

Corporation

—for two, three, or four players. **Object:** Promote your managers through the company, using your influence in the boardroom. A game by Eric Solomon.

The Set Up: Each player takes a cylinder to mark which color is his. Place three squares and three triangles of each color beside the board. Also place three squares of each color on the board as shown in Illustration 13.

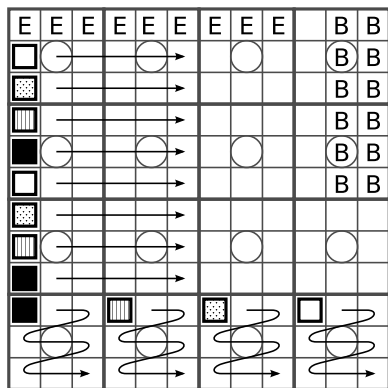


Illustration 13.

The player to go first is chosen in any convenient manner. With 3 or 4 players, the turn to play rotates to the left.

The squares on the board are employees that work in 12 different departments of the corporation. The arrows show how each department grows as more managers are added. The triangles are managers that enter the board in any of the four entry-level departments along the bottom, and then get promoted up the corporate ladder through all eight mid-level departments to the executive suite marked "E" in Illustration 13.

The boardroom table has 12 seats marked "B" in Illustration 13. Each player takes a square from beside the board and places it at the boardroom table. Continue in turn until all board members are placed at the table.

The Play: At the start of each turn, the player must swap two pieces at the boardroom table, and then may add one manager from beside the board to one of the entry-level departments.

After that, the player must promote managers according to the colors at the boardroom table. For every pair of colors at the table, the color on the right gets promoted over the color on the left. Only the top manager in each department can be promoted, and employees are never promoted.

A manager who is added or promoted to a department always becomes the new top manager. The player must continue to promote as long as promotions are possible, but may choose which promotion to make when several are possible.

Winning: A player wins when all three of his managers arrive in the executive suite, regardless of who promoted them there.

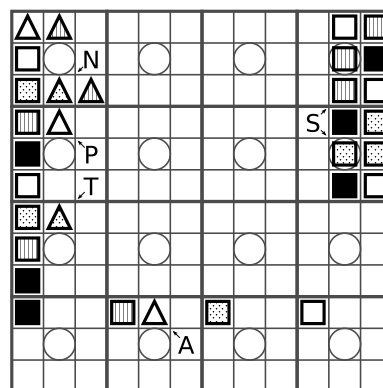


Illustration 14.

(As an example of promotions, in Illustration 14, it is 's turn to play, and he has already swapped pieces "S" at the boardroom table and added manager "A". Manager "P" gets promoted two levels because is now promoted over . Manager "N" is not promoted, even though the color combination is right, because he is trapped by another manager. The opponent's manager "T" could be promoted, but can be trapped by promoting manager "A" first.)

Tips for good play: In a two- or three-player game, don't ignore the other colors. They can be used to pin your opponent, or otherwise upset plans.