

MAYFAIR GAMES' LIMITED EDITION

PROMO EXPANSION SET #9: RULES

HOT TIN ROOF

Deluxe Catwalks

By Leo Colovini

"Handrails? How Purrfectly Delightful!"

Use all of the rules for Hot Tin Roof with the following additions.

- During setup, each player must take 1 Deluxe Catwalk in his/her own color.
- As soon as ALL players have earned at least 1 fish tile from the fish market, you may place your deluxe catwalk instead of one of your regular catwalks. Any cat that crosses a deluxe catwalk must pay the owner 2 instead of the usual 1.



Patrician

THE MESSENGERS
BY MICHAEL SCHACHT

The patricians use messengers to stay informed about the activities of the others. Using them can increase your prestige points or lose you some.

Use the Patrician rules with the following changes.

COMPONENTS

- 6 messengers
- 24 2-point prestige tokens
- 1 -3-point prestige token



SETUP

Depending upon the number of players, you each start with the following:

- 2-3 players—2 messengers per player
- 4-5 players—1 messenger per player

Place any unused messengers back in the box. Place the prestige tokens near the board.

GAME PLAY

If you play a card with a star on it, take your turn as usual. At the end of your turn, you may also place a messenger onto the board if you wish.

The messenger placement rules are as follows:

- The messenger has to be placed **in between** 2 cities, so that the arrows point at the 2 involved cities.
- The 2 cities have to be orthogonally adjacent to each other†.
- You cannot place a messenger beside a city that was built this turn.
- A city can have, at most, 2 messengers.
- Only 1 messenger can be in between 2 cities.

SCORING

When scoring a city, for each tower you control in a city that has 1 messenger, take a 2-point prestige token. For each tower you control in a city that has 2 messengers, take two 2-point prestige tokens.

GAME END

At the end of the game, determine how many towers you helped build (built at least one floor in a tower) within the all of the cities with 1 or 2 messengers. If you helped build the least number of towers in these combined cities, take the -3-point token.

In the case of a tie, if you have the fewest total floors in those towers you get the token.

If there's still a tie, no one gets the token.

SPECIAL SITUATIONS & COMMENTS

If you place a messenger at a city that has already been scored, the messenger has no effect on the city.

Since there are so few cards with a star, you might consider holding onto some until later in the game when more cities have be built to maximize points.

† The orthogonally adjacent cities are:

- Roma/Siena, Siena/Lucca, Siena/Bologna, Lucca/Milano, Lucca/Ferrara, Milano/Parma, Parma/Verona, Verona/Ferrara, Ferrara/Bologna, and Bologna/Firenze.
- With 5 players add: Roma/Pistoia and Pistoia/Firenze.

