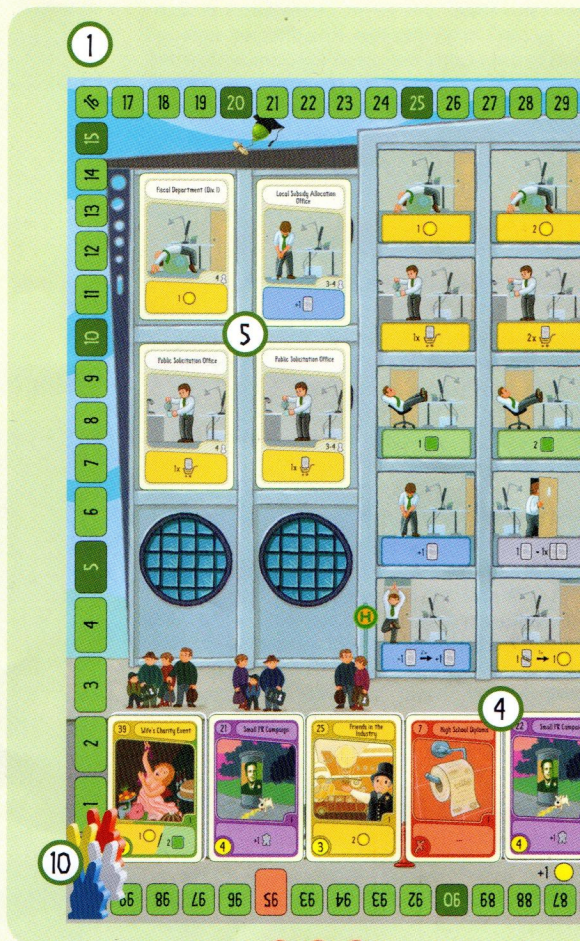


Game setup



- 1 The game board represents the federal department. Place it in the middle of the table well within everybody's reach.
- 2 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.
- 3 Put all unused start cards, campaign workers and playing pieces back into the game box; they will not be needed in this game.
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- 10
- 11 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.
- 12 Gather the green victory point markers and store them next to the game board for later use.
- 13 Each player places one of his playing pieces on the space 0 of the career path that surrounds the edge of the game board.
- 9 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.




- of section IV

- 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.*



- 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

- [Back](#)

- draw pile of action cards, face down,
- play area, where all action cards that are played (and used) in a round are laid, face up,
- 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),
- 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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- 5



- d)