

Vladimír Suchý

the PRODIGALS CLUB

GENTLEMEN'S AGREEMENT

miniexpansion

Gentlemen's Agreement is a mini-expansion for *The Prodigals Club* by Vladimír Suchý. Instead of determining order randomly, players bid for their play order.

Setup

Set up the game as usual. Players should know all the cards and tiles for round 1 before they begin bidding.

The Bidding Track

Go through the deck and lay out the cards that apply to your game. For example, if you are playing the possessions and election competitions, you want the cards with coins and thumbs. If you play with all three competitions, you will use 4 cards to make the bidding track. Otherwise, you will have 3.

Symbols on the cards represent penalties you agree to take at the start of the game. Lay out the cards in a column so that the card with the lightest penalties is at the top and the card with the largest penalties is at the bottom.

Penalties

The penalties on the bidding track replace the handicaps used in the base game. You will not use the standard handicap rules.

The penalties are what you would expect:



Gain the indicated number of pounds.



Gain the indicated number of votes.



Move your influence markers up the indicated number of times.

Unlike the usual handicap, you are allowed to choose which influence markers to move up at the start of the game. For example, you could pay a 2-move penalty by moving one marker up twice or by moving two markers up once each.

Note: In a 2-player game, there isn't any room to move your influence markers up. Pretend there is one extra space labeled 18 at the top of each column. If you take a penalty of more than 4 influence or more than 2 votes, you can add more pretend spaces.

Determine Play Order

Randomly choose 1 player to be the first bidder. Bidding begins with this player and continues clockwise around the table.

To make your first bid, place your order marker on any unoccupied space of the bidding track. This indicates a penalty you are willing to pay in exchange for an earlier spot in the play order.

To make your second and subsequent bids, move your marker to an unoccupied space with a greater penalty.

(Note that you are never required to bid more than other players. Your first bid can be on any unoccupied space. And for later bids, you are simply required to bid more than your previous turn's bid.)

Instead of bidding, you may pass. If you pass on your first turn to bid, place your order marker on the rightmost available space of the central board. (This means you will go last, unless someone else has already passed.) If you pass during a later turn, leave your order marker on the bidding track.

Once you have passed, you cannot bid anymore. Players continue bidding until all players (except one) have passed.

Assign play order based on the bidding track. The player who agreed to take the greatest penalty goes first. The player with the second-greatest penalty goes second, and so on. (Players who made no bids have already been assigned their positions during the first round of bidding.)

All players, except the one assigned last place, pay their penalties. For example, if all 4 players in a 4-player game make a bid, the one assigned 4th place will pay no penalty, but all the others must pay. This is exactly the same as the situation in which 3 players bid and one passes in the first round. And, of course, only players who bid will pay penalties. For example, if two players pass in the first round of bidding, they will be assigned 4th and 3rd place, but neither will have to pay anything.