IT's all in the game

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Number of players: 2-4
Playing time: 45-60 Min.

IT's all in the game!

In this game you are the boss of a bunch of consultants. You recruit, train and educate them. And of course you assign them to projects.
It is this last action that brings in the money. But some places and projects are more profitable than others. It is up to you to try to increase your revenues from round to round. And to try to decrease the income of your opponents.
If only there were no deadlines, this game would be so easy...

Basic Game

What is the Basic Game?

The Basic Game contains only the basic set of game rules and is therefore very easy to learn. A fun game with enough challenging choices.

The extra rules of the Real Game (see page 3) bring more depth to the game. If you are an experienced player, you can probably play with all rules right away.

How does the Basic Game work?

Every game round you receive two new Senior Consultants. You can promote these Senior Consultants to become Principals (leading figures). You can also assign your consultants to projects.

At the end of the game round you receive money for all of your consultants that contributed to projects.

The deadline track is not used in the Basic Game.

What is a game round?

Every game round consists of 4 phases.

- Phase 1: Start of game round.
- Phase 2: Event card.
- Phase 3: Let's work!
- Phase 4: Rewards.
- Phase 5: Deadline in sight (only when playing Deadlines)

Senior Consultants/Principals

Senior Consultants and Principals are types of consultant.

Every time you read the word "consultant" in these game rules, it refers to both Senior Consultants as well as Principals.

No discard pile!

It is unusual for a game with cards, but there is **no discard pile** in this game. If you discard a card, you simply place it back on the deck where it belongs.

Phase 1: Start of game round

- Remove the event card used in the previous round and put it in the box (skip this the first game round).
- Shuffle the Senior Consultants stack.
- Shuffle the Principals stack.
- Every player receives 2 new Senior Consultants from the stack.
- All players turn over their used Pass Counter.
- All players turn over their used Move Counters. This way every player has at most 2 "Move Consultant" actions this game round.
- The player with the least dollars chooses which player is the new start player. In case of a tie, the player that is sitting closest to the previous start player (i.e. is the next in player order) chooses the new start player. The new start player receives the start player token.

Phase 2: Event card

Turn the top most card of the event deck face up and place it on the table, where everyone can see it.

Carry out the necessary actions.

Information about and translation of the Event Cards can be found on the separate sheet with Setup/Event Cards.

Phase 3: Let's work!

This phase consists of action rounds. You can carry out one turn in each action round.

Beginning with the start player and proceeding clockwise, you carry out one action or opt to pass.

Play continues in this way until all players have passed.

Once all players have passed phase 3 is over.

What can you do on your turn?

On your turn, you can carry out 1 of the following actions:
• Assign.
• Move Consultant.
• Train.
• Promote.
• Recruit.
• Pass.

When you are done carrying out your action, it is the next player's turn.

Assign

When you choose this action, you take a consultant from your hand and place it at a desk of a project.

If there are no consultants at the project, you must place your consultant at the left most desk of the project.

If the project already has one or more consultants:
- You can either place your consultant at the desk to the right of the right most consultant.
- Or you can place your consultant at any free desk to the left of the right most consultant.

The colour of the consultant must match the colour of the project desk.

If the desk needs a Principal, you can only place a Principal of the correct colour. With all other desks you can place either a Senior Consultant or a Principal of the correct colour.

Place one of your pawns on top of the consultant card to mark it as your own.

Move Consultant

When you choose this action, you take one of your consultants from a project and place it at the desk of another project, following the rules described under 'Assign'.

Then you flip one of your Move Counters face down. (You can only carry out this action twice each game round.)

Train

When you choose this action, you pay 2 dollars to the bank.

Take a consultant from your hand (this can be a Principal!) and place it face down on the corresponding deck.

Now you can look through the Senior Consultants deck and choose one Senior Consultant from it, **without showing** it to the other players.

Note: You are not allowed to take a consultant from a project and train this consultant.

Promote

When you choose this action, you pay 2 dollars to the bank.

Take a consultant from your hand (this can be a Principal!), **show it to the other players,** and place it face down on the corresponding deck.

Then you take a Principal with the **same colour** from the Principal deck, **show it to all players** and add it to your hand.

Note: You are not allowed to take a consultant from a project and promote this consultant.

Recruit

When you choose this action, you pay 6 dollars to the bank.

Take a consultant from your hand (this can be a Principal!) and place it face down on the corresponding deck.

Then you can look through the Principal deck and choose one Principal from it. Add it to your hand, **without showing** it to the other players.

Note: You are not allowed to take a consultant from a project and use it for this action.

Assign

You are allowed to place a consultant at any desk that is ticked of with a green V.

Move Consultant

Purple moves his consultant from the left project to the right project.

Then he flips one Move Counter face down.

Pass

When you pass, you flip over your Pass Counter. You can **not** carry out any more actions this game round.

Complete project

When you place a Principal at the last desk of a project, the project is immediately completed.

All consultants immediately receive their rewards, just as they would at the end of the round in Phase 4: Rewards.

Return the project to the box. Put all consultants from this project back on the corresponding decks. Return the pawns to the players. Put a new International Project on the table.

Proceed with the next player.

End of Phase

Once all players have passed, Phase 3 is over.

Phase 4: Rewards

In this phase you receive money as a reward for the work of your consultants.

Each project brings as much money as printed on the (silver or gold) scoring track.

The consultant that is lying at the right most desk of the project receives the largest amount of dollars. The consultant that is second from the right receives the second highest amount. Etc.

Important: **Do NOT remove the consultants from the projects.** Consultants are not removed until the project is finished.

Now start again with Phase 1.

When does the game end?

Once the last International Project has been placed onto the table, complete the game round (up to phase 4).

Then the game ends.

The player with the largest sum of dollars wins the game.

Rewards

The right most consultant belongs to Purple. Purple receives 6 dollars for this consultant.
The second right most consultant belongs to White. White receives 4 dollars for this consultant.
The consultant third and furthest from the right belongs also to White. White receive 2 dollars for this consultant.

2 dollars

6 dollars

4 dollars

The amount of money paid to the consultants at the end of the round is determined by this (silver or gold) scoring track.

The real game

Once you played the Basic Game, you can add the Deadlines and/or the Innovation Project to play the "real game". Both of these "expansions" bring more depth to the game.

Note: All rules from the Basic Game still apply.

Deadlines

Every project (with the exception of the Innovation Project) contains a Deadline Track. This track shows if the project was finished on time or not. When the project is finished on time, you receive bonus dollars. If the project is not finished on time, you receive no bonus. Or worse, you lose dollars.

Setup

- Place a Deadline Marker at the 1st field of the Deadline Track of the 1st and the 2nd project.
- Place a Deadline Marker at the 2nd field of the Deadline Track of the 3rd and the 4th project.
- Place a Deadline Marker at the 3rd field of the Deadline Track of the rest of the projects (when playing with 3 or 4 players).

New project

During the game: Every time a new International Project is placed on the table, immediately place a Deadline Marker at the 1st field of the Deadline Track.

Deadlines Phase 3: Complete a project

As soon as a project is completed, consultants receive dollars, just like at the end of a game round in Phase 4 of the Basic Game.

Once the money has been allocated, complete the following steps:

Deadline Marker at 1st or 2nd field
The project has been finished on time. **All consultants** assigned to this project receive a bonus of 3 dollars.

Deadline Marker at 3rd, 4th or 5th field
The project was not finished in time. The consultants from this project receive no bonus.

Replace project
Return all consultants assigned to this project to the corresponding decks. Give the pawns back to the players. Remove the project from the game. Place down a new International Project and place the Deadline Marker on the 1st field.

Now it is the next player's turn.

Complete a project with Deadlines

The right most consultant belongs to Yellow. Yellow receives 6 dollars (just like in the Basic Game) + 3 bonus dollars because the project is finished before the deadline (Deadline Marker is lying on a green field).
Total: 9 dollars.

Deadline Marker is lying on a green field.

The second right most consultant belongs to Purple. Purple receives 4 dollars + 3 bonus dollars (again because the project is finished on time). Total: 7 dollars.
White receives 2 dollars + 3 bonus dollars. Total: 5 dollars.
Purple receives 1 dollar + 3 bonus dollars . Total 4 dollars.

Deadline Phase 4: Rewards
Carry out all of the steps for Phase 4 as described in the Basic Game.

Next, all players that contribute the least to a project with a Deadline Marker on the 4th or 5th field must pay a penalty.

For every project with a Deadline Marker on the 4th or 5th field:
- All players who do not have a consultant working on this project must pay a penalty of 6 dollars (Deadline Marker on 4th field) or 10 dollars (Deadline Marker on 5th field).
- If all players do have a consultant working on this project, the player whose consultant is farthest behind (most to the left) must pay the penalty. It doesn't matter if this player also has another consultant working on this same project.

As already stated: When a project is finished (during phase 3), no penalties have to be paid. The client is simply relieved that his project is finally finished!

Rewards with Deadlines
Purple, White, Green and Yellow are playing.

Neither Purple nor Yellow has assigned a consultant to this project. Purple and Yellow both have to pay 6 dollars to the bank.

Purple, White and Green are playing.

All three players have assigned a consultant to this project. Purple's consultant is lying at the left most desk. Purple must pay 10 dollars to the bank.

Deadlines Phase 5: Deadline in sight!
After Phase 4 there is an additional Phase 5; Deadline in sight.

Move every Deadline Marker 1 field to the right.

If this is not possible, the Deadline Marker remains on the 5th field.

Innovation Project
The Innovation Project differs from the other projects. You can not earn a lot of dollars there, but it does allow you to take a consultant back into your hand.

Setup
- If you are playing with 2 or 3 players, then turn over 1 of the Regular Projects that is left and place it on the table.
- If you are playing with 4 players, then turn over the 6th Regular Project.

Innovation Project Phase 3: Let's work!
You can assign a consultant to an Innovation Project. Just like you would for the other projects. It is also possible to move a consultant from or to the Innovation Project.

You are allowed to have more than one consultant at the Innovation Project, just like with the other projects. However, depending on the number of players there is a maximum number of consultants that can be placed at the Innovation Project. This is depicted on the desks of the Innovation Project.

The Innovation Project can never be completed. It is an ongoing project that will be available for the entire game.

Innovation Project Phase 4: Rewards
Even thought the Innovation Project is never finished, there is a reward at the end of each game round.

Every consultant assigned to the Innovation Project receives 1 dollar.

After this, you take all of your consultants from the Innovation Project and add them to your hand, so you can use them again next round.