Take Off, Eh!
A Good Portsmanship game for the piecepack by Clark D. Rodeffer
Based on *El Grande* by Wolfgang Kramer and Richard Ulrich
Version 0.3.3, 22 March 2007
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2-6 players, 20-30 minutes per player
Equipment: one standard piecepack, one other piecepack with suits easily distinguished from the standard suits (these rules assume you're using a piecepack with suits representing the four seasons, but almost any expansion will do), and a pen and paper (only for keeping score).

Take Off, Eh!

Introduction

"Hey, you know what? I was down at the A&P the other day buying some smokes, and I saw some of these new games sitting in the window of this toy store across the parking lot there. I thought, with the snow about to fly and all, it might be good to pick one up for the kids, eh? So I do that. But then when I get home, I go to open it up and it's all in German! What's up with that, eh? I mean, sure, we have French on half the signs and all, but I can't get my throat to make those, you know, those sounds...."

"Oh, hey! I know what you mean, eh! Listening to someone speak German, it's like... it's like they're trying to hock a loogie or something."

"Yeah! So...."

"But they do make some pretty good beer, though, eh?"

"Uh, yeah, I guess so, but -- Hey! Don't change the subject! I'm trying to explain my game here!"

"All I'm saying is that...."

"Shut up, you nob!"

"OK! Geez. I was just trying to, you know, make some pleasant conversation."

"So anyway...."

"I'm gonna go get some doughnuts. You want any?"

"Oh, could you bring me a cruller. But, see there!? You're doing it again. Take off, you hoser!"

"OK! Geez, I'm going!"

"Yeah. So anyway, I was trying to figure out this game called *El Grand, Eh!* and it's all set in Spain, which was pretty weird since the whole thing was in German. And there's like a million of these coloured wooden cubes, and two different decks of little cards, and one of them is square. So I'm thinking, this was a total waste of good beer money. The kids are never gonna want to play something like this. So I go about trying to figure out how I can, you know, make it more appealing, eh? So I redid the whole thing. First off, Spain is way across the ocean and stuff, so I changed it to take place here in the Great White North! Beauty, eh!? And then,

I replaced this whole big box of stuff with a couple of these piecepacks. They're kinda neat cuz it all fits in such a small space. Plus, since it's all varnished, it's easy to wipe the beer off the pieces if there's a spill. And I made lots of other changes to make the game more fun. Like, instead of a Grande or whatever, you get to play a politician representing one of the provinces or territories in Parliament. Oh, and instead of sending Caballeros all over the place or tossing them in some Castillo tower, you get to spend tax money. Or maybe set it aside in a slush fund for special projects and stuff like that. Since this is Parliament, not all the money you're spending is from your own constituents. So like, you can tax Vancouver to subsidise a fishing holiday to Halifax. Beauty, eh!? So anyway, the piecepack has all kinds of bits. These here tiles, they can be both provinces and stand for different kinds of political agenda items. I had to get a little creative with the geography here and there because, you know, the provinces aren't square. But it kinda works. And these here coins, they're the tax revenues that...."

"Hey! I'm back, and I swung by The Beer Store on the way and got us a two-four. Here's your wallet back."

"My wallet? Hey! You spent all my money!"

"Hey, I already said that I'd let you have some of the beer."

"But.... Well, did you at least bring me a cruller?"

"You know I really shouldn't have after you called me a hoser, and all. That wasn't nice, you know."

"I know, I'm sorry."

"Cuz, you could really hurt someone's feelings, calling them names like that."

"I said I was sorry. Geez! But hey, sit down there, we're just getting ready to play, eh!"

"I wanna be green."

"You can't be green! That's for the Queen's jubilee, eh!"

"Oh, geez! Well, then can I be red?"

"I was gonna be red cuz, you know I'm a Flames fan. But hey, why don't you be orange?"

"No way, eh! Orange is too close to red. You'll be making all kinds of sneaky plays and I won't notice because of the colours."

"OK, then you be blue, like the Leafs."

"OK, I'll be blue. So, uh, what's this game about, eh?"

"What!? I just explained the whole..."

"But I went to get the beer and doughnuts! So, what do I do here, eh?"

"Take off! Oh, and pass me a jelly there, would ya, please?"

Overview

The point of the game is to increase your political prestige (score points) by funding pork barrel projects,

paying bribes and pushing your own agenda, especially in areas where the people will most appreciate what you're trying to do there in Ottawa. Of course, anything you might do to frustrate your opponents also helps. A game consists of nine rounds of play (or six for a shorter game), with special scoring rounds inserted after every third round. Each round consists of three parts. First, agenda tiles drawn from the stacks are flipped face-up until the number of face-up tiles is one more than the number of players. Second, after reviewing the available tiles, all players pay bribes for turn order using coins from their play areas. Third, players draw coins into their play areas, then enact (or prevent) one of the agenda items indicated on any of the remaining face-up tiles and also fund their pet projects. The goal is to have the most points at the end of the game.

Preparation

1. *Anthem*. Everyone stands and reverently sings *O Canada* together (in French or English, as each prefers). If anyone messes up the lyrics, they get the job of putting everything away at the end of the game.

2. *Build Draw Stacks*. Turn all 48 tiles from one standard piecepack and one piecepack with suits representing the four seasons face-down and shuffle thoroughly. Arrange them off to one side in several convenient face-down draw stacks.

3. *Canada Map*. Draw 13 tiles, turn them all face-up, and build a layout in the general shape of Canada (see Figure 1), using one tile for each province and territory. The blank area between Nunavut, Manitoba and Quebec is Hudson Bay, and is where the special slush fund is kept. When building the map, be sure that there are no more than three tiles from any one suit represented in the map. If any suit is over-represented, remove all of the tiles of that suit and replace them with new tiles from the draw stacks.

4. *Tax*. Turn all 48 coins face-down (suit-side-up) and shuffle thoroughly. Arrange them off to one side, but do not stack any of them. Collectively, the coins are the tax revenues for all of Canada. An example layout with labeled provinces is shown in Figure 1.
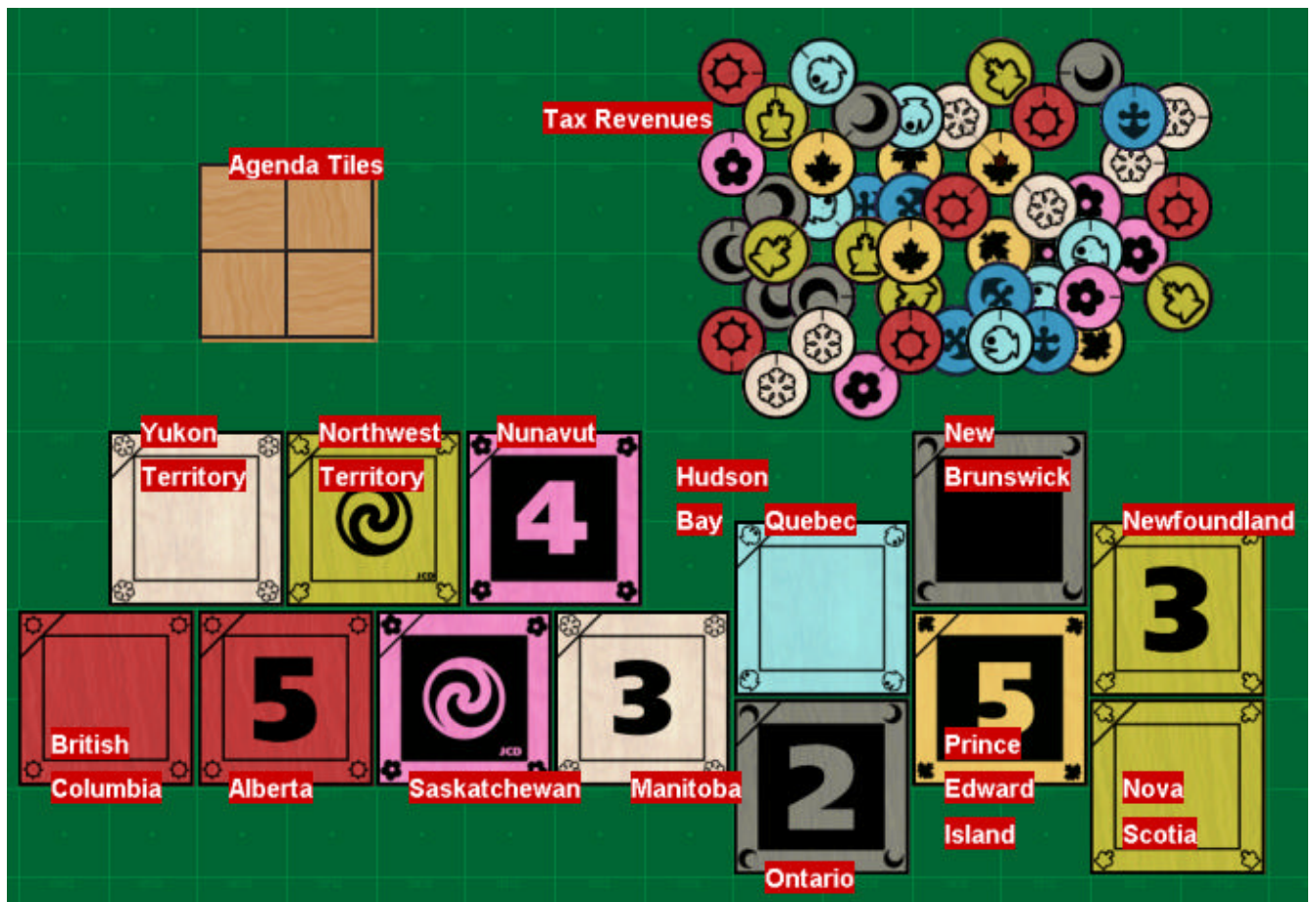
Figure 1.

5. *Political Platforms*. The person who paid for the beer and doughnuts goes first in the first round, and also gets first choice of suit (except for crowns). This is true even if someone else used your money to go buy them. After suits are decided, each player takes the pawn, die and two randomly drawn coins of his or her chosen suit, plus one extra coin belonging to any suit except those controlled by opposing players (coins of your own suit or crowns are also fine), and places them in their play areas face-down. The dice are used to identify whose pieces are whose, and also for secret value selection during secession referendum voting and after scoring the slush fund. The pawns identify the players' home provinces. The coins are tax money used to fund projects, and also for bribes.

Example: In a four player game, Amy bought the beer and doughnuts, so she gets first choice of suits and will also go first in the first round. Amy chooses fall (leaf), because hey, she likes hockey. Go Leafs! Betty sits to Amy's left, so she goes next and chooses suns, because she's a Flames fan, and just to make Amy mad, she likes to rub it in that the Flames beat the Leafs last weekend. Go Flames! Cindy sits to Betty's left, so she goes next and chooses summer (fish) because she likes to fish, and she's been bragging about that five kilo musky ever since she caught it last year. Dale sits between Cindy and Amy, so he goes last and chooses winter (snowflake) because he likes skiing. With suits decided, Amy takes the fall pawn, fall die, two fall coins and one crowns coin. Betty takes the suns pawn, suns die, two suns coins and one arms coin. Cindy takes the summer pawn, summer die, two summer coins and one crowns coin. Dale takes the winter pawn, winter die, two winter coins, and one crowns coin. An example layout of the game at this point is shown in Figure 2.
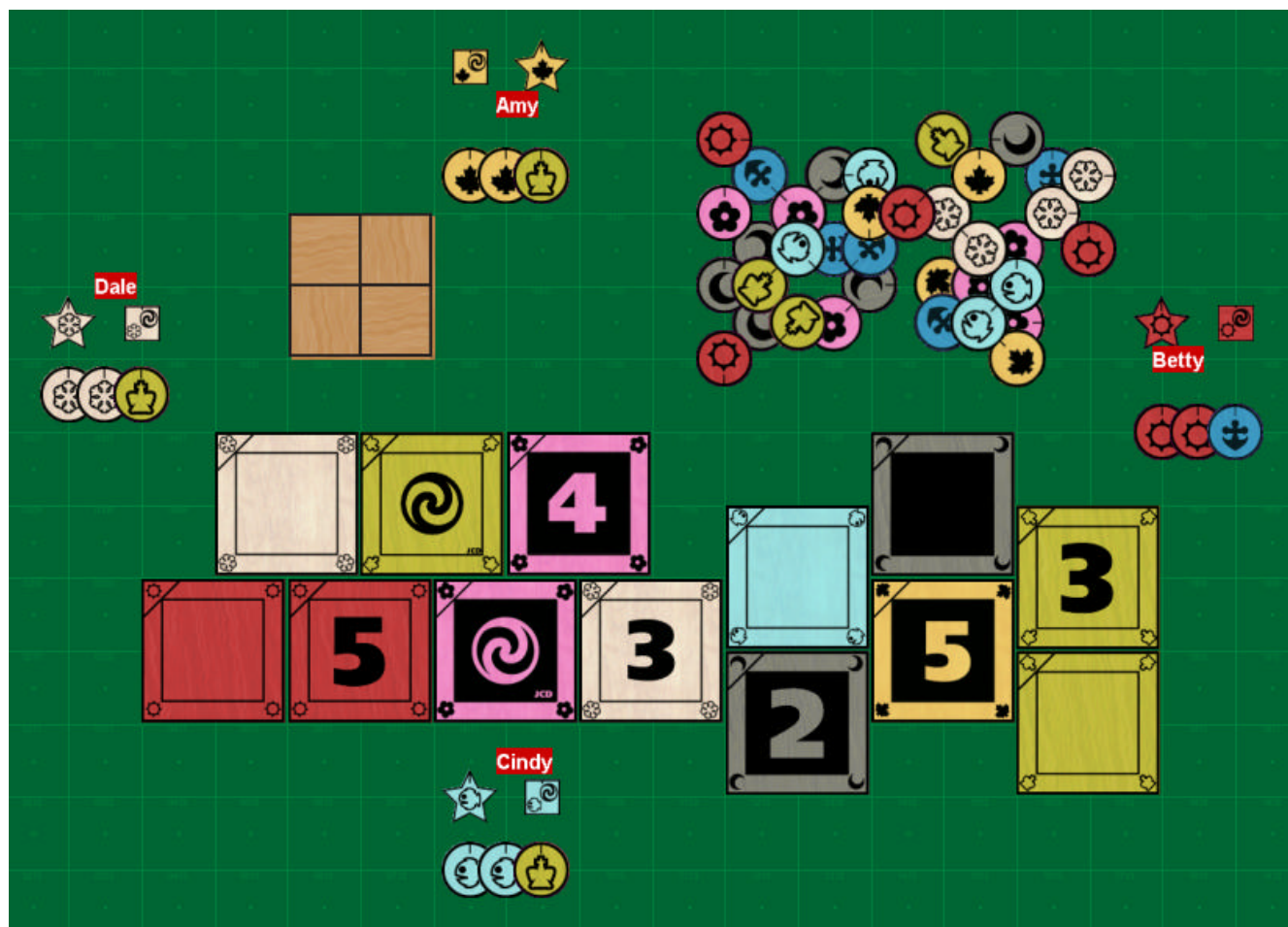
Figure 2.

6. *Home Provinces.* Starting with the first player and proceeding clockwise, each player draws one tile from the stacks, turns it face-up, and then places both the pawn and any one coin from his or her play area (suit-side-up) onto any one province that matches either the suit or the value of the drawn tile. The player does not have to show the value of the coin that is placed, but may make any outrageous political claims about that coin that he or she wishes. If there are no provinces that match the drawn tile's suit or value, draw more tiles, one at a time, until a tile that matches either the suit or value of any province appears. All drawn tiles are placed face-down in a discard area off to one side.

7. *Queen's Jubilee Tour.* Draw one more tile from the stacks, turn it face-up, and place the crowns pawn (the Queen) on any province that matches either the suit or value of the drawn tile, drawing more tiles as necessary if there are no matches. If there is a choice among provinces, the Queen should be placed as far as possible from the tiles occupied by any of the players' pawns. If there is a tie among most distant tiles, the Queen should be placed on the tied tile that is furthest from the tile occupied by the pawn controlled by the player who came earliest in the initial turn order.

8. *Scorekeeper.* Choose someone to keep score using a pen and some paper. It's best to pick someone who doesn't cheat.

Example: In a four player game, Amy draws the ace of suns tile and places her fall pawn and the ace of fall coin in Alberta. Betty draws the two of winter tile and places her suns pawn and the three of suns coin in Ontario. Cindy draws the two of summer tile and places her summer pawn and the three of summer coin in Ontario with Betty's suns pawn. Dale draws the four of winter tile and places his winter pawn and the four of winter coin in Nunavut. The next tile drawn is the four of arms. Since there are no other four or arms tiles among the provinces, the crowns pawn, representing the Queen, is placed in

Nunavut with Dale's winter pawn. Dale will also keep score. An example layout of the game ready to begin play is shown in Figure 3.
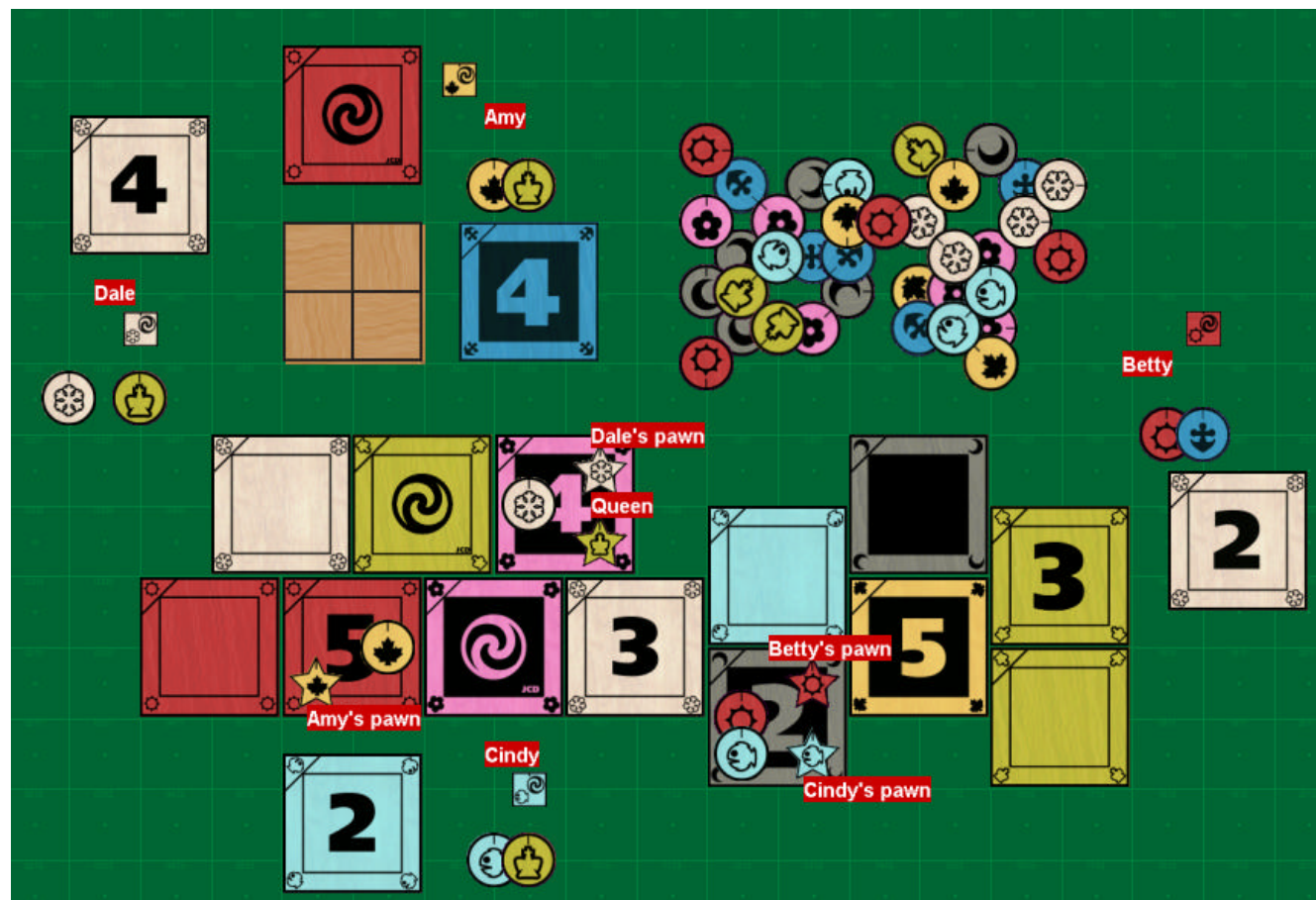

Figure 3.

Play

A full game is nine rounds, with special scoring rounds after the third, sixth and nineth rounds of play. Each round has three phases, A-B-C: Agenda, Bribery, and Completion.

Agenda

Draw tiles from the face-down stacks and flip them over until the number of face-up tiles is one more than the number of players. If there are ever not enough tiles in the face-down stacks to do this, shuffle all of the discarded tiles and arrange them into new face-down draw stacks. The suits on the face-up tiles determine the agenda items available this round, and the values (generally) indicate how much of an effect enacting that agenda item has on the game. No agenda item other than crowns will ever have any effect on the province that the Queen is currently touring. Summaries for each suit's agenda and what the values mean are listed in Table 1, with more detailed explanations in the completion section below.

Table 1.

Suit	Agenda	Value
suns	political scandal -- move player pawns to different provinces	the total combined distance (maximum) the pawns can be moved

moons	beer and doughnut run -- return other players' coins from play areas to tax revenues	how many coins (maximum) are returned
arms	labor strike -- replace province tile with randomly drawn tile	determines which province tiles might change
crowns	Queen's jubilee tour -- move the Queen across adjacent spaces	how far (minimum) the Queen moves
spring	secession referendum -- one province votes whether or not to secede	determines which provinces might vote
summer	fishing holiday -- move coins to adjacent provinces	how many coins (maximum) are moved
fall	tourism boom -- score matching provinces (and maybe the slush fund)	determines which provinces score
winter	hockey game -- replace agenda tiles	how many face-up tiles (maximum) are discarded and replaced

Example: Since there are four players in our sample game, five agenda tiles will be drawn and flipped face-up. The agenda tiles for this round are the two of suns, the five of spring, the four of summer, the four of fall and the ace of arms. An example layout of the game with agenda tiles drawn is shown in Figure 4.
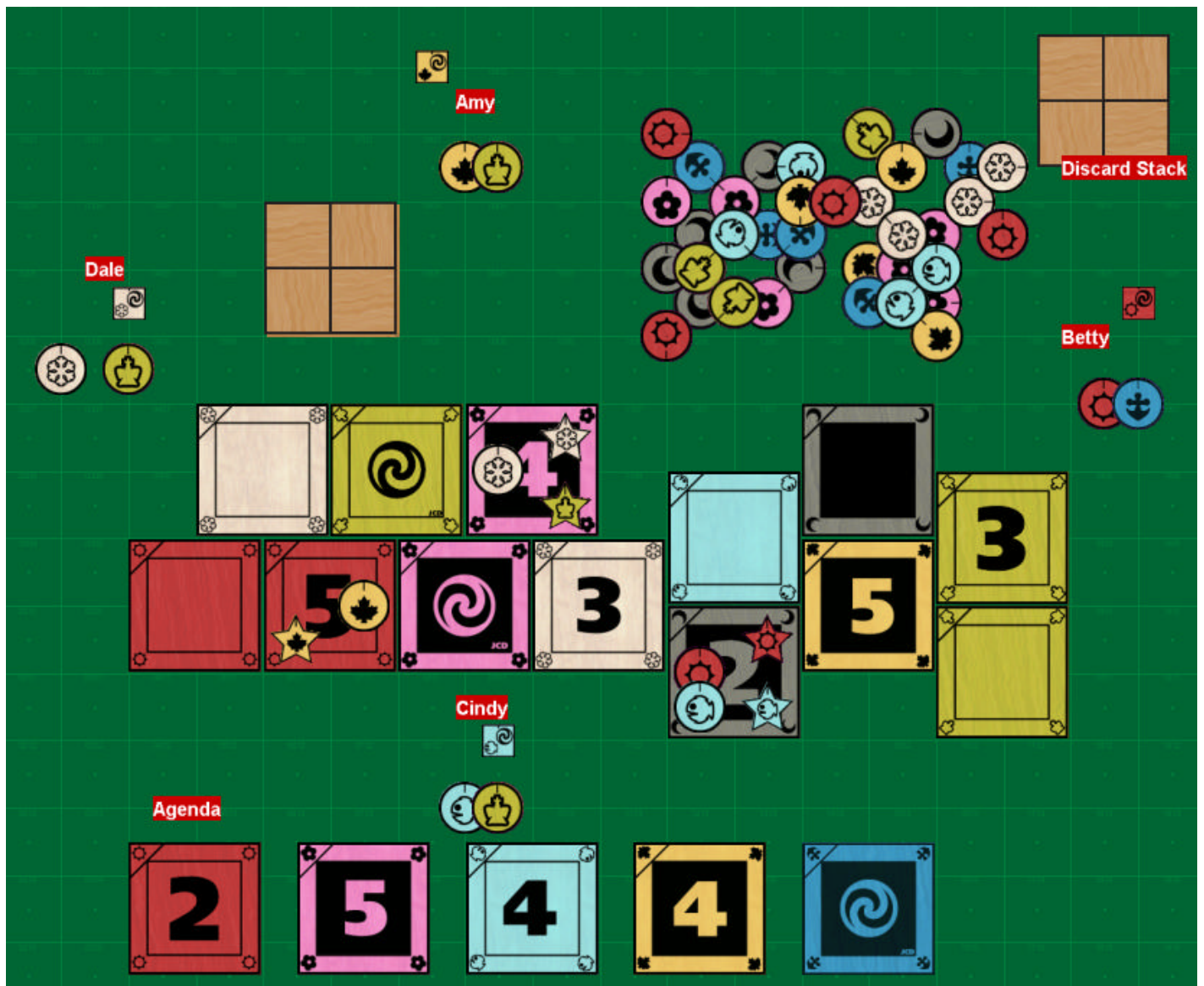
Figure 4.

Bribery

Beginning with the player who went first in the previous round (or if this is the first round, the player who paid for the beer and doughnuts), and proceeding clockwise, each player flips one coin from their play areas face-up. Each player's coin must have a different value from all other coins played so far on this round. Players who don't have any coins of a different value must reveal the values of all of the coins they do have (if any), then draw coins from the tax revenues one at a time until they get a coin with a unique value. Any extra coins drawn this way are placed in the player's play area. The coins drawn may be from any suits except those controlled by opposing players. If no such coins are available, then that player does not pay a bribe this round.

The face-up coins are bribes paid for politial expedience, and they remain face-up until the end of the completion phase, after which they are all returned to the tax revenues face-down and shuffled. Within each round, players take their completion phase turns in order from highest to lowest based upon the value of their bribes (ace = one, null = zero). Any players who were unable to pay a bribe this round take their completion phase turns in clockwise order, beginning with the first such player following the last player who did pay a bribe.

Example: In our four player game, Amy goes first and flips the ace of crowns coin face-up. Betty goes next

and flips the two of suns face-up. Cindy goes third and flips the four of summer coin face-up. Dale's two remaining coins happen to have the values of two and two, so after showing them, he draws another coin from the tax revenues, the five of arms, and flips it face-up. During the completion phase, the players will take their turns in the order Dale, Cindy, Betty, then Amy. An example layout of this game in progress is shown in Figure 5.
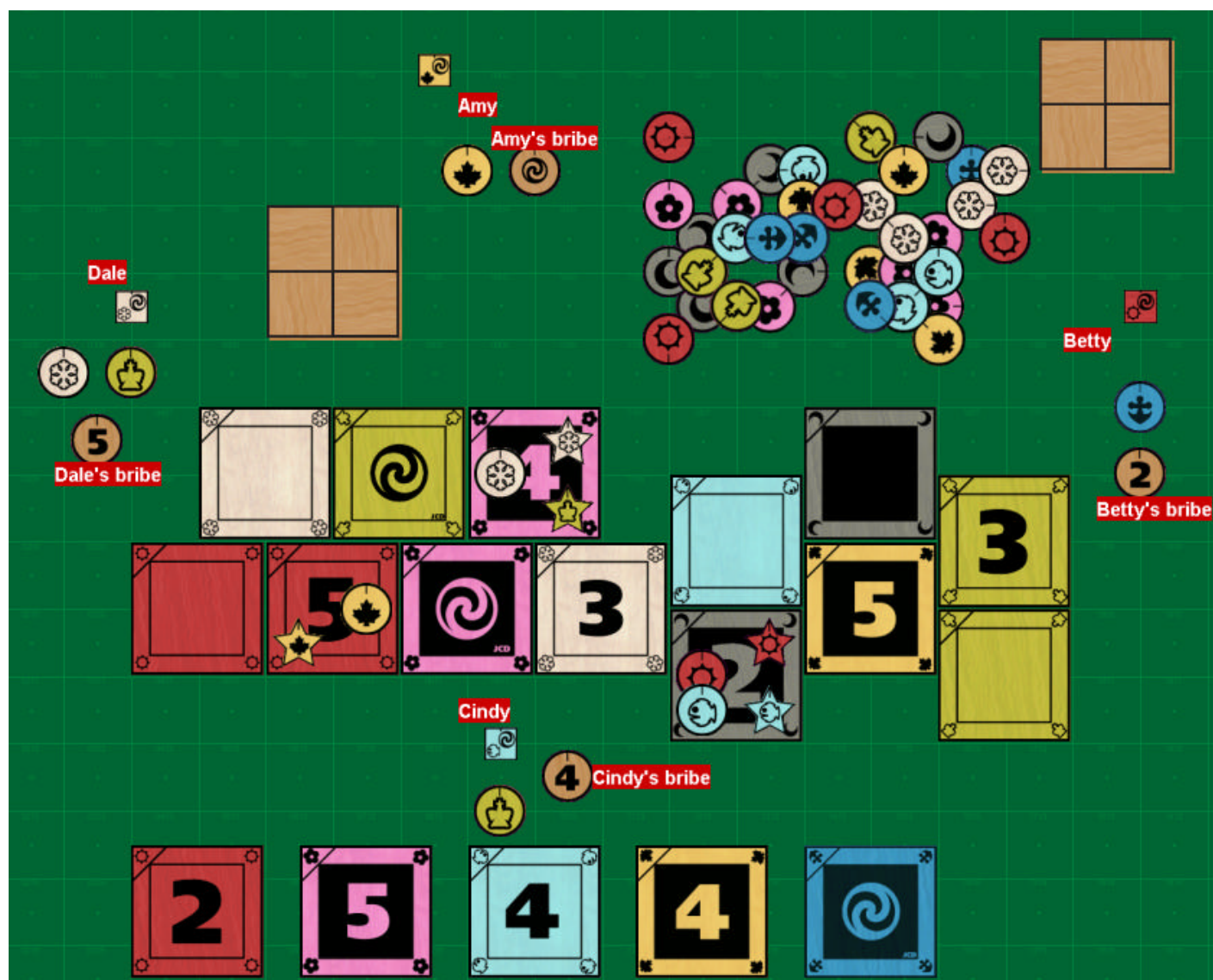

Figure 5.

Completion

Beginning with the player who payed the highest bribe, players take their completion phase turns in the order of decreasing bribe values. Any players who were unable to pay a bribe take their completion phase turns in clockwise order after the last player who did pay a bribe. Each player's completion phase turn has three parts, D-E-F: Draw, Enact and Fund. Draw always comes first, but enact and fund can be taken in either order.

1. *Draw*. If the current player has fewer than two face-down coins in his or her play area, that player is eligible for welfare, and first draws enough coins from the tax revenues to bring the number of face-down coins up to two. Then the current player draws an additional number of coins from the tax revenues equal to three minus the value of the bribe paid (ace = one, null = zero), ignoring any negative results, and places them in his or her play area. The usual restriction on coin drawing applies -- coins of

any suit except those controlled by opponents are fair game. The current player also chooses one of the available face-up agenda tiles to enact (or prevent).

Example: In our four player game, everyone still has two face-down coins, so no one is eligible for welfare this round. For his bribe, Dale played the five of arms coin. Three minus five is less than zero. As a result, Dale will not draw any coins from the tax revenues during his completion phase. Likewise, Cindy, whose bribe was the four of summer coin will not draw any coins this round. Betty, whose bribe was the two of suns coin will draw one coin during her completion phase, and Amy, whose bribe was the ace of crowns coin, will draw two coins.

2. *Enact*. Enact may come either before or after fund, as the current player chooses. The current player may choose to either enact the agenda item indicated on the tile, or prevent it from happening by simply choosing not to do it. The different agenda items were summarized in Table 1, but here they are explained in more detail. Sometimes, it may happen that several null tiles will be on the agenda all at the same time, and no one wants to do it. Well tough! Whoever said politicians ever get any real work done, anyway, eh?

   ○ *Suns: Political Scandal*. It's undeniable that corruption runs rampant among politicians. Their handlers try to keep that kind of stuff all hush-hush, but every once in a while, word gets out and the media has a heyday. Lacking any skills that are useful in the real world, politics is sometimes the only thing a politican knows how to do, and they have to eat too, eh? So what do they do? They move somewhere else and run for office again! The value of the suns tile is the maximum allowable total movement points that the enacting player gets to move any or all of the pawns that mark the players' home provinces. Home province marker pawns can take any path over provinces and territories that share any part of an edge, but they may not backtrack nor enter the same province twice during the move. No home province marker pawn may end its movement on a face down tile (a seceded province or territory), but pawns may move *through* such spaces, and face-down tiles *do* count when calculating movement points. If the player who chose this agenda tile wants to prevent this political scandal, he or she should simply say that's what happens.

   ○ *Moons: Beer and Doughnut Run*. It just wouldn't be Canada without beer and doughnuts, even in Parliament. I mean, there's probably a couple dozen Tim Hortons in Ottawa alone. If you choose to enact a beer and doughnut run, you can use your political influence to have the taxpayers pay for it by making your opponents return coins (their own coins from any territories or provinces except the Queen's, and/or any coins from their own play areas -- their free choice) to the tax revenues. The value of the moons tile (ace = one, null = zero) is the maximum combined number of coins you can force opponents to return to the tax revenues. If the player who chose this agenda tile wants to prevent this beer and doughnut run, he or she should simply say that's what happens.

   ○ *Arms: Labor Strike*. Strikes are sometimes necessary when management tries to tighten the screws on the labor so much that there's not enough money left to shovel the snow off the roof or put gas in the Ski-Doo. Sometimes, the only way to change the situation is to get together and take things into your own hands. Sometimes the outcome is positive and sometimes negative, but that's a gamble the workers have to take. A player who wants to encourage a labor strike chooses any one of the provinces or territories (except the one the Queen is touring) that matches the value of the arms tile, discards that tile face-down, then draws a new tile from the stacks to replace it. The new tile is played face-up in the empty space, and any pawns and/or coins that were there before the strike are placed back on top of the new tile face-down (without looking at their values). If the player who chose this agenda tile wants to prevent this labor strike, he or she should simply say that's what happens.

- *Crowns: Queen's Jubilee Tour*. When the Queen made her jubilee tour of Canada, crowds of *mostly* happy people came out to see her. It was wonderful, but due to everything that was going on around Her Majesty, sometimes everything else got pushed aside during her visit. The value of the crowns tile (ace = one, null = zero) is the minimum (note: *not* the maximum) number of movement points that the enacting player must move the crowns pawn. The Queen can take any path over provinces and territories that share any part of an edge, but she may not backtrack nor enter the same province twice during her move. The Queen may not end her movement on a face down tile (a seceded province or territory), but she may move *through* such spaces, and face-down tiles *do* count when calculating movement points. The player who chose this agenda tile may not prevent the Queen from moving at all. No one says, "No," to the Queen.

- *Spring: Secession Referendum*. Now, I'm not going to name names, because I believe in equality among people, and also among the provinces and territories. I understand that people get ticked off at the government sometimes. So if one province has enough ticked off people, for whatever reason, they might vote to secede. A player who chooses to hold a secession referendum indicates a province or territory that matches the value on the spring tile (except the one the Queen is touring). Each player who has any coins in that province secretly selects a value on their suit dice, hidden behind their hands. Once everyone has chosen a value, the dice are revealed simultaneously. If any two of the secretly selected values match, that province or territory secedes. All player controlled coins are returned to their owners' play areas, and all neutral coins are returned to the tax revenues. If there were any player controlled pawns on the tile, their owners may freely move them to any other province or territory (except where the Queen is touring). The tile that seceded is turned face-down in its place and is out of play for the rest of the game. From this point on, no coins or pawns may be moved onto this tile; however, it does count as a space when calculating distances. If the player who chose this agenda tile wants to prevent the secession referendum, he or she should simply say that's what happened.

- *Summer: Fishing Holiday*. I know not everyone likes to fish, or even to eat fish, but I do, and since this is my port of this game, I'm going to include fishing as one of the primary agenda items for the Parliament. They probably don't have much better to do, anyway. The value of the summer tile (ace = one, null = zero) is the maximum number of coins that the enacting player gets to move to adjacent provinces or territories (except to or from where the Queen is touring). If the player who chose this agenda tile wants to prevent the fishing holiday, he or she should simply say that's what happened.

- *Fall: Tourism Boom*. The leaves are really pretty in the fall, and out west, there are some really neat places to visit. Tourists from down south know this, and it's a big boost for the economy when they come to visit. All of the provinces and territories that match the value of the fall tile immediately score. If the value of the fall tile also equals the number of coins in the slush fund (ace = one, null = zero), that also scores. If the player who chose this agenda tile wants to prevent the tourism boom, he or she should simply say that's what happened.

Calculating scores is probably the most difficult part of the game, so to make it as easy as possible, first I'm going to give an outline of how it works, then explain it in more detail after that. I'll also repeat some of this later under the section on special scoring rounds. That's all to help because, you know, having the scoring rules in two places will make them easier to find when you're playing along, and you've had one too many, and everyone has forgotten how to score stuff. Plus, having it here twice kinda drives home the concept, so maybe you won't forget how after all. As a little aside here, I have to tell you that I have some friends in the logging industry, and they told me that if I do that, you know, putting the scoring rules in here twice, then when people go to print these rules out for themselves and read them at their leisure at home, it will use

up more paper, and that will help with their job security. Beauty, eh? Even this here extra text counts for that. So hey, guys, if you're reading this after a hard day of cutting trees, don't say I never did anything to help you out. You don't have to thank me right now. Just bring doughnuts. So anyway, about that outline, it works like this:

- One at a time, choose a scoring unit.
    - Choose the slush fund first, if applicable.
    - If this is a special scoring round, next score the provinces and territories in alphabetical order.
    - Otherwise, choose any matching province or territory that hasn't already been scored.
- Determine the maximum score value of the scoring unit.
    - The maximum score value for the slush fund is the number of coins it contains.
    - The maximum score value for a province or territory is the value of its tile.
- Temporarily remove all the coins from the chosen scoring unit.
- Sort the removed coins by suit.
- Turn all of the coins value side up.
- Sum the coin values in each suit.
- Sort the suits from highest to lowest total value: first, second, third, etc.
- Group suits with equal total values at the next lower scoring rank.
- Record the scores for each suit.
    - The first ranked suit scores the maximum score value for the scoring unit.
    - With three or more players, the second ranked suit(s) score half the maximum, rounded down.
    - With four or more players, the third ranked suit(s) score half what the second ranked suit(s) (would have) scored, rounded down.
    - Everyone else scores no points.
    - If the scoring unit has coins belonging to only one player (even if it's only a null coin), that player scores twice the maximum score value.
    - If the Queen is on the scoring unit tile, the first ranked suit scores two extra points.
    - If the scoring unit is the home province for the first ranked suit, that player scores two extra points.
    - Note: *No one* may claim points from any suits that do not represent a player, but those suits *do* count when sorting suits by total values to determine scoring ranks.
- If this is the slush fund during a special scoring round, commence with pork. Otherwise, skip ahead.
    - Return coins from all suits that don't represent players to the tax revenues.
    - All players who had coins in the slush fund secretly select a value on their suit dice, hidden behind their hands.
    - Simultaneously reveal all the dice.
    - The player who scored the most for this slush fund goes first. Turns go clockwise after that.
    - Players put all their slush fund coins into a single province or territory matching their die values.
    - The Queen's tile is off limits.
    - Players with no legal place to play return their slush fund coins to their play areas, suit side up.
- Replace all the rest of the temporarily removed coins back where they came from.
    - Coins returned to provinces or territories are replaced suit side up.
    - Coins returned to the slush fund are stacked value side up in a single column in Hudson Bay.

- Move on to the next unscored matching province or territory, and repeat.
- If this is a special scoring round, players may retrieve up to two of their own coins to their play areas from any tile except the Queen's. Go in the same order as for pork, except including all players.

OK, did you get all that? If so, you can skip ahead to winter. If not, the whole thing is explained in more detail below.

The slush fund is the stack of face-up coins in Hudson Bay. If the slush fund is going to score, it's best to score it first. To score the slush fund, remove the stack from Hudson Bay, sort the coins by suits, and total the values of the coins for each suit (ace = one, null = zero). The player whose suit has the highest total value of coins scores as many points as there are coins in the slush fund. In a game with three or more players, the player with the second highest total coin value scores half as many points as the first place suit, rounded down. In a game with four or more players, the player with the third highest total coin value scores half as many points as the second place suit, rounded down. Everyone else gets nothing. If a neutral suit (i.e., any suit not controlled by one of the players) would score points, those points are not scored by anyone. If two or more suits (possibly including neutral suits) are tied for a scoring position, then all tied players and everyone below them are shifted down one position on the scoring ladder. If the slush fund contains coins (even just one null coin) of only one suit, that player scores twice as many points as there are coins in the slush fund. After scoring the slush fund, stack all the coins that were there before scoring face-up (order doesn't matter) and return the stack to its spot in Hudson Bay. See slush fund under special scoring rounds for an example of scoring the slush fund.

To score each matching province or territory, sort the coins there by suit, and total the values of the coins for each suit (ace = one, null = zero). The player whose suit has the highest total value of coins scores as many points as the value of the tile for that province or territory (ace = one, null = zero). In a game with three or more players, the player with the second highest total coin value scores half as many points as the first place suit, rounded down. In a game with four or more players, the player with the third highest total coin value scores half as many points as the second place suit, rounded down. Everyone else gets nothing. If a neutral suit (i.e., any suit not controlled by one of the players) would score points, those points are not scored by anyone. If two or more suits (possibly including neutral suits) are tied for a scoring position, then all tied players and everyone below them are shifted down one position on the scoring ladder. If the province or territory contains coins (even just one null coin) of only one suit, that player scores twice as many points as the value of the tile for that province or territory. The player who scores the most points in the province or territory where the Queen is currently on tour scores a bonus of two extra points. Any players who score the most points in their own home provinces (marked by their pawns) also score a bonus of two extra points, in addition to the Queen's bonus, if applicable. After scoring each province or territory, return all the coins that were there before scoring to the tile face-down. See Provinces and Territories under Special Scoring Rounds for an example of scoring a province.

- *Winter: Hockey Game.* Last, but certainly not least in the mind of any true Canadian, is hockey. If politicians are thinking about hockey while Parliament is in session (And who doesn't, eh?), then their agendas might get a bit mixed up now and then. The value of the winter tile (ace = one, null = zero) is the maximum number of agenda tiles that the enacting player may draw from the face-down stacks and flip face-up. After drawing and flipping these tiles, the enacting player must select an equal number of tiles from among the face-up agenda tiles and discard them face-down. If the player who chose this agenda tile wants to prevent the agenda from getting mixed up due to people paying all their attention to the hockey game, he or she should simply say that's what

happened.

Example: In our four player game, Dale goes first. Everyone still has two face-down coins, so no one is eligible for welfare this round. Since Dale's bribe was the five of arms coin, he didn't get to draw any coins from the tax revenues this round. He chooses to enact the two of suns tile, which gives him a total of two movement points to use with any of the pawns that mark players' home provinces. He may not move his own pawn from Nunavut because the Queen is currently touring Nunavut. He moves Amy's fall pawn from Alberta to the Yukon Territories, and then he moves Cindy's summer pawn from Ontario to Quebec. An example layout of this game in progress (after funding, explained below) is shown in Figure 6.

3. *Fund*. Fund may come either before or after enact, as the current player chooses. From zero up to a maximum of the value of the chosen agenda tile (ace = one, null = zero), the current player places as many face-down coins from his or her play area as he or she wishes onto provinces that are adjacent to, but not including, the province where the Queen is currently on tour. The player does not have to show the values of any coins that are placed into provinces and territories, but may make any outrageous political claims about those coins that he or she wishes. Alternatively, any number of these coins may be added to the face-up slush fund stack located in Hudson Bay instead. Only the value of the topmost coin of the slush fund is visible during play. The suits are hidden until the slush fund is scored (explained elsewhere). The player does not have to show the suit of any coins that are placed in the slush fund, but may also make any outrageous political claims about those coins that he or she wishes.

Important: No changes can ever be made to the province where the Queen is currently on tour, except by enacting a crowns tile to move the Queen to a different tile. If you think that some other tile or special action allows you to change anything else about the province or territory where the Queen is currently touring, then you are mistaken.

After a player has finished all three parts (draw, enact and fund) of his or her completion phase, that player's face-up bribe coin is returned to the tax revenues, and the face-up agenda tile that player chose is discarded face-down off to one side. Then the player who payed the next highest bribe (or if the only players who have not yet taken their completion phase this round are players who were unable to pay bribes, the next such player clockwise) takes his or her completion phase. After all players have finished their completion phases, the current round is complete. If the third, sixth or nineth round was just completed, then a special scoring round takes place immediately. Otherwise, a new round of play begins.

Example: Since Dale chose the two of suns tile, he may play funds of up to two coins. Dale places his own two of winter coin in Manitoba (a province with a current value of three) and the two of crowns coin in Northwest Territories. His face-up five of arms coin is discarded face-down into the tax revenues, and the two of suns tile is discarded face-down off to the side. Next, Cindy will take her completion phase. An example layout of this game in progress is shown in Figure 6.
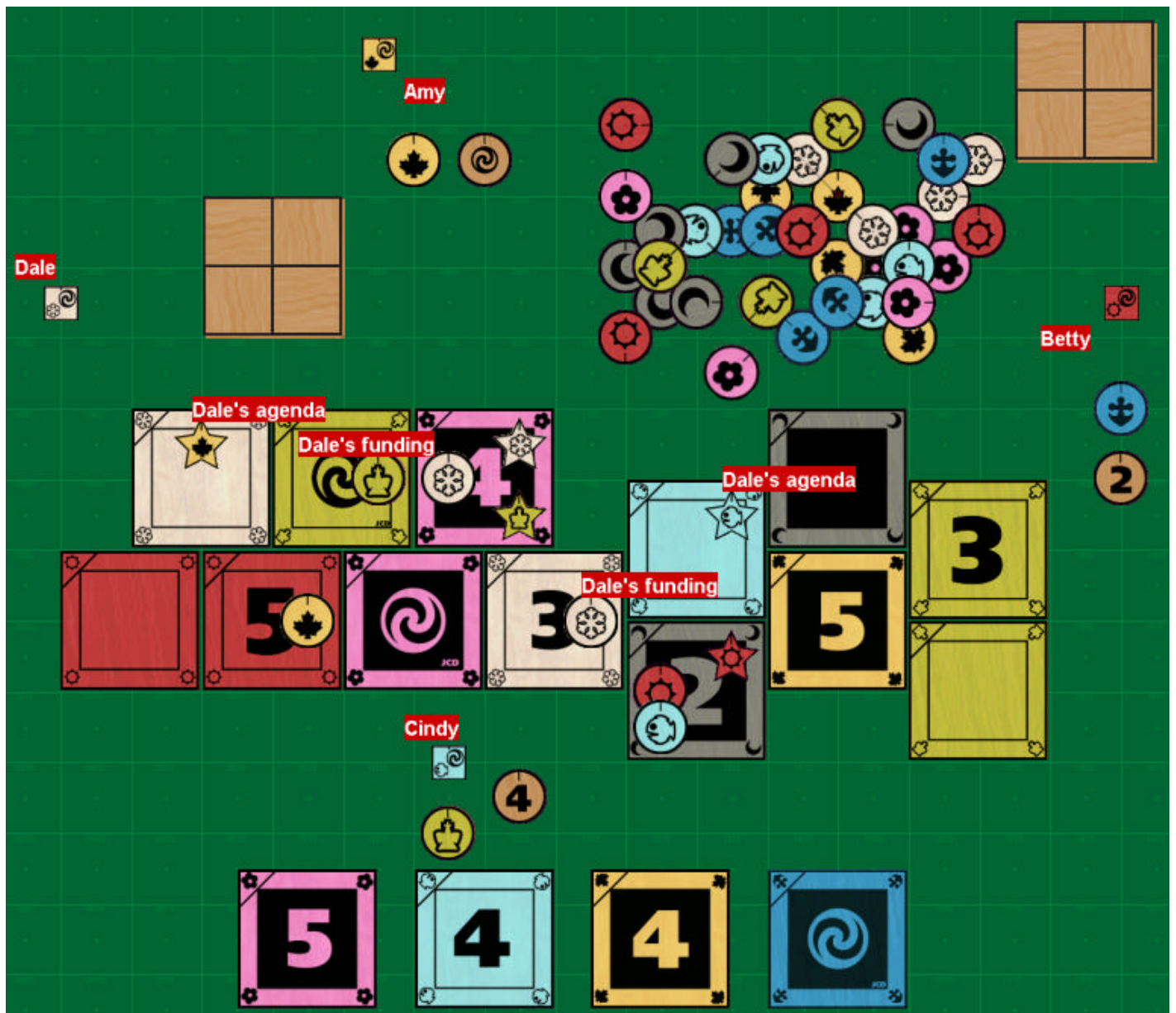
Figure 6.

Special Scoring Rounds

After the third, sixth and nineth rounds of play, a special scoring round takes place. The special scoring round has three phases, S-P-P: Slush Fund, Pork, and Provinces and Territories. As I mentioned before under the fall agenda tiles section, scoring is kind of involved, so I've made an outline of the process, followed by a more detailed description. While it's true that these here rules are pretty much a repeat of the fall section (except that here I added more detail for the pork phase), having it in two places in the rules makes it easier for someone to find it if you have to look something up, or if someone spilled beer on the other page or something. Plus, it helps keep my buddies in the logging industry gainfully employed by making these rules just that extra little bit longer, so they can cut more trees to make more paper. Beauty! So anyway, here's how the special scoring rounds work:

- One at a time, choose a scoring unit.
  - Choose the slush fund first, if applicable.
  - If this is a special scoring round, next score the provinces and territories in alphabetical order.
  - Otherwise, choose any matching province or territory that hasn't already been scored.

- Determine the maximum score value of the scoring unit.
    - The maximum score value for the slush fund is the number of coins it contains.
    - The maximum score value for a province or territory is the value of its tile.
- Temporarily remove all the coins from the chosen scoring unit.
- Sort the removed coins by suit.
- Turn all of the coins value side up.
- Sum the coin values in each suit.
- Sort the suits from highest to lowest total value: first, second, third, etc.
- Group suits with equal total values at the next lower scoring rank.
- Record the scores for each suit.
    - The first ranked suit scores the maximum score value for the scoring unit.
    - With three or more players, the second ranked suit(s) score half the maximum, rounded down.
    - With four or more players, the third ranked suit(s) score half what the second ranked suit(s) (would have) scored, rounded down.
    - Everyone else scores no points.
    - If the scoring unit has coins belonging to only one player (even if it's only a null coin), that player scores twice the maximum score value.
    - If the Queen is on the scoring unit tile, the first ranked suit scores two extra points.
    - If the scoring unit is the home province for the first ranked suit, that player scores two extra points.
    - Note: *No one* may claim points from any suits that do not represent a player, but those suits *do* count when sorting suits by total values to determine scoring ranks.
- If this is the slush fund during a special scoring round, commence with pork. Otherwise, skip ahead.
    - Return coins from all suits that don't represent players to the tax revenues.
    - All players who had coins in the slush fund secretly select a value on their suit dice, hidden behind their hands.
    - Simultaneously reveal all the dice.
    - The player who scored the most for this slush fund goes first. Turns go clockwise after that.
    - Players put all their slush fund coins into a single province or territory matching their die values.
    - The Queen's tile is off limits.
    - Players with no legal place to play return their slush fund coins to their play areas, suit side up.
- Replace all the rest of the temporarily removed coins back where they came from.
    - Coins returned to provinces or territories are replaced suit side up.
    - Coins returned to the slush fund are stacked value side up in a single column in Hudson Bay.
- Move on to the next unscored matching province or territory, and repeat.
- If this is a special scoring round, players may retrieve up to two of their own coins to their play areas from any tile except the Queen's. Go in the same order as for pork, except including all players.

OK? It's not that hard, really, but it's not that easy to write it all out. First score the slush fund, then fund pork, then score the provinces and territories. Details are below.

1. *Slush Fund*. The slush fund is the stack of face-up coins in Hudson Bay. To score it, remove the stack from Hudson Bay, sort the coins by suits, and total the values of the coins for each suit (ace = one, null = zero). The player whose suit has the highest total value of coins scores as many points as there are coins in the slush fund. In a game with three or more players, the player with the second highest total coin value scores half as many points as the first place suit, rounded down. In a game with four or more players, the player with the third highest total coin value scores half as many points as the second place suit, rounded down. Everyone else gets nothing. If a neutral suit (i.e., any suit not controlled by one of the players) would score points, those points are not scored by anyone. If two or more suits (possibly including neutral suits) are tied for a scoring position, then all tied players and everyone below them are shifted down one position on the scoring ladder. If the slush fund contains coins (even just one null coin)

of only one suit, that player scores twice as many points as there are coins in the slush fund.

Example: The slush fund contains seven coins -- the null and five of suns, the five of summer, the four and five of fall and the ace and three of winter. Amy has the highest total value with nine for fall, so she scores seven points. Betty and Cindy are tied for the next place with a total value of five for suns and five for summer, so instead of three points, both move down on the scoring ladder and each scores one point. Dale only has a total value of four in winter, so he doesn't score any points for the slush fund.

2. *Pork.* After scoring the slush fund, all coins belonging to players' suits are set to one side face-down, and all other slush fund coins are returned to the tax revenues face-down. Next, each player whose coins were set aside secretly selects a value on their suit dice, hidden behind their hands. Once everyone has chosen a value, the dice are revealed simultaneously. Beginning with the player who scored the most points in the most recent slush fund scoring and then proceeding clockwise, each player places all of his or her slush fund coins face-down into any single province that matches the secretly selected value. The province chosen may not be the one where the Queen is currently on tour. If there are no provinces that have the same value as that secretly selected on a die, or if the only such province is occupied by the Queen, that player's slush fund coins are returned to his or her play area face-down.

Example: Hiding their suit dice behind their hands, Amy chose four, Betty chose four, Cindy chose three and Dale chose three. Since the Queen is currently in Nunavut, and there are no other four tiles in the map of Canada, Amy and Betty both return their coins to their play areas. Cindy puts her five of summer coin in Manitoba, and much to Cindy's chagrin, Dale also puts his ace and three of winter coins in Manitoba.

3. *Provinces and Territories.* After the slush fund coins are distributed to fund pet pork projects, all of the provinces and territories are scored, one by one. To score each province or territory, sort the coins there by suit, and total the values of the coins for each suit (ace = one, null = zero). The player whose suit has the highest total value of coins scores as many points as the value of the tile for that province or territory (ace = one, null = zero). In a game with three or more players, the player with the second highest total coin value scores half as many points as the first place suit, rounded down. In a game with four or more players, the player with the third highest total coin value scores half as many points as the second place suit, rounded down. Everyone else gets nothing. If a neutral suit (i.e., any suit not controlled by one of the players) would score points, those points are not scored by anyone. If two or more suits (possibly including neutral suits) are tied for a scoring position, then all tied players and everyone below them are shifted down one position on the scoring ladder. If the province or territory contains coins (even just one null coin) of only one suit, that player scores twice as many points as the value of the tile for that province or territory. The player who scores the most points in the province or territory where the Queen is currently on tour scores a bonus of two extra points. Any players who score the most points in their own home provinces (marked by their pawns) also score a bonus of two extra points, in addition to the Queen's bonus, if applicable.

To make sure no province or territory gets skipped, go through them in alphabetical order: Alberta, British Columbia, Manitoba, New Brunswick, Newfoundland, Northwest Territories, Nova Scotia, Nunavut, Ontario, Prince Edward Island, Quebec, Saskatchewan and Yukon Territories. Watch out for sneaky players who say Labrador and try to score twice for Newfoundland! After all of the tiles have been scored, beginning with the player who scored highest in the most recent slush fund scoring and then proceeding clockwise, each player may return up to two coins of his or her own suit from provinces and territories (except the Queen's) to his or her play areas and may also return up to two neutral coins to the tax revenues (except from the Queen's location). All other coins are left on the tiles and flipped face-down.

Example: Manitoba is the three of winter tile, so it is worth three points. Dale has the ace, two and three of winter coins in Manitoba for a total value of six, so Dale scores three points. Cindy has only one coin in Manitoba, the five of summer, for a total value of five. If that was the whole story, then Cindy would score one point for second place. But unfortunately for Cindy, the two and three of spring are also in Manitoba, for another total value of five. Since Cindy and the neutral Spring suit are tied, they both drop down one step on the scoring ladder to third place. Since half of one rounded down is zero, Cindy scores zero points in Manitoba.

If this scoring round followed the ninth round of play (or the sixth round of play for a shorter game), the game is over. Whoever has scored the most points wins. Otherwise, start the next round of play with a new set of agenda tiles. Remember, anyone who messed up the national anthem has to help put everything away at the end. If no one messed up the anthem, then the winner puts everything away.

Proofreading and Play Testing

Mark Biggar, Jonathan Dietrich, Jorge Arroyo Gonzalez, Russell Grieshop, Phillip Lerche, Amanda Rodeffer, Anna Rodeffer, Clark Rodeffer, Lynn Rodeffer, Mike Schoessow, Steve Schoessow, Paul Smith, Stewart Tame, Dan Troyka, David Whitcher, Eric Witt, Matt Worden

Contest Judging Criteria

1. Intrinsic challenge of the port.
2. Ingenuity in shoehorning a game into the piecepack.
3. Clever twists (something extra).
4. Improvements on the original game.
5. Emergent features.
6. Retheming.
7. Clever titles.
8. Humour.
9. Integrity of final game.
10. Balance of skill and luck.
11. Clarity and completeness of rules.
12. Time it takes to play.
13. Replay value.
14. Good taste in deciding which game to port.
15. Overall "piecepackiness".

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