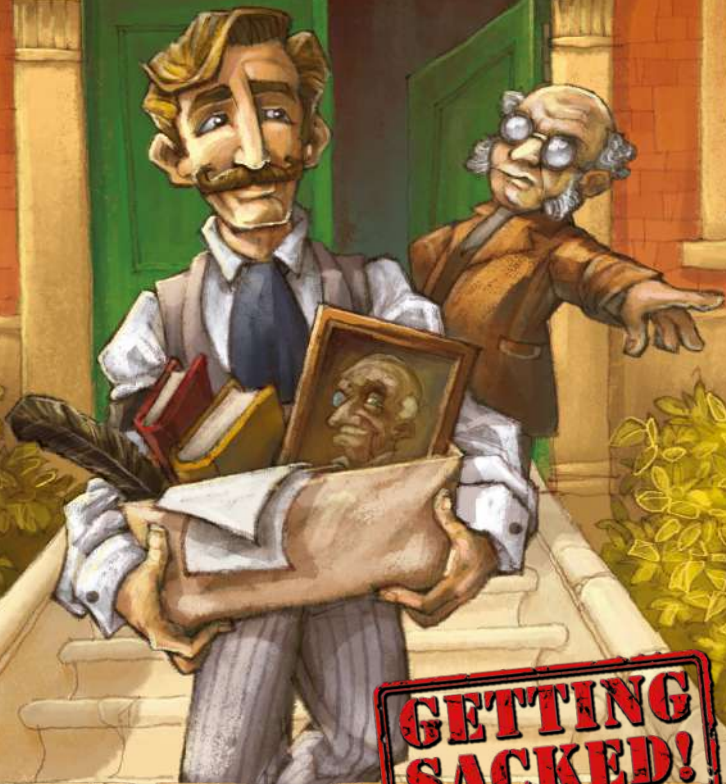


Last Will

of Vladimír Suchý

· B · U · R · E · A · U ·



**GETTING
SACKED!**

*The lawyers have found a hidden clause in your uncle's last will.
Spending money faster than all your relatives will not be enough.*

To inherit your uncle's fortune, you must also lose your job.

Components

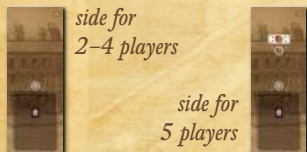
- new planning board



side for 2 or 5 players

side for 3 or 4 players

- additional supplemental card offering board



*side for
2-4 players*

*side for
5 players*

- 16 double-sided plan tiles



- 50 new cards



employment
cards

an additional set
of special cards

additional
events



an additional
helper



additional
properties



new last will
cards

- 1 additional errand boy figure per player



- demotion tokens



- money tokens



Overview

This expansion contains several parts. They are designed to work together, but it is possible to use some parts and not others. We suggest several variants on page 7.

Employment

- 20 employment cards
- 10 new last will cards
- 20 demotion tokens

Employment gives you an additional obstacle to overcome: you need to get sacked! You can't win until you have lost your job. As if that weren't bad enough, your job gives you extra income.

New Plans

- A new planning board
- An additional supplemental card offering board
- 16 double-sided plan tiles
- 1 additional errand boy figure for each player

The new planning options add variety to the game.

New Cards

- A second set of 7 special cards
- 6 additional properties
- 6 additional event cards concerning your impending nuptials
- 1 additional helper

We've added a new set of special cards that your errand boys can fetch. Most decks from the original game get additional cards. And now you have a chance to get married.

Setting Up the Game

Setting up the game requires several changes.

Unused Components

Leave these components in the box:

- The original game's planning board.
- The original game's last will cards.

They will not be needed.

Players' Components

Each player should have 3 errand boy figures instead of 2.

The Game Boards

Set up the boards as follows:

1. Use the planning board from this expansion. (That's right, the one that has no plans on it.) The numbers in the upper right corner tell you which side of the board to use. Pick the side corresponding to the number of players.
2. Set up the card offering board (and possibly the original supplemental board) as usual, depending on the number of players. Then add the supplemental card offering board from this expansion. The side you use depends on the number of players.
3. Mix up the plan tiles and draw them randomly, one at a time. Each tile tells you
 - where it goes
 - and the number of players for which it is intended.

Example



If the tile does not match the number of players, or if the indicated position is already occupied, set that tile aside and draw another. Otherwise, put it in the indicated position with a random side up. When all 8 positions are filled, the game board is set up. Unused tiles can be returned to the box. They will not be needed.

The Decks

Regular Decks

Add the new helper, the new property cards, and the new event cards to the corresponding decks. Shuffle the 4 regular decks and set them around the game board as usual.

Special Cards

The new special cards and the original special cards should be kept separate. Prepare the original special cards as usual.

The new special cards have either 1 or 2 crowns on the back. Separate the 1-crown cards from the 2-crown cards and shuffle each set separately. Then stack the 1-crown set atop the 2-crown set to make a single deck.

The Last Will Cards

These replace the last will cards from the original game. Choose one that everyone agrees on, or shuffle them all and draw one at random. Return the others to the box.



This card tells you how much money each player has at the beginning of the game. It also tells you which set of employment cards to use.

The Employment Cards

There are two kinds of employment cards: those with 4 lines of income and those with 5. Use the set specified by the last will card.

Shuffle the employment cards from the indicated set. Deal each player one at random. Return the unused cards to the box.

Employment

You begin the game with a randomly chosen employment card which gives you income. Each round, you may be able to reduce your income by earning a demotion. You can never earn more than one demotion per round. When you get enough demotions to eliminate all your income, you get sacked.

Income

When your uncle convinced his business associate to give you this job, you thought it was wonderful. But now you realise that you are grossly overpaid.

At the beginning of each round (during Setup) you get income. Add up the numbers showing on all lines of your employment card, and take that many pounds from the bank.

This applies even to the first round of the game. Each player will start the first round by taking the same amount of money: 11 pounds or 7 pounds, depending on which set of employment cards you are using.

In later rounds, some lines may be covered by demotion tokens. Your income will be less because you do not count covered lines when figuring your income.

Example



This player must take 4 pounds of income at the beginning of the round.

Demotions

It is very difficult to persuade your employer to give you the old heave-ho. When you miss work, he's inclined to be charitable because he liked your uncle and he's sorry for your loss. To make him angry, you need to get caught living it up when you should be working. He won't sack you straight away, but he will at least dock your salary.

To get rid of your income, you need to earn demotion tokens. **You can earn at most one demotion per round.** There are two ways to do so:

1. Play a matching card

Each line of income has a certain symbol. You can place a demotion token on that line if you play a card with that symbol in the upper left corner.

White-Bordered Cards




For white-bordered cards, this is straightforward. You can place a demotion token on an income line when you play a white-bordered card with the matching symbol in its upper left corner.

Black-Bordered Cards





A black-bordered card can earn you a demotion only when you first lay it down on your player board. You cannot earn a demotion for activating a card you have already played. Nor can you earn a demotion from using a helper's privilege.

In the case of a property, this means you can earn the demotion only when you buy it – not when you sell it, maintain it or depreciate it.

For properties, the colour of the symbol is important. For example, a  symbol is matched by a Mansion, not by a Manor or Town House.


Only the symbol in the upper left corner matters. This is important to remember with certain


helpers. For example, the Coachman matches the  symbol, not the  symbol.

Companions



A companion card can earn you a demotion when you play it with a white-bordered card, or when you play it to put a token on a black-bordered card.

The companion wild card works just like a regular companion card. For example, you can place a demotion token on a line with a  symbol if you play the companion wild card as a dog (but not when you play it as a different type of companion).

The companion wild card is the only card that matches the  symbol. A regular companion card will not match this symbol.

Please note that the Breeders' Fair (a white-bordered special card) has no symbol in its upper left corner. It cannot match any line on your employment card, and you cannot earn a demotion when you play it.

Remember: You can never earn more than one demotion in a round. Even if you can play cards to match multiple lines, you can only cover up one of them. (And you can't cover up any of them if you have already earned a demotion this round with an errand boy.)

2. Send an Errand Boy

Some errands on the new boards give you a chance to earn a demotion.



Choosing this errand allows you to place a demotion token on any line of your employment card.

You cannot send your errand boy here if you got sacked already.





This errand allows you to either take a player board extension or place a demotion token on any line of your employment card. When playing with 5 players,

you may only use this errand to take a demotion token if the other errand space that gives you a demotion token is already occupied. The same applies to using this space to take a player board extension; you can only do so if the other errand space which gives a player board extension is already occupied.



When you go to the opera, in addition to spending 2 pounds, you may earn a demotion token to

place on a line with the  symbol. (This is just like playing a card with the  symbol.)

Getting Sacked

Even your kindly old boss has his limits.

When you earn enough demotions to cancel out every line of income, discard your employment card. Congratulations: You have been sacked! Now you are one step closer to winning the game.

Ending the Game

The goal is the same as the original game – get rid of all your money and property – but now you must also get the sack.

Having an employment card is similar to owning property. You cannot declare bankruptcy or go into debt until you get sacked.

Once you get rid of your property and your employment card, you can declare bankruptcy and go into debt according to the rules for the original game.

The rules for determining the winner are the same as in the original game, except for one thing: At the end of the last round of the game (either round seven or the round in which someone declares bankruptcy) all players with an employment card get their incomes one more time before counting up their final totals.

Note: Because players can cover up only one line of income per round, the game is guaranteed to go at least four or five rounds, depending on the employment cards.

New Plan Options

With this expansion, each game can have a different planning board.

Setting Up the Planning Options

When you set up the game boards, you randomly selected the 8 plan tiles that will be used in the game. See page 3 for details.

Choosing a Plan

You choose plans according to the same rules as in the original game. The plans farther to the right will be more advantageous, but those farther to the left will allow you to place your errand boys earlier.



Some plans allow you to place 3 errand boys. Players with such plans will place their third errand boy after all players have placed their first and second according to the original rules.

New Cards

This expansion includes several new cards. The back page of this rulebook has a key explaining the new symbols.

New Set of Special Cards



The new supplemental card offering board has a place for these new special cards. You can get a new special card only by sending an errand boy there.

The original special cards are still available on the main card offering board, as in the original game.

New Properties




Shuffle these into the properties deck.

Nuptial Cards



A wedding is such a romantic way to spend piles of money in a hurry.

The expansion has 8 nuptial cards marked with this sym-

bol  in the upper left corner. Shuffle the 6 white-backed cards into the event deck. The other 2 nuptial cards can be found in the new special deck.

These cards come with four names: Engagement Ring, Wedding, Wedding Gift and Bachelor Party. A nuptial card can be played like a regular event card – use an action and spend the money. But you can also play a set of 2, 3 or even 4 nuptial cards together for the cost of only one action, provided all the cards in the set have different names.

Example

If you have 2 Engagement Rings and 1 Wedding Gift, you can play 1 Engagement Ring plus 1 Wedding Gift as a single action. Then, if you wish, you can play the other Engagement Ring by using another action. You cannot play all 3 events with the same action because the 2 Engagement Rings have the same name.

You may play nuptial cards even if you have already played nuptial cards earlier in the game. (No, of course you don't go around proposing to multiple young ladies. You are not a cad.

Think of these cards as extra rings, extra gifts, and extra receptions for your new bride. We assure you, she will not object.)

Wedding Planner



Put this new helper in the helpers and expenses deck. His abilities are explained on the back page of this rule-book.

Variants

The components of this expansion have been designed to be used together. Even so, you can choose to leave things out.

No Employment

Use the original last will cards.

When sending errand boys, ignore the space that lets you earn a demotion. (The other space can still be used to get a player board extension.)

Employment as Handicap

Employment makes the game trickier. You can handicap the more experienced players by giving each of them an employment card. The other players start the game with extra money: 15 pounds if you are using four-line cards, or 30 pounds with five-line cards.

Original Plans

If you prefer to play with the original plans, leave the plan tiles in the box. Place the original planning board underneath the new board so that the original plans are showing.

Summary of Changes

Setting Up the Game

- Use the new planning board instead of the original one.
- Use the new supplemental card offering board. (In a 3- or 5-player game, you will also use the original supplemental card offering board.)
- Use the new special cards in addition to the original special cards (but keep them separate).
- Choose the available plans randomly.
- Use the new last will cards to determine starting money and set of employment cards.
- Each player has 3 errand boy figures.
- Add new cards to the appropriate decks.

During the Round

- At the beginning of the round, you get income for each line of your employment card that is not yet covered by a demotion token.
- The supplemental card offering board offers you one of the new special cards (in addition to the original special cards offered on the original board).
- The new board has new errands:
 - ▷ Put a demotion token on the line of your choice.
 - ▷ Put a demotion token on the line of your choice, **or** take a player board extension.

Note: This errand has a special rule for the 5-player game.
- You can place a demotion token on a line of your employment card by playing a matching card. (Going to the opera is like playing a card with the mask symbol.)
- **Under no circumstances can you ever earn more than one demotion token per round.**

End of the Game

A player with an employment card can neither declare bankruptcy nor go into debt.

After the final round, all players who are still employed get their income one last time.

Properties



This property can be either of the 2 indicated types. You choose its type when you buy it, and you can switch its type whenever you wish. It always has the type that is more convenient for you.

The property can never be both types at once. e.g. You cannot get the Gardener bonus twice from the same Gardener card.

If you want to get a demotion token for buying it, you must use the price modifier that matches the line you want to cover.



You may add a companion token according to the original rules. If this space has a companion token, the property depreciates down 2 spaces (instead of 1) at the end of a round in which you did not maintain it.



Either a horse or a dog meets the requirement for adding a companion token here. You choose.

If the farm has more than one symbol you can choose for each one.



This farm comes with a free horse token. Just put it on when you buy the property. You do not use a companion card, nor do you use an additional action to place this free token. The horse token cannot be used to earn you a demotion (but playing the farm can earn you a demotion, as usual).

Events



As a single action, you may play a set of multiple event cards with this symbol, as long as they all have different names. E.g., you can play up to 4 cards using one action.



You may discard cards with the helm symbol or the wine glass symbol, as many as you like. For each one discarded, spend 1 extra pound. The Sea Dog's bonus does not apply to cards discarded this way. Discarded cards cannot be used to earn a demotion.



This card has 4 symbols in its upper left corner. The Waiter, Coachman, Sea Dog, and Wedding Planner can all give you bonuses when you use it. (You can get a bonus from multiple helpers for the same use.) It can earn you a demotion on a line matching any one of the symbols.



You may sell one property (without using another action). For this sale, ignore the modifier tokens.

Helpers



When you play a card with the nuptial symbol (Engagement Ring, Wedding, Wedding Gift, or Bachelor Party) you may spend 1 extra pound. If you play a set, you may spend 1 extra pound for each card in the set.



Any time during your action phase turn, you may draw 6 cards and keep 1 of them. (Discard the other 5.)

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