

POWER \$ TRUGGLE

IN CASH

WE TRUST

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A game for 3-5 managers who are willing to take risks.
Ages 12+ by Bauldric & Friends

Game Overview

Welcome to the world of the powerful, of those who pull the right strings at the right time from the shadows of the big companies. Each player becomes one of these people, trying to increase their power and influence by hiring Employees, creating New Departments and taking over the sought-after positions of Divisional Heads to procure influence and privileges. Divisional Heads can resign to join the Board of Directors (in the hopes of becoming the Chairman, of course) or get hired as an External Consultant. All the while, players are investing in stocks and bribing other players to make their way to the top.

The more cleverly you go about it, the sooner you will achieve the object of the game: scoring 4 out of 6 possible Victory Points.

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Game Components

- 1 Game Board
- 5 Quick Guides
- 26 Event cards consisting of:
 - 2 standard events
 - 24 other events
- 7 Privilege cards
- 11 Archenemy cards consisting of:
 - 5 Archenemy Color cards
 - 6 Archenemy Competence cards
- 100 notes of money (Pinats) consisting of:
 - 20 notes of 50,000 Pinats each
 - 30 notes of 100,000 Pinats each
 - 30 notes of 200,000 Pinats each
 - 20 notes of 500,000 Pinats each
- 21 Blocks of Shares consisting of:
 - 3 Blocks of 7 Shares costing 1,600,000 Pinats each
 - 3 Blocks of 6 Shares costing 1,200,000 Pinats each
 - 3 Blocks of 5 Shares costing 900,000 Pinats each
 - 3 Blocks of 4 Shares costing 600,000 Pinats each
 - 3 Blocks of 3 Shares costing 400,000 Pinats each
 - 3 Blocks of 2 Shares costing 200,000 Pinats each
 - 3 Blocks of 1 Share costing 100,000 Pinats each
- 110 managers, 22 of each of the 5 player colors
- 60 Employees (gray cubes)
- 5 Bribe Folders, 1 in each player color
- 1 Motivation Marker



Set Up

1. Place the **game board** on the playing surface.
2. Place the **Motivation Marker** on **space 6** of the **Motivation track**.
3. Place the **Event cards** and **Employees** (forming the supply) within easy reach next to the game board.
4. Sort the **Blocks of Shares** according to the number of Shares they represent and place them next to the game board. If playing with 5 players use all the Blocks of Shares, with 4 players remove one of each of the 1 Share to 5 Share Blocks and with 3 players use only two of each Blocks of Shares (one to seven).

Note: Blocks of Shares are the only items in the game that are limited in number.

5. Sort the **money** according to its value and place it next to the game board forming the Bank. Select one person to be the Banker. The Banker should give each player **800,000** Pinats as starting money. During the game each player may keep the amount of money he has secret unless, during an event, he has to pay more money than he actually possesses. In this case the player must disclose this to the other players and pay as much as he can.
6. Each player should take: 1 **Bribe Folder**, 1 **Quick Guide** and the 22 **Managers** in a color of their choice.
7. Shuffle the **Archenemy Color** cards of the participating player colors and deal 1 of them face down to each player. Then shuffle the **Archenemy Competence** cards (in a game with 3 or 4 players, first remove the 1 or 2 cards accordingly marked) and deal 1 of those cards face down to each player. A player may look at their own 2 **Archenemy** cards at anytime, but cannot show them to the other players. Return any unused **Archenemy** cards to the game box without looking at them.
8. Shuffle all seven **Privilege** cards face down and randomly deal them face up, as equally as possible, to all players (one or more players will be dealt 1 Privilege card more than the other players). The player who receives the **Communications** Privilege card becomes the **starting player**.

Note: The number of **Managers** and **Employees** available in the game is unlimited. On the rare occasion that the supply is exhausted, use coins or anything else for the missing items. This does not apply to **Blocks of Shares**, however, those are limited!

Object of the Game

The Object of the Game is to be the first player to gain at least 4 **Victory Points**. There are 6 ways to gain a Victory Point:

1. Getting at least 7 points on the **Influence track**,
2. Getting at least 18 points on the **Shares track**,
3. Getting at least 4 points on the **Main Department track**,
4. Getting at least 9 points on the **Corruption track**,
5. Getting at least 1 **Consultant** in at least 3 different **Divisions** on the **Counsel track**,
6. Beating your **Archenemy**.

Competence Tracks

There are 5 different competence tracks at the top of the game board. They are (1) **Influence**, (2) **Shares**, (3) **Main Departments**, (4) **Corruption** and (5) **Counsel**. During the game a player can collect points in competence tracks 1-4 and move **Consultants** to the **Counsel** track. Players should use their **Manager** figures to show their respective points for each track. Points scored on the competence tracks can never be lost. As soon as a player reaches the first green space on a track (or 1 **Consultant** in at least 3 different **Divisions** on the **Counsel** track), he has scored the Victory Point for that particular competence. Each player can only score 1 VP in each competence.

If a player's point marker reaches the highest value of a competence track that has a golden space, he cannot gain any more points for this competence. He may, however, continue to carry out actions that would gain him points for this competence, but these points will simply be ignored.

Archenemy

Each player will be dealt 2 **Archenemy** cards: 1 **Color** card indicating which player is their **Archenemy** and 1 **Competence** card with 3 of the 5 competence tracks listed (**note:** Experience = Counsel). See p. 12, "*End of the Game*" for more information on when a player may declare the **Archenemy** Victory Point.

- If a player has a **Color** card of another player, he gains the **Archenemy** Victory Point for beating his **Archenemy** if he has more points (or in the case of the Counsel track, more **Consultants**) than the player on his **Color** card in all 3 competences indicated on his **Competence** card.
- If a player has his own **Color** card, he gains the **Archenemy** Victory Point if he has more points (or in the case of the **Counsel** track, more **Consultants**) than all other players in 2 out of the 3 competences on his **Competence** card.
- To score the **Archenemy** Victory Point, a player just needs to have more points in the appropriate competence tracks (a) at the end of the game or (b) when he declares that he has 4 or more Victory Points (see p. 12, "*End of the Game*"). He does not need to reach any minimum level. For a player to beat his **Archenemy** on the **Counsel** (Experience) track, he just needs to have more total **Consultants** on the **Counsel** track. It does not matter which **Division(s)** the **Consultants** are located in.

! **Attention:** In connection with the **Archenemy** Victory Point, if a player's point marker reaches the highest value on a competence track that has a golden space, it always counts as having more points than all other players. For example, if both Red and Blue reach a golden space, Red is considered to have more points than Blue and Blue is considered to have more points than Red in that competence for purposes of their **Archenemy** Victory Point. This does not apply to the **Counsel** track.

Initial Appointment Round

Beginning with the **starting player** and continuing in clockwise order, each player appoints 1 **Manager** (as described below). Then, beginning with the player sitting to the right of the **starting player** and continuing in counter-clockwise order, each player appoints a second **Manager**. Finally, beginning once again with the **starting player** and continuing in clockwise order, each player appoints a third **Manager**. At the end of this initial appointment round, each player will have a total of 3 **Managers** on the game board. **Note:** **Privilege** cards cannot be used during this initial appointment round.

There are 2 ways to appoint a **Manager** during this initial appointment round: (1) as a member of the **Board of Directors** or (2) as a **Department Head**.

1. As a member of the **Board of Directors** in the **Board Room**. When a **Manager** is placed in the **Board Room**, he should always occupy the leftmost vacant chair. If at any time during this initial round (or during the game), all 5 chairs in the **Board Room** are already occupied and a player wants to add an additional **Manager** to the **Board Room**, all members of the **Board of Directors** are moved 1 chair to the left. As a result, the leftmost **Manager** is pushed out of the **Board Room** and returned to the appropriate player's supply. The rightmost chair in the **Board Room** is now available for the new member of the **Board**.

2. As a **Department Head** in a **Department Office** of a Division of his choice. When a **Manager** is placed in a **Department Office**, he should always occupy the topmost vacant Office of the selected Division (**note**: do not place any **Managers** in any of the **Divisional Heads' Offices**). In addition, the player should add 3 **Employees** from the supply to the **Department Office** where the **Manager** has been placed.



Example: In a game with four players, Blue is the starting player, followed in clockwise order by Yellow, Green, and Red. Blue starts by placing 1 **Manager** in the **Board Room** ①. Then Yellow places 1 **Manager** in the topmost vacant office of the **Communications** Division ② and adds 3 **Employees** from the supply. Then Green places 1 **Manager** in the topmost vacant office of the **Development** Division ③ and also receives 3 **Employees** from the supply. At the end of the first turn Red places 1 **Manager** in the **Board Room** ④.

Now, the second turn starts. This time, Red begins with a **Department Office** for **Human Resources** ⑤. Green, Yellow, and Blue follow. The third turn begins once again with Blue, followed by Yellow, Green, and Red. The illustration shows the game board after the initial appointment round has been finished.

Round Sequence

After the initial appointment round, the game continues over several **Rounds**, each made up of 2 stages:

Stage I: Directors' Meeting and

Stage II: Department Turns (4 minimum, 7 maximum).

I: Directors' Meeting

Each **Directors' Meeting** consists of the following 7 steps to be carried out in this order:

1. Dismiss the Chairman
2. Appoint a new Chairman
3. Determine new Divisional Heads
4. Hand out Privilege Cards
5. Score Influence Points
6. Adjust the Motivation Marker
7. Sort Event Cards

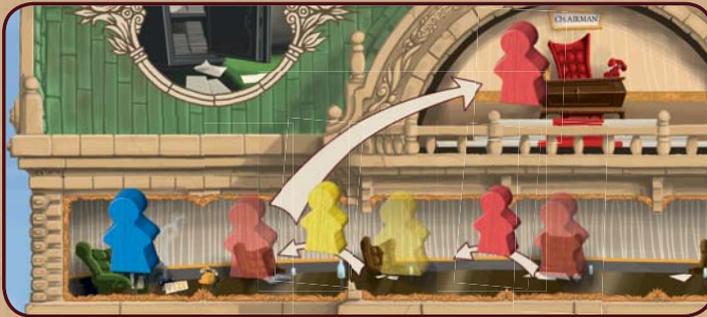
1. Dismiss the Chairman

The **Chairman** is dismissed each Round. Return the **Manager** in the **Chairman's Office** to the appropriate player's supply. This step does not apply during the 1st Round of the game.

Note: After the 1st Round, the **Chairman** and/or the Bribed **Communication** Privilege card may be used (if face up) during this step (see p. 12, "Privilege Cards").

2. Appoint a new Chairman

The player with the most **Managers** on the current **Board of Directors** provides the new **Chairman**. In the event of a tie, the tied player whose **Manager** is furthest to the left in the **Board Room** wins. The player who provides the new **Chairman** takes his leftmost **Manager** in the **Board Room** and places it in the **Chairman's Office**. Other **Managers** in the **Board Room** move to the left until there are no vacant chairs between them.



Example: Red, having the most **Board Members**, moves his leftmost **Board Member** to the **Chairman's Office** and then Yellow and Red move their **Board Members** to the left filling the vacant chair.

If there are no **Managers** in the **Board Room**, the player with the **Chairman** Privilege card (face up or face down) provides the new **Chairman** from his supply in the **Chairman's Office**.

Tip: Place an **Employee** from the supply next to the **Chairman** to help remember to use the **Chairman** Privilege card at the beginning of the next **Directors' Meeting**.

3. Determine new Divisional Heads

Determine the **Divisional Heads** for all 6 Divisions of the Round. Start on the left with the **Development** Division and proceed from left to right through the **Controlling** Division. The player with the most **Department Heads** in a Division provides the new **Divisional Head**. A **Main Department** (a **Department Office** with 2 **Managers**) counts as 2 **Department Heads**. **Managers** currently serving as **Divisional Heads** do not count. In the event of a tie, the tied player with the most **Employees** in that Division wins. If there is still a tie, the tied player with a **Department Head** located in an office closest to the top of the Division wins. If there are no **Department Heads** in a Division, the player with the Privilege card of the Division (face up or face down) provides the new **Divisional Head**. The following 3 situations are possible:

A) There is no current Divisional Head

The player who provides the new **Divisional Head** takes a **Manager** from his supply and places it in the **Divisional Head's office**.

B) The current Divisional Head and the new Divisional Head belong to the same player

Nothing further happens. The **Divisional Head** remains in his office.

C) The new Divisional Head is provided by a player other than the owner of the current Divisional Head

The player who owns the current **Divisional Head** must decide whether to move the **Divisional Head** to the **Board Room** (in the leftmost vacant chair) or to the appropriate Division's space on the **Counsel** track (becoming a **Consultant**). If moved to the **Board Room** and there are no vacant chairs, all **Managers** on the **Board of Directors** are moved 1 chair to the left with the leftmost **Manager** being dismissed and returned to the appropriate player's supply. The rightmost chair in the **Board Room** is now available for the new member of the **Board**. The player providing the new **Divisional Head** then takes a **Manager** from his supply and places it in the **Divisional Head's office**.



Example: From left to right, Green, having the most **Department Heads** in the **Development** Division, takes a **Manager** from his supply and places it in the **Divisional Head's Office**. Red does the same for the **Human Resources** Division. Green has two **Department Heads** compared to Yellow's one so Green provides the **Divisional Head** in **Communications**. Blue provides the **Divisional Head** in **Accounting**. **Legal & Patents** has no **Department Heads**, but Yellow has the corresponding Privilege Card and therefore provides the **Divisional Head** for this division. Blue and Yellow are tied in the **Controlling** Division (for both **Department Heads** and **Employees**) but Yellow is in the **Department Office** closest to the top, so Yellow provides the **Divisional Head**.

4. Hand out Privilege Cards

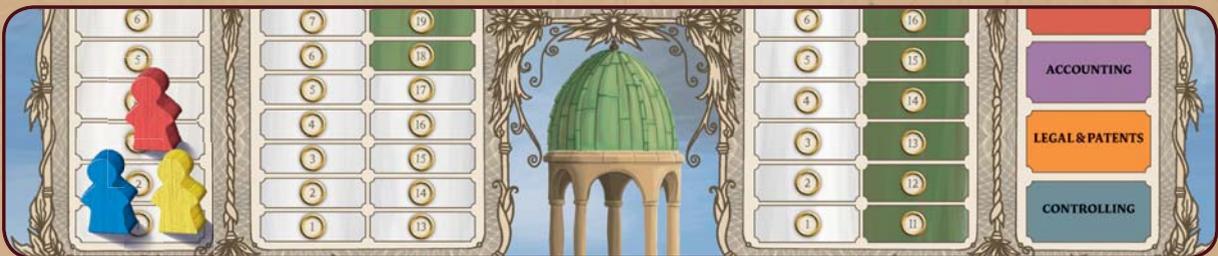
After all Divisional Heads have been appointed, hand out the appropriate Privilege cards to the player who has the **Divisional Head** for each Division. The **Chairman** Privilege card goes to the player whose **Manager** is in the **Chairman's Office**. Players should lay the Privilege cards face-up in front of them with the Division half (gray background) facing them. There is a detailed description of the Privilege cards starting on p. 12 under "Privilege Cards".



Example: In the above example Red receives the **Chairman** and **Human Resources** Privilege Cards, Green receives the **Development** and **Communications** Privilege Cards, Blue gets the **Accounting** Privilege Card, and Yellow the **Legal & Patents** and **Controlling** Privilege Cards. They all lay the Privilege Cards face up in front of them with the gray Division half facing them.

5. Score Influence Points

The **Chairman** now earns 2 points and each **Manager** on the **Board of Directors** earns 1 point on the Influence track. Adjust the players' point markers on the Influence track as appropriate.



Example: In the above example on p. 5, Red receives 3 points on the Influence track, Blue and Yellow get 1 point each on the Influence track.

6. Adjust the Motivation Marker

Place the Motivation Marker on space 6 of the Motivation track

7. Sort Event Cards

The **Divisional Head of Communications** uses his Privilege card. First, he takes all Event cards and removes the "Standard Event Directors' Meeting" card and the "Standard Event Bonus Payment" card from the stack. He then shuffles the remaining Event cards face down, draws 6 from the top without showing them to the other players and sorts them with the "Standard Event Directors' Meeting" card and the "Standard Event Bonus Payment" card arranging them in any order of his choice following the two rules below. This determines the sequence in which the Event cards will appear during **Stage II: Department Turns**.

The following two rules apply to the order of these 8 cards:

1. the "Standard Event Bonus Payment" card must appear before the "Standard Events Directors' Meeting" card and
2. the "Standard Event Directors' Meeting" card must appear as the 5th or later Event card.

The number of Event cards before the "Standard Event Directors' Meeting" card determines the number of **Department Turns** that will be played this Round – as few as 4 and as many as 7. Place the 8 sorted cards in a face-down Event Stack. During the **Department Turns Stage**, the player who set the sequence of the Event cards may look at the stack at any time, but the sequence may not be changed once initially set. A detailed description of the Event cards starts on p. 7 under "Event Step".

Tip: While sorting the Event cards, place the Event card that is to be turned up first to the back of the stack, so it will be on the top of the Event Stack when placed face down.



Example: Green, as **Divisional Head of Communications**, takes the two Standard Event Cards and, after shuffling all other Event Cards, 6 additional Event Cards. Following the rules above, Green sorts the cards in the sequence illustrated above. The first event is the *summer party*. The *directors' meeting* card is in the 5th position. It could have been placed farther to the right, but not to the left. The *bonus* card is in the 3rd position and will therefore appear before the *directors' meeting* card.

Stage I: Directors' Meeting is now over and Stage II: Department Turns begins.

II: Department Turns

The number of **Department Turns** to be played in one Round depends on the position of the Event card "*Standard Event Directors' Meeting*" in the Event Stack. There will be at least 4 and at most 7 **Department Turns** each Round. Only the **Divisional Head of Communications** will know the precise number of **Department Turns**, as well as the nature and sequence of the events. Each **Department Turn** consists of 2 steps: the **Event Step** followed by the **Action Step**.

1. Event Step

The **Divisional Head of Communications** turns the top card of the Event Stack face up. This event happens immediately.

Below is a description of some of the different types of Event cards.

Tip: Fan out the Event cards that have already been turned face up so each player can always tell how many events have taken place.

Standard Event Bonus Payment Event Card:

This card will come up once each Round (as it must appear prior to the "*Directors' Meeting*" card) and results in money being paid to the players as follows:

100,000 Pinats for each **Block of Shares** (Attention: not for each Share!)

100,000 Pinats for each **Department**

200,000 Pinats for each **Main Department**

150,000 Pinats for each **Manager on the Board of Directors**

300,000 Pinats for the **Chairman**

During this event, the player with the **Controlling** Privilege card may receive a higher bonus for **Departments** and **Main Departments**, depending on the current **Motivation Value** (see p. 13, "*Controlling Privilege Card*").

Note: This Event card must always precede the Event card *Standard Events Directors' Meeting* in the Event Stack (see p. 6, "*Sort Event Cards*").



Example: Red owns 2 Blocks of Shares: 1 Block of 1 Share and 1 Block of 4 Shares. He gets 200,000 Pinats for them. His 3 **Departments** earn 300,000 Pinats and his 1 **Main Department** an additional 200,000 Pinats. For 1 **Manager on the Board of Directors** and the **Chairman** he receives 150,000 + 300,000 Pinats. Altogether, Red receives a total bonus payment of 1,150,000 Pinats.

Standard Event Directors' Meeting Event Card:

When this Event card appears, the Round ends immediately. No further **Action Steps** take place and a new Round begins with another **Directors' Meeting**. The **Chairman** Privilege card and, if applicable, the **Bribed Communications** Privilege card should be used at the beginning of the **Directors' Meeting** if still face up.

Note: This Event card must not be earlier than the 5th card of the Event Stack. (see p. 6, "*Sort Event Cards*").

Various Motivation Event Cards:

Many Event cards impact the **Motivation Marker** on the **Motivation** track. Move the **Motivation Marker** on the **Motivation** track according to the value given on the Event card: **up** in case of a **+**, **down** in case of a **-**.

Note: Most events **decrease** the Motivation Value. The Motivation Value influences the effects of certain Privilege cards. (see p. 12, "*Privilege Cards*").

Moron Event Cards:

Since this event is a disadvantage for the **Divisional Head of Communications**, he is likely to place it after the "Standard Event Directors' Meeting" Event card so it does not get played. The Moron Event card is designed to prevent all Rounds from being made up of 7 **Department Turns**. If this card does get played but the **Divisional Head of Communications** has already resigned, it has no affect. During this event only, if the **Divisional Head of Communications** has insufficient money to pay the other players, the other players receive the shortfall from the Bank.

Other Event Cards

All further Event cards are self-explanatory. Simply follow the text on the Event cards.

Note: During an event, any player who has insufficient funds to make a required payment pays only as much as he has.

2. Action Step

Starting with the player who controls the **Divisional Head of Communications** and proceeding in clockwise turn order, **all** players take turns carrying out 1 **Action**. The player who is currently carrying out an action is called the **current player**.

Note: The player who controls the **Divisional Head of Communications** at the beginning of the first **Department Turn** remains the **starting player** for all Action Steps of the Round, even if he resigns as **Divisional Head of Communications** (see p. 9, "Resigning as Divisional Head") or if he is bribed for his Privilege card.

Below are the 7 possible Actions for a player to perform:

- A) Hiring Employees
- B) Creating New Departments
- C) Restructuring Existing Departments
- D) Resigning as Divisional Head
- E) Bribing Other Players for Privilege Cards
- F) Gaining Points on certain Competence tracks
- G) Using certain Privilege Cards

General Rules for all Actions

- A **Manager** placed in a **Department Office** is a **Department Head**.
- There are 6 **Department Offices** located in each of the 6 **Divisions**.
- A **Manager** placed in one of the 6 **Divisional Heads' offices** (located above the **Department Offices**) is a **Divisional Head**.
- There is 1 **Department Head** to a **Department** and 2 **Main Department Heads** to a **Main Department**.
- No more than 6 **Employees** can be in a **Department** or **Main Department**. Any excess should be returned to the supply.
- A **Department** must have at least 1 **Employee**. In the event that a **Department** has no **Employees**, the **Department** is closed immediately and the **Manager** is returned to the player's supply.
- A **Main Department** can exist with no **Employees**.
- When creating a new **Department** or moving a **Department** or **Main Department**, always occupy the topmost vacant office of the Division. As soon as a **Department Office** becomes vacant, any existing **Departments** or **Main Departments** in the same **Division** that are below it should be moved up.

Actions During the Action Step

A) Hiring Employees

The current player can use 1 **Action** to take 2 **Employees** from the supply and place each of them in any **Department Office(s)** (same or different) where he has a **Department** or a **Main Department**. The **Human Resources** Privilege card may provide additional **Employees** from the supply, depending on the current **Motivation Value** (see p. 15, "Human Resources Privilege Card").

Note: Remember to always follow the "General Rules for all Actions" listed above including a maximum of 6 **Employees** per **Department** or **Main Department**.



Example: Green hires 2 new **Employees** by moving them from the supply to two of his existing **Departments** on the game board.

B) Creating New Department(s)

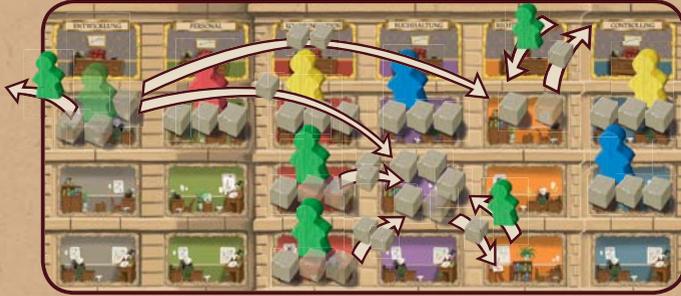
The current player can use 1 **action** to either (1) create 2 new **Departments** with his existing **Employees** or (2) create 1 new **Department** with new **Employees**:

1. Create 2 new Departments with Employees already on the game board:

The current player can use 1 **Action** to create 2 new **Departments** by taking any number of **Employees** from any of his existing **Departments** and/or **Main Departments** and placing them in 2 vacant **Department Offices**. He must place at least 2 **Employees** in each of the newly created **Departments**.

The current player then replaces 1 Employee with 1 Manager from his supply in each of the newly created Departments and returns the replaced Employees to the supply.

Note: Remember to always follow the "General Rules for all Actions" listed above including a minimum of 1 Employees per Department and a maximum of 6 Employees per Department or Main Department.



Example: Green takes a total of 7 Employees from his existing Departments and places 5 of them in the topmost vacant **Accounting Department Office** and 2 in the topmost vacant **Legal & Patents Department Office**. He then replaces 1 Employee from each of these newly created Departments (returning them to the supply) with 1 Manager from his supply. Since Green's Department Office in **Development** has no Employees, it needs to be closed and the Manager in that office is returned to Green's supply.

2. Create 1 new Department with new Employees:

The current player can use 1 Action to create 1 new Department by taking 1 Manager and 1 Employee from the supply and placing them both in 1 vacant Department Office of his choice. He may then take any number of Employees from his existing Departments and/or Main Departments and place them in the newly created Department. The **Human Resources Privilege card** may provide additional Employees from the supply, depending on the current Motivation Value (see p. 15, "Human Resources Privilege Card").

Note: Remember to always follow the "General Rules for all Actions" listed above.

C) Restructuring Departments

The current player can use 1 action to either (1) move 1 or 2 Departments or 1 Main Department to another Division or (2) create 1 new Main Department.

1. Moving Departments or a Main Department to another Division:

The current player can use 1 action to move 1 or 2 existing Departments or 1 Main Department under his control by taking all Managers and Employees from the selected Department Office(s) and placing them in vacant Department Office(s) in another Division of his choice. The number of Employees in any Departments or Main Departments must remain the same before and after the movement.

Note: Remember to always follow the "General Rules for all Actions" listed above.

2. Creating 1 new Main Department:

The current player can use 1 action to create 1 Main Department by merging 2 of his existing Departments from the same or two different Divisions. He can either move 2 Departments to a new vacant Department Office or move 1 Department to a Department Office already occupied by his Department Head. When moving a Department, the Manager and all Employees from the Department must be moved together. Both Department Heads remain in the newly created Main Department and the following occurs: (a) 2 Employees from the newly founded Main Department are removed and returned to the supply, along with any additional Employees in excess of 6 and (b) the current player scores 1 point on the Main Department track for creating a Main Department. Main Departments can exist without any Employees and cannot be closed during the game.

Note: Remember to always follow the "General Rules for all Actions" listed above.

Since Main Departments can never be closed, a player can always check if the Main Department track shows his correct score. It should always correspond to the number of Main Departments each player has on the game board.



Example: Green moves his lowest **Communications Department** (1 Department Head and 3 Employees) to his **Development Department**. Both Department Heads remain and jointly form a new Main Department. 2 Employees are fired from the Main Department and the other 4 Employees remain. Finally, Green scores 1 point on the Main Department track.

D) Resigning as Divisional Head

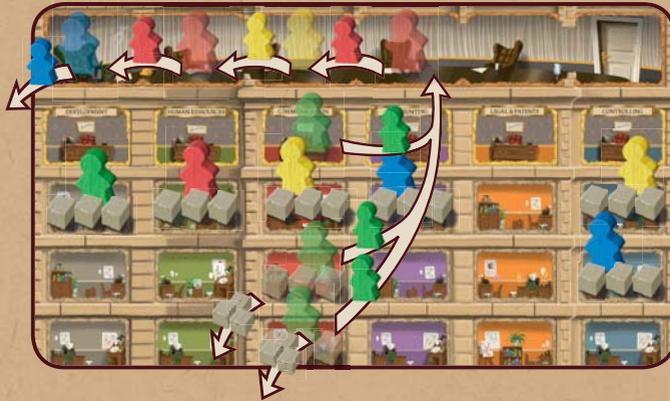
The current player can use 1 action to have 1 Divisional Head that he controls resign voluntarily and become either (1) a member of the Board of Directors or (2) an External Consultant on the Counsel track for the specific Division he resigned from.

In either case, the Privilege card for this Division will lose its validity until it is handed out again in step 4 of the next **Directors' Meeting** and should be turned face down (even if held by a different player who obtained it through a bribe).

1. Becoming a member of the Board of Directors:

The current player can use 1 Action to have 1 of his **Divisional Heads** resign to become a member of the **Board of Directors**. The **Divisional Head** and **all** of the current player's **Department Heads** in the same Division are moved to the **Board Room**. **Department Heads** in **Main Departments** remain in the Division but **all** **Employees** controlled by the current player in this Division (including those in **Main Departments**) are fired and returned to the supply. Any **Departments** or **Main Departments** of other players remaining in this Division should be moved up to fill any empty offices.

If at any point in the process there are no vacant chairs available in the **Board Room** for any new members, all current members in the **Board Room** are moved to the left until there are enough vacant chairs for the new members. Any "dismissed" members of the **Board** are returned to the players' supply.



Example: Green resigns as **Divisional Head of Communications** to join the **Board of Directors**. He moves the **Divisional Head**, along with both of the **Department Heads** in **Departments** of that Division, to the **Board of Directors**. All 6 **Employees** in his two **Departments** are returned to the supply. (Note: If Green also had a **Main Department** in this Division, the **Department Heads** there would remain in the **Main Department** but any **Employees** from there would be returned to the supply).

There is only 1 vacant chair in the **Board Room**. In order to fit all 3 of Green's **Managers**, the current members of the **Board** each have to move 2 chairs to the left. Blue's **Manager** and Red's leftmost **Manager** are both dismissed and returned to their respective supplies. Afterwards Green's 3 **Managers** occupy the 3 vacant chairs.

2. Becoming an External Consultant:

The current player can use 1 Action to have 1 of his **Divisional Heads** resign to become an **External Consultant**. Move the selected **Divisional Head** to the appropriate Division's space on the **Counsel** track. **Players** can have any number of **Consultants** on each space of the **Counsel** track. **Department Heads** of **Main Departments** remain in the Division but all other **Department Heads** and **Employees** belonging to the current player in this Division (including those in **Main Departments**) are fired and returned to the supply.



Example: Green resigns as **Divisional Head of Development** to become an **External Consultant for Development**. He moves the **Divisional Head** to the **Development** space on the **Counsel** track. All of Green's **Employees** in **Development** are then returned to the supply (as would any **Department Heads** not in **Main Departments**), but the **Main Department** remains.

E) Bribing other players for Privilege Cards:

The current player can use 1 Action to attempt a bribe to acquire a **Privilege card** from another player. A second attempt can be made by the current player if the first attempt is unsuccessful. The **Privilege card** that is the target of the bribe can be face-up or face-down and may have already been acquired through bribery during this Round. A face-up **Privilege card** acquired through a bribe has a stronger effect than one acquired by a **Divisional Head** during a **Directors' Meeting**.

To attempt a bribe, the current player secretly puts **50,000 Pinats** or more in his **Bribe Folder** and hands it over to the player they wish to bribe. If the player being bribed has several **Privilege cards**, the current player needs to specify which **Privilege card** he is making an offer for. The player being bribed can either (1) accept the offer or (2) reject it. In either case, the current player scores **1 point** on the **Corruption** track.

1. Accepting the Bribe:

The player being bribed (a) takes the money from the **Bribe Folder** and (b) scores **1 point** on the **Corruption** track (both players have now scored 1 point on the **Corruption** track). Then the player being bribed returns the **bribe folder** together with the **Privilege card** to the current player who lays out the **Privilege card** in front of him with the **Bribed half** (golden background) facing him. **Exception:** If the **Privilege card** was face down before the bribe, the new owner places it face down as well. Once a bribe is accepted, the **Action** ends and the current player may not make any further bribery attempts.

2. Declining the Bribe:

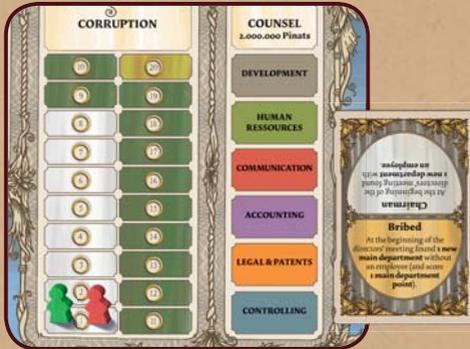
The player refusing the bribe returns the **Bribe Folder** together with the offered money to the current player. If this was the current player's 1st bribe attempt, he may now make a 2nd bribe attempt (optional). If a 2nd bribe attempt is made, the current player does not score a 2nd point on the **Corruption** track (a maximum of 1 **Corruption** point can be obtained by any one player during this **Action**). The current player may attempt a bribe for the same **Privilege card** or try for another **Privilege card** held by the same or another player. This second attempt follows the same rules as the first. If the player being bribed accepts it, follow the steps above under "Accepting the Bribe." If the player being bribed declines this 2nd offer, he should return the **Bribe Folder** and money. The bribery attempt has failed.

Note: If a bribe was declined, see "Loss of Employee(s) for Declining a Bribe" below.

Loss of Employee(s) for Declining a Bribe:

Each player who **declined** a bribe attempt during this Action loses 1 **Employee** – unless (a) he received a 2nd bribe attempt and accepted it or (2) he has no **Employees** on the board, in which case, no **Employee** is removed. If a player declines 2 bribery attempts, he still only loses 1 **Employee**. The current player chooses 1 **Employee** from any **Department** or **Main Department** controlled by the declining player(s) and returns it to the supply.

Note: Remember to always follow the “*General Rules for all Actions*” listed above including the closing of any **Departments** without **Employees**.



Example: Green would like to bribe Yellow for the **Controlling** Privilege Card. Green places 100,000 Pinats in his bribe folder and hands it over to Yellow. Green scores 1 point on the **Corruption** track. Yellow, considering the amount to be too low, declines.

Green may now attempt a second bribe. Green decides not to try for the **Controlling** Privilege Card again, but instead bribes Red for the **Chairman** Privilege Card. Green hands over his bribe folder with 350,000 Pinats in it. Red agrees and takes the money. In addition, Red scores 1 point on the **Corruption** track. Green receives the **Chairman** Privilege Card and lays it out in front of himself with the **bribed** half of the card facing him.

Finally, Green removes 1 **Employee** from one of Yellow's **Department Offices**, since Yellow declined his bribe. If this leaves a **Department** without any **Employees**, the **Department** would need to be closed and the **Department Head** would be returned to Yellow's supply.

F) Gaining Points on certain Competence Tracks

The current player can use 1 Action to gain points (or a position) on one of the **Competence** tracks. **Note:** A player cannot gain points on the **Corruption** track using this Action.

The following 4 options are available:

(1) Gain 1 point on the Influence track:

The current player dismisses 3 **Employees** from any **Departments** and/or **Main Departments** he controls and, in exchange, gains 1 point on the **Influence** track. The dismissed **Employees** may come from the same or different **Department Offices** and **Divisions**. Any **Departments** without **Employees** need to be closed.

(2) Purchase 1 new Main Department:

The current player pays 1,500,000 Pinats to the Bank and then takes 2 **Managers** from his supply and places them in a vacant **Department Office** of any **Division** of his choice. Additionally, he scores 1 point on the **Main Department** track.

(3) Purchase 1 External Consultant position on the Counsel track:

The current player pays 2,000,000 Pinats to the Bank and then takes 1 **Manager** from his supply and places it on the **Counsel** track in any **Division** space of his choice.

(4) Purchase 1 Block of Shares:

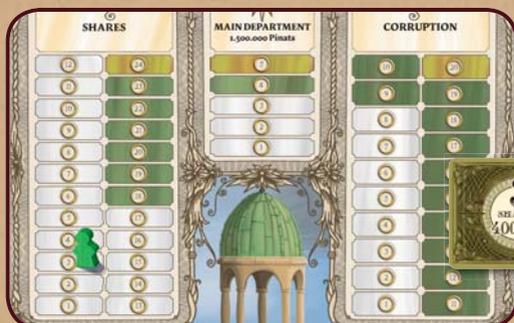
The current player purchases 1 **Block of Shares** and scores 1 point on the **Shares** track for each Share in the **Block** he bought (see example below).

The **Blocks** come at different prices, depending on the number of **Shares** they represent:

1 Share: 100,000 Pinats	5 Shares: 900,000 Pinats
2 Shares: 200,000 Pinats	6 Shares: 1,200,000 Pinats
3 Shares: 400,000 Pinats	7 Shares: 1,600,000 Pinats
4 Shares: 600,000 Pinats	

The **Accounting** Privilege card may allow the current player to acquire a larger **Block of Shares** than he pays for, depending on the current **Motivation Value** (see p. 12, “*Accounting Privilege Card*”).

Note. The number of **Blocks of Shares** is limited. Once **Blocks** of a certain size are out of stock, they can no longer be purchased.



Example: Green buys 1 **Block of 3 Shares** for the price of 400,000 Pinats and scores 3 points on the **Shares** track.

G) Using certain Privilege Cards

The current player can use 1 action to use the *Development* or the *Legal & Patents* Privilege card. A detailed description of the Privilege cards is below.

End of the Game

The game can end **only** during **Stage II: Department Turns** (not during **Stage I: Directors' Meeting**). If, during a player's turn in **Stage II**, he scores 4 or more Victory Points, he should immediately let the other players know and, if applicable, show the other players his **Archenemy** cards. The game continues for that turn (not Round) so that every player has the same number of Actions and then the game ends. Once a player announces that he has 4 or more Victory Points, the **Archenemy Victory Point** (if applicable) **cannot** later be lost (even if the **Archenemy's** position on the **Competence** tracks changes during the remainder of this turn). If any other player has also reached 4 or more Victory Points by the end of the turn (even if they did not announce it during their turn), they should also give notice and, if applicable, show their **Archenemy** cards. The player who has scored the most **Victory Points** wins the game. In the event of a tie, the tied player with the most money wins the game. If there is still a tie, the tied players share the victory.

Note: For a longer game, change the minimum from 4 Victory Points to 5 Victory Points.

Privilege Cards

Each **Privilege** card has two halves: (1) the **Division** half (gray background) and (2) the **Bribed** half (golden background). The half that can be used by a player depends on the method by which he acquired the **Privilege** card:

1. During step 4 of a **Directors' Meeting**, each **Divisional Head** receives the **Privilege** card for his **Division** and the new **Chairman** receives the **Chairman Privilege** card. When received in this manner, the **Privilege** card should always be placed face-up in front of the player with the **Division** half (gray background) facing them.
2. During **Stage II: The Department Turns**, a **Privilege** card can be obtained through a successful bribe. A **Privilege** card obtained using a bribery action should be placed in front of the player (a) with the **Bribed** half (golden background) facing them and (b) in the same position (face up or face down) as it was immediately prior to its acquisition by the current player.

Use of Privilege cards: A **Privilege** card can only be used by the current player if the card is laid out **face up** in front of him. A **Privilege** card needs to be turned face down only in the following two instances: (a) resigning as **Divisional Head** during Action "**D) Resigning as Divisional Head**" (see p. 9) or (b) an Event card requires it. Although the face-down **Privilege** card can still be obtained in a bribe, it remains face down (and invalid) until step 4 of the following **Directors' Meeting**.

Chairman



At the **beginning** of the **Directors' Meeting** you may create 1 new **Department**. Take 1 **Manager** and 1 **Employee** from the supply and place them in a vacant **Department Office** in a division of your choice. In addition, you may take any number of **Employees** from your existing **Departments** and/or **Main Departments** and place them in the newly created **Department**.

Note: This privilege can not be used in the 1st Round of the Game.

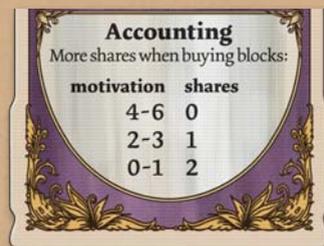
Tip: To help remember to use this privilege, place 1 **Employee** from the supply next to your **Chairman** when you receive this card.



At the **beginning** of the **Directors' Meeting** you may create 1 new **Main Department**. Take 2 **Managers** from your supply and place them in a vacant **Department Office** in a division of your choice. In addition, score 1 point on the **Main Department** track.

Tip: To help remember to use this privilege, place 2 of your **Managers** from your supply next to the **Chairman** when you receive this card using the Bribe action.

Accounting



If you purchase a Block of Shares during the Action "**F) Gaining Points on certain Competence tracks**" (see p. 11), you may receive a **larger Block of Shares** than you pay for, depending on the current **Motivation Value**:

no additional Shares at Motivation Value 4-6
1 additional Share at Motivation Value 2-3
2 additional Shares at Motivation Value 0-1

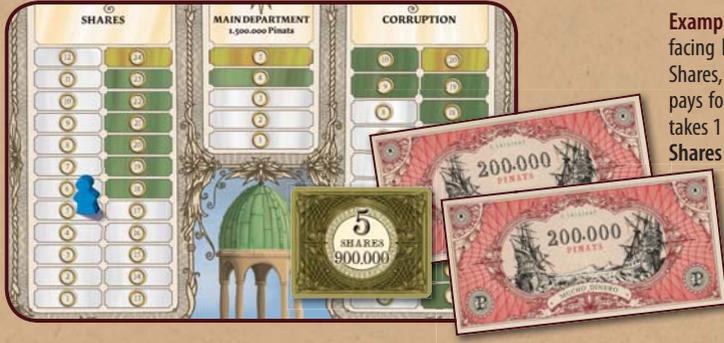
Note: Only the Block of Shares you receive with this privilege must still be available. The Block of Shares you pay for does not have to be available. **In addition**, when using the **Accounting** Privilege Card, a 0 Share Block is considered to have a price of **0 Pinats** and could allow the current player a Block of 1 or 2 Shares for no cost depending on the current **Motivation Value**.

Bribed	
More shares when buying blocks:	
motivation	shares
4-6	1
2-3	2
0-1	3

If you purchase a Block of Shares during the Action "**F** *Gaining Points*" (see p. 11), you may receive a larger Block of Shares than you pay for, depending on the current Motivation Value:

- 1 additional Share at Motivation Value 4-6
- 2 additional Shares at Motivation Value 2-3
- 3 additional Shares at Motivation Value 0-1

Note: Only the Block of Shares you receive with this privilege must still be available. The Block of Shares you pay for does not have to be available. **In addition**, when using the **Accounting** Privilege Card, a 0 Share Block is considered to have a price of 0 Pinats and could allow the current player a Block of 1, 2 or 3 Shares for no cost depending on the current Motivation Value.



Example: Blue has the **Accounting** Privilege Card with the Division half facing him. The current Motivation Value is 1. When buying a Block of Shares, Blue receives a Block that is 2 Shares higher than what he actually pays for. He pays 400,000 Pinats (the price for 1 Block of 3 Shares) and takes 1 Block of 5 Shares from the supply. He then scores 5 points on the Shares track. **Note:** The Block of 3 Shares need not be available, but the Block of 5 Shares must be.

Controlling

Controlling	
More money per department / main department upon bonus payment:	
motivation	amount
5-6	0
3-4	50,000
0-2	100,000

You may receive **more money** for each of your Departments and Main Departments during the **Bonus Payment** event (see p. 7) depending on the current Motivation Value:

- no additional money at Motivation 5-6
- 50,000 additional Pinats per Department/Main Department at Motivation 3-4
- 100,000 additional Pinats per Department/Main Department at Motivation 0-2

Bribed	
More money per department / main department upon bonus payment:	
motivation	amount
3-6	100,000
2	150,000
0-1	200,000

You may receive **more money** for each of your Departments and Main Departments during the **Bonus Payment** event (see p. 7) depending on the current Motivation Value:

- 100,000 additional Pinats per Department/Main Department at Motivation 3-6
- 150,000 additional Pinats per Department/Main Department at Motivation 2
- 200,000 additional Pinats per Department/Main Department at Motivation 0-1



Example: In the example for the Bonus Payment event (see p. 7, "**Bonus Payment**") Red receives 1,150,000 Pinats. Assuming that he had the **Controlling** Privilege Card with the **Bribed** half facing him, and the current Motivation Value had been 1, Red would have received an additional 800,000 Pinats for his 3 Departments and 1 Main Department, for a total bonus of 1,950,000 Pinats.

Development



You may use the Action “**G** *Using certain Privilege Cards*” (see p. 12) to entice 1 Employee away from another player. Take 1 Employee from any Department or Main Department controlled by another player and place it in any of your own Departments or Main Departments. Alternatively, you may take an Employee from the supply. If you have no Departments or Main Departments that can take the Employee, you cannot carry out this Action.

Note: Remember to always follow the “General Rules for all Actions” (see p. 8). A Department may have to be closed.



You may use the Action “**G** *Using certain Privilege Cards*” (see p. 12) to entice 3 Employees away from the other players. Take 3 Employees from any 3 Departments or Main Departments controlled by other players and place each of them in any of your own Departments or Main Departments (same of different). You may not take more than 1 Employee from a single player. Alternatively, you may take Employees from the supply to reach a total of 3 Employees—either to spare other players or in the event that less than 3 players own Employees. If there is not enough room in your Departments or Main Departments to take these Employees, you may only entice away as many Employees as you can employ.

Note: Remember to always follow the “General Rules for all Actions” (see p. 8). A Department may have to be closed.



Example: Red has the **Development** Privilege Card with the Bribed half facing him. He uses 1 Action to execute this Privilege. He takes 1 Employee each from Departments owned by Blue, Yellow, and Green. Those he places in his Department in **Human Resources**. That Department now has 6 Employees (the maximum permitted).

Communication



At the end of the **Directors' Meeting**, you will sort the 8 Event cards for the current Department Turns (see p. 6, “*Sorting Event Cards*”).



At the **beginning** of the **Directors' Meeting** and, if applicable, after the **Chairman** Privilege card has been executed, you may take 1 additional Action, as if this was your Action step (see p. 8, “*action step*”).

Note: The game can end **only** during Stage II: Department Turns (not during Stage I: Directors' Meeting) (see p. 12, “*End of the Game*”).

Human Resources

Human Resources	
More personnel upon hiring new employees and founding of new departments through new employees:	
motivation	personnel
4-6	0
2-3	1
0-1	2

You may receive additional Employees from the supply during the Actions "**A) Hiring Employees**" (see p. 8) and "**B) Creating new Departments**" (with new Employees, see p. 9), depending on the current Motivation Value:

no additional new Employees at Motivation 4-6
1 additional new Employee at Motivation 2-3
2 additional new Employees at Motivation 0-1

Bribed	
More personnel upon hiring new employees and founding of new departments through new employees:	
motivation	personnel
4-6	1
2-3	2
0-1	3

You may receive additional Employees from the supply during the Actions "**A) Hiring Employees**" (see p. 8) and "**B) Creating new Departments**" (with new Employees, see p. 9), depending on the current Motivation Value:

1 additional new Employee at Motivation 4-6
2 additional new Employees at Motivation 2-3
3 additional new Employees at Motivation 0-1



Example: Green has the *Human Resources* Privilege card with the *Bribed* half facing him. He uses the action "**Creating new Departments**" to create 1 new Department with new Employees. The current Motivation Value is 1, so Green receives 3 additional new Employees. He moves 1 Manager and 4 Employees from the supply to the topmost vacant office in the *Accounting* Division.

Legal & Patents

Legal & Patents
Use 1 action to dismiss 1 employees to score 1 influence point.

You can use the Action "**G) Using certain Privilege Cards**" (see p. 12) to dismiss 1 Employee in order to score 1 point on the Influence track. Take 1 Employee from any Department or Main Department you own and return it to the supply. Then, move your marker 1 point higher on the Influence track. You may only carry out this action if you have an Employee to dismiss.

Note: Remember to always follow the "General Rules for all Actions" (see p. 8). A Department may have to be closed.

Bribed
Use 1 action to dismiss 2 employees to score 2 influence point.

You can use the Action "**G) Using certain Privilege Cards**" (see p. 12) to dismiss 2 Employees in order to score 2 points on the Influence track. Take 2 Employees from any Departments or Main Departments (same or different) you own and return them to the supply. Then, move your marker 2 points higher on the Influence track. You may only carry out this action to the extent that you have Employees to dismiss.

Note: Remember to always follow the "General Rules for all Actions" (see p. 8). Departments may have to be closed.



Example: Red has the **Legal & Patents** Privilege card with the **Bribed** half facing him. Red uses 1 Action to execute this Privilege card. He removes 2 Employees from his Department on the game board to the supply. Then he scores 2 points on the **Influence** track.



Frequently Asked Questions

Q: If I acquire a Division **Privilege** card through a successful bribe attempt and thereafter, the player controlling the **Divisional Head** of that Division resigns during their action, can I still use the **Bribed** side of the **Privilege** card for the remainder of the Round?

A: No. Division **Privilege** cards are turned face down immediately upon the resignation of the applicable **Divisional Head** and not turned back up until stage 4 of the following **Directors' Meeting**.

Q: If I have 1 **Consultant** in 3 different Divisions on the **Counsel** track, am I considered to be beating my **Archenemy** in the **Counsel** track if they have 3 **Consultants** in a single Division on the **Counsel** track?

A: No. To beat your **Archenemy** on the **Counsel** track, you need to have more total **Consultants** than they have. The Division(s) they are in on the **Counsel** track is irrelevant.

Q: When am I permitted to move Employees from one department to another during the game?

A: Employees that are already on the board are only permitted to be moved to a newly created Department when using (a) Action "**B Create New Department(s)**" (see p. 8) or (b) the Division half of the **Chairman Privilege** card (see p. 12, "**Chairman Privilege Card**").

Q: The game ends at the end of the **Department** turn in which someone declares 4 Victory Points during their turn. What happens if I gain my 4th Victory Point after my action this turn, for example by gaining a point on the corruption track when accepting a bribe? Do I still have a chance to win at the end of this turn or do I need to wait until my next action on the following turn in order to declare my 4 Victory Points?

A: The only way you can win at the end of this turn is if, during their turn, another player declares 4 Victory Points in that same **Department** turn. If that occurs, then the game will end at the end of that turn and all players with 4 or more Victory Points (including the player who declared 4 Victory Points) have a chance to win the game (see p. 12, "**End of the Game**"). **However**, if no player declares 4 Victory Points in this game turn, then you will have to wait until your next turn to declare your 4 Victory Points and trigger the end of the game. This could be in the following **Stage II** if you do not get another turn this round.

Thanks goes to.....

..... the */friends of bauldric*/, without their intercontinental experiences the game wouldn't be created.

Further: Stefan Schlößer, Robin Clemens, Martin Bickel, Nicole & Tommy Schulze, Holger Lamm, Roland Caspari, Jörg Wagner, Martina & Roman Thielemann, Daniela & René Seifert, Sylvia & Michael Ziegler, Muriel Hautefeuille, Torsten Richter, Sebastian Jousen, Irmi aus Starnberg, Annette & Sebastian Kirch, Natalie Hammerich & Wolfgang Hatzack, Andi Gassmann, Jens Dreiling, Sandra & Andreas Spörl, Ives Müller aka Sven Glückspilz, Gabriela & Helmut Grundei, Paula & Frank Bleckmann & Söhne, Pasquale Innominato, Simon Schutz, Uli Nigl, the Thiel-Bande, the Obermayer-Clan and my Sausemaus :-)

Thanks to all the play testers: Sabine Wendler, Steffen König, Thomas Papendieck, Jan van der Burg, Ignacio Garro, Marc Espenhain, Björn Heumann, Christian Schulze, Mirko Radowitz, Ina & Jan-Hendrik Frerichs, Alexander Mann-Wahrenberg, David Zeman, Paula & Olli Vogel, Elias Anderson, Volker Schwägerl, Detlev Beiderbeck, Irene Müller, Christa & Danyel Jaquet, Thomas Hoche, Nico Steiner, Marion & Nico & Lukas Bogatzki, Thor aus Augsburg, Martin Guddat, Sandra & Thomas Falke, Lukas Barucha, Matthias Wiendl, Michael Hilbert, Robert Müller, the Spieledub Hoehst and many more.

Special Thanks to Helmut Fennel, Norbert Ehmer, Helge Landgraf, Roland Lehmer, Armin Vogt, Udo Judaschke, Robert Gutwein, Peter Schubert, Thomas Knapp, Torsten Kerz, Martin Griesser, Bernd Schneebauer, Alexander Schlick and Cyrus Kerfekhah.

Last but not least thanks to the "Gaming-Pros" Alexander Zbiek of Brettspielwelt, Frank Deutschendorf & Michael Matuszczak of Hippodice Spieledub e.V., Bernadette Becker & Andreas Buhlmann of Cliquenabend.de, Klaus Ottmaier from Köln, Ralph Querfurth from Stuttgart, Heike & Michael López- Pelke from Essen, Friedemann Friese & Maura Kalusky from Bremen and of course Martina & Peter Eggert, Philipp El Alaoui, Wolf Wittenstein & Tobias Stapelfeldt of Eggertspiele.



Impressum

Author: Bauldric & Friends
 Illustrations: Frédéric Bertrand
 Layout: Maura Kalusky
 Editors: Anthony Linforth & Kent Neumann
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