

Real game

Phase 1: Start new game round

- Shuffle the Senior Consultants deck.
- Shuffle the Principals deck.
- Deal 2 new Senior Consultants to each player.
- Flip your used Move and Pass Counters face up.
- The player with the least dollars chooses which player is the new start player.

Phase 2: Event card

Turn the top most card of the event deck face up, place it on the table and carry it out.

Phase 3: Let's work!

On your turn, you can carry out 1 of the following actions:

- **Assign** - Take 1 consultant from your hand and place it at a project desk.
- **Move Consultant** - Flip one of your Move Counters face down. Take one of your consultants from a project and place it at another project desk
- **Train** - Place one of the consultants from your hand on the corresponding deck. Look through the Senior Consultants deck and add one from it to your hand (without showing it). Pay 2 dollars to the bank.
- **Promote** - Show one of the consultants from your hand and place it on the corresponding deck. Add a Principal from the **same colour** to your hand. Pay 2 dollars to the bank.
- **Recruit** - Place one of the consultants from your hand on the corresponding deck. Add a Principal from your choice to your hand (without showing it). Pay 6 dollars to the bank.
- **Pass** - Flip your Pass Counter face down. You can not carry out any more actions this game round.

If you complete a project

All consultants immediately receive their rewards, starting at the right most consultant.

If the Deadline Marker is on a green field: 3 Dollars bonus for each participating consultant.

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 project on the table. Place a Deadline Marker on the 1st field.

Now it is the next player's turn.

End of Phase 3: Once all players have passed, Phase 3 is over.

Phase 4: Rewards

Each project brings rewards. The consultant 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.

Deadline Marker on red field: Players that contribute the least to a project must pay 6 or 10 dollars.

Innovation Project

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.

Phase 5: Deadline in sight!

Move every Deadline Marker 1 field to the right.

Check for end of game

Are there no more International Projects on the pile? Then the game is over. The player with the largest sum of dollars wins the game.

Is there at least 1 International Project left on the pile? Start again with Phase 1.

Basic game

Phase 1: Start new game round

- Shuffle the Senior Consultants deck.
- Shuffle the Principals deck.
- Deal 2 new Senior Consultants to each player.
- Flip your used Move and Pass Counters face up.
- The player with the least dollars chooses which player is the new start player.

Phase 2: Event card

Turn the top most card of the event deck face up, place it on the table and carry it out.

Phase 3: Let's work!

On your turn, you can carry out 1 of the following actions:

- **Assign** - Take 1 consultant from your hand and place it at a project desk.
- **Move Consultant** - Flip one of your Move Counters face down. Take one of your consultants from a project and place it at another project desk
- **Train** - Place one of the consultants from your hand on the corresponding deck. Look through the Senior Consultants deck and add one from it to your hand (without showing it). Pay 2 dollars to the bank.
- **Promote** - Show one of the consultants from your hand and place it on the corresponding deck. Add a Principal from the **same colour** to your hand. Pay 2 dollars to the bank.
- **Recruit** - Place one of the consultants from your hand on the corresponding deck. Add a Principal from your choice to your hand (without showing it). Pay 6 dollars to the bank.
- **Pass** - Flip your Pass Counter face down. You can not carry out any more actions this game round.

If you complete a project

All consultants immediately receive their rewards, starting at the right most consultant.

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.

Now it is the next player's turn.

End of Phase 3: Once all players have passed, Phase 3 is over.

Phase 4: Rewards

Each project brings rewards. The consultant 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.

Do not remove any consultant from the projects!

Check for end of game

Are there no more International Projects on the pile? Then the game is over. The player with the largest sum of dollars wins the game.

Is there at least 1 International Project left on the pile? Start again with Phase 1.