ESSEN

ESSEN BONUS TILES!

When playing with the bonus tiles, players have one additional action during the **Action** phase. By placing their player token next to the bonus tiles, a player is allowed to either **place** a bonus disc on to a tile, or **move** one disc from one tile to another. If a disc is moved away away from a track, all progress made on that track is lost.

The bonus tiles are all intended for games with at least 3 players.

When the players are using one or two bonus tiles, use 1 bonus disc per player. When the players are using three or four bonus tiles, use 2 bonus discs per player.

ESSEN: LIVE!

Every year there are hundreds of board game geeks who can't make it to ESSEN. These unfortunate souls watch from their computers while the newest games are presented by their designers via a live feed, right from the fair.

When placing a disc here, place it on the first numbered space. In each subsequent activation of this tile, the disc advances on a track, which corresponds to 1,1,2,2,4,4,6, or 10 bonus points at the end of the game. If a disc is moved away from this tile, all progress is lost.

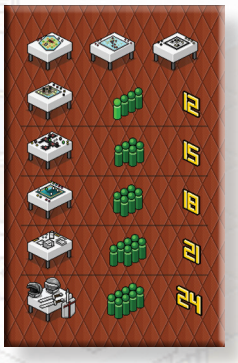
ESSEN: CW & WC

While many forget to eat anything at all, booth staff at ESSEN must occasionally have something to eat. When that happens, options are limited, but a currywurst stand is never far. Motivated by the semblance of nourishment, morale rises, and the whole booth benefits. However, this is not without sometimes sudden and inevitable consequences...

When moving into the CW, and while a player's disc is there, a player can always move ahead one step in turn order during the Cleanup phase - ie. if 3rd, they become 2nd. Their disc must remain in the CW and continues to give this benefit in each subsequent Cleanup phase.

A disc in CW may only be displaced when another player places a disc there. The displaced disc is placed in "WC", where it must remain until it can be moved again.

A disc in WC does not give any benefit. It may be moved again in one of two ways:
- When yet another player places a disc in CW, causing the disc there to be moved to WC, which frees the disc currently in WC.
- If there is still a disc in WC at the Cleanup phase of an afternoon round (2nd, 4th, 6th, 8th), it is removed from the WC and returned to its owner.



ESSEN: THE PRESS ROOM

In ESSEN, the local and international board game press comes to check out all the new games that publishers have. The publishers must visit the press room, and spend time to promote their games. However, the more crowded it is, the less attention they each get.

At the end of the game, the bonus points of the press room will be divided among the players that still have discs on this tile. Only **1 disc per player** is allowed to be in the Press Room. If points can not be divided equally, any surplus points are lost.

For 3-4 players there are 4 spots available, and the total bonus is 12.

Example: If, at the end of the game, only 1 spot is occupied by a disc, then the owner of that disc will receive all 12 bonus points. If 2 spots are occupied, then each of those players will receive 6 bonus points. If 3 spots are occupied, then those players will each get 4 bonus points.

If all available spots are taken at any point during the game, all discs are immediately removed.

With 5 players, one more spot is added, and the total bonus is 15. With 6 players, one more spot is added, and the total bonus is 18. With 7 players, one more spot is added, and the total bonus is 24.

ESSEN: WAFFLES & CREPES

Sometimes, a waffle or a crepe with hazelnut-chocolate spread on it can make up for the paltry salary of booth staff.

When first placing a disc here, place it on the "0" space. In each subsequent activation of this tile, the disc advances on a track which corresponds to a discount of 0, 1, 1, 2, 2, 2, 3, 4 money when paying sellers during the **Booth Setup** phase. If a disc is moved away from this tile, all progress is lost.