

Event Cards

For all Event Cards: After a consultant has been placed with an Event Card, you can not remove it. Even if you can still use a Move Counter.



Not on the first round

Every time you see this symbol, it means that when you draw this card in the first round, you have to put it back on the deck, reshuffle and draw a new one.

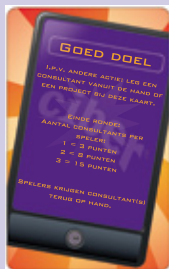


Cultuur en werksfeer (Working Culture)

Instead of carrying out another action: Place one of your consultants (from your hand or project) with this card. When you move a consultant to this card, you do not have to flip a Move Counter.

End of game round: You can Train or Promote each of your consultants placed with this Event Card for free. Add the new consultant to your hand for the next round.

Train and Promote are carried out exactly as described in the Basic Game rules, starting with the Start player. The only difference is that you don't have to pay for it.



Goed doel (Good deed)

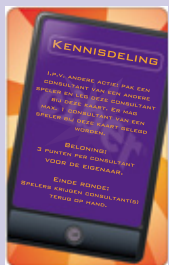
Instead of carrying out another action: Place one of your consultants (from your hand or project) with this card. When you move a consultant to this card, you do not have to flip a Move Counter.

You can place a consultant of any colour with this card.

End of game round: Receive money for the number of your consultants placed with this Event Card.

- 1 Consultant = 3 dollars
- 2 Consultants = 8 dollars
- 3 or more Consultants = 15 dollars.

Then add these consultants to your hand for the next round.



Kennisdeling (Sharing knowledge)

Instead of carrying out another action: Take a consultant from another player and place it with this card.

You can only do this if there is not already another consultant from this player placed with this Event Card. Of course you can only use a consultant assigned to a project to do this.

When you move a consultant to this card, you do not have to flip a Move Counter.

End of game round: Receive 3 dollars for your consultant placed with this Event Card and add it to your hand for the next round.

Note: The **owner** of the consultant receives the dollars!



TechEd

Immediately after drawing this Event Card: Every player chooses one of his own consultants working on a project. Turn this consultant 90 degrees and remove your pawn from it. This consultant will visit the TechEd Conference.

All consultants not attending work, must be replaced by colleagues. Meaning: When it is your turn, you can only place or move your consultants to a desk with a consultant that has left for the TechEd. You receive 2 dollars for every consultant you replace.

You can replace a consultant using the action Assign or Move.

Once a consultant is replaced, put it back in the deck.

Note: You can replace your own consultant but also one from another player.

All consultants heading for the TechEd conference must be replaced, before you can place a consultant at another desk or project. Even if this means that you cannot carry out the action Assign or Move. In that case you have to carry out the action Train, Promote, Recruit or Pass.

If a Principal is heading for the conference, while a Senior Consultant could be placed at his desk, you are allowed to replace the Principal with a Senior Consultant.

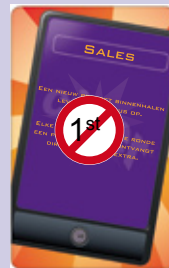


SAP Validated Expertise Partner

End of game round: Receive 2 dollars for each of your Principals that is placed at a project.

The bonus only counts for Principals working on a Regular or International project at the end of the round. If a project is finished during the round, then this bonus does not count.

The bonus also does not count for Principals you have in your hand or Principals working at the Innovation Project.



Sales

Each time you complete a project this round, you receive 4 bonus dollars.

Are you playing with Deadlines? It does not matter where the Deadline Marker is, you still receive 4 dollars bonus.



Scrum/Agile Project

Are you not playing with Deadlines? Remove this card and draw a new Event card.

Are you playing with Deadlines? Then move every Deadline Marker back one field.

Deadline Markers at the 1st field remain where they are.

The Consultants

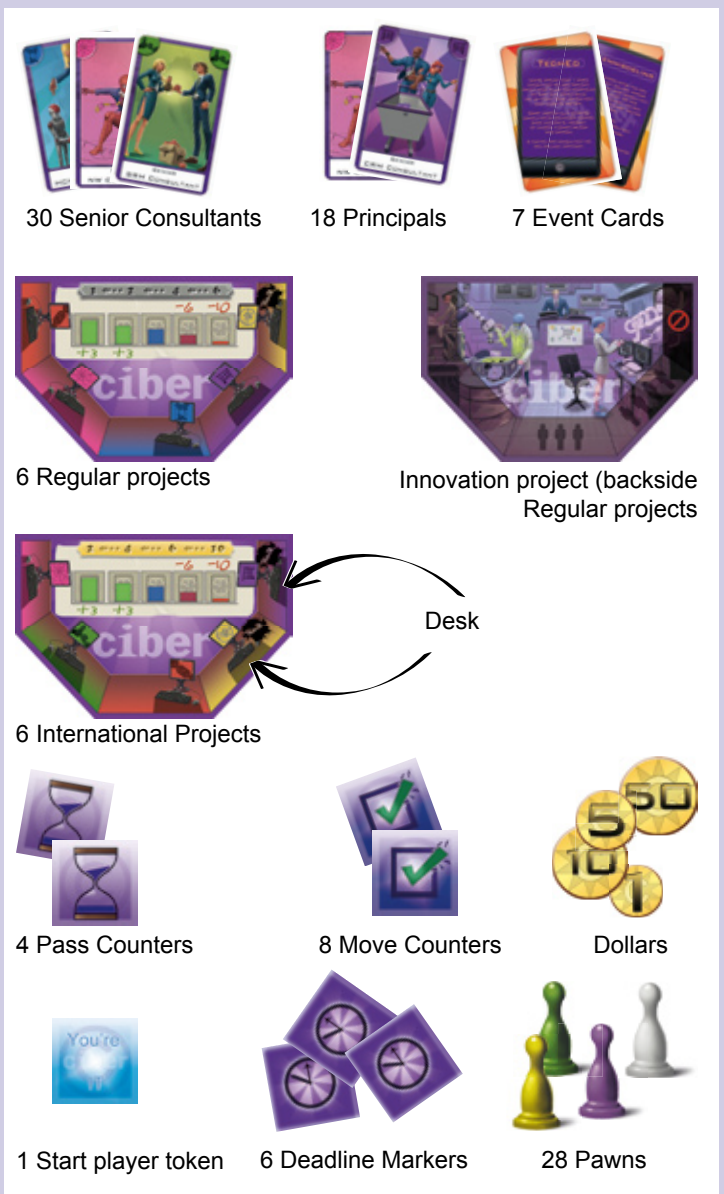
- BI is short for Business Intelligence
- CRM is short for Customer Relationship Management
- HCM is short for Human Capital Management
- NW is short for Netweaver
- SCM is short for Supply Chain Management
- SRM is short for Supplier Relationship Management

Contents

- 30 Senior Consultants – 6x5 cards
- 18 Principals – 6x3 cards
- 24 Projects - 6 Regular projects (with 6 Innovation Projects on the back) and 6 International Projects (with another 6 International Projects on the back)
- 1 Start player token
- 28 Pawns - 7 per player
- 8 Move counters - 2 per player
- 4 Pass counters - 1 per player (to make clear that you passed for the rest of the action rounds)
- 6 Deadline Markers
- Money: 30x1, 16x5, 16x10 and 8x50 dollars
- 7 Event cards

Setup Basic Game

1. Every player takes the pawns of his colour.
2. Every player receives 10 dollars.
3. Shuffle the Regular projects.
4. Place the Regular projects:
 - 2 players: Place 4 random Regular projects face up on the table. Put the remaining 2 Regular projects back in the box.
 - 3 players: place 5 random Regular projects face up on the table. Put the remaining Regular project back in the box.
 - 4 players: place all 6 Regular projects face up on the table.
5. Shuffle the 6 International Projects, put 1 in the box and place the rest in a pile on the table.
6. Shuffle the Event cards and place them face down on the table.
7. The player that has the most consulting experience is the start player and receives the start player token.



Setup deadlines

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

Setup Innovation Project

- 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 and use it as the Innovation Project.

Setup for 3 players

With 3 players, this is what the game looks like after it has been setup.

