

Rules

Preparation

2-4 players

Each player starts their own start-up company within each trade (landscape, construction, building or installations).

Each player starts with 2 random small contracts, 2 craftsmen within the company's trade and \$ 50,000. All card decks are shuffled.

Winner

The first player to develop their entire business to level 4 wins the game. You can also choose to play for a certain period, where the winner is the player with the greatest company value.

Gameplay

Each player must in turn (company round):

1. Draw 1 chance card and act immediately
2. Receive income, profit and pay losses
3. Build time dice are rolled
4. Completed contracts are removed and craftsmen are moved to company cards and bid coins are moved back to the company

The following must then be carried out in any order:

- Initiate a contract by placing craftsmen and build time die on the contract or pay the fine
- Hire or fire craftsmen or pay idle wages
- Take out loans, pay interest or repay loans
- Develop your business, maximum once per turn (except for chance cards)

When all players have had their turn, the bidding round takes place;

1. A tender is held for all tender contracts
2. Bids are made on all tender cases (bid coins are hidden on each tender case).
3. The level 1 and 2 companies that do not win any tasks receive a small contract.
4. New medium contract(s) are offered for the next round
5. New large contract(s) are offered for the next round

Chance Cards

A player always draws a chance card first in his turn. Chance cards are used immediately.

Income

In each turn, income is received on wages, equipment, materials and subcontractors on all contracts.

Profits are received and losses are paid on all contracts. Often more money is made from the company cards than losses on bids.

Contracts

Newly won contracts must be initiated in the player's turn. The player can wait to start up until the next turn by paying a fine to the client.

When the contract is started, all the in-house craftsmen and the build time die are placed on the contract.

Workers

When a contract is started, the craftsmen are moved from the company cards to the contract and moved back when the contract is completed.

If a company lacks workers, they can hire new ones free of charge, who are placed on new contracts.

If a company has too many workers, the company can choose to either retain the excess workers and pay idle wages.

Or choose to fire the excess workers and hand them back to the bank. Each fired worker receives compensation from the company.

Loans and bankruptcy

A company can choose to take out a loan in turn. The credit limit is on the company cards.

A company must pay (expensive) loan interest at each turn or repay the loan.

If a company cannot pay its bills, the company goes bankrupt, and everything is handed over to the bank.

The company restarts as a new start-up company.

Company

All players start with a company consisting of seven development areas. Each development area starts at level 1.

In each turn, a player must develop 1 area to the next level by paying the development price. Developments can be sold to avoid bankruptcy. Restrictions on the company cards do not apply to ongoing contracts, loans, employees, etc.

Bids

Each player bids on all offered contracts when all players have had their turn. You bid on the contract by placing one or more bid coins (hidden) on the contract card.

You cannot bid below the bid limit shown on the contract card.

If only one player can bid on a contract, the player competes against a fictitious player's bid.

Tender

When all players have had their turn, all bidding coins are flipped. The lowest bidder wins the contract.

In the case of several lowest bidders, each bidder submits a new offer lower than the first until the lowest is found. In case of re-tendering, it is possible to go below the bid limit.

The contract is moved to the winning contractor. His bid coins are placed on the contract and cannot be used again until the contract is completed.

The losing bidders receive their bid coins back.

The level 1 and 2 companies that do not win any tasks receive a small contract.

New tender contracts

After the tender, the developer offers new contracts for the next round:

	Number of companies in office level 3-4									
Total players	0		1		2		3		4	
	M	L	M	L	M	L	M	L	M	L
2	1	0	1	0	1	1	-	-	-	-
3	2	0	2	1	2	1	1	2	-	-
4	3	0	3	1	3	1	2	2	1	3