

Incorporated

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3-4 Players

30 Minutes

Required Equipment: 1 Piecepack

Introduction:

In Incorporated players are department heads in a big corporation. They are given initiatives to execute, which they must cooperate on to succeed. They can slack off and let projects fail, if they think the other managers will get blamed. But if too many initiatives fail, the company could go under, causing everyone to lose. If they succeed more than the other department heads, they get raises and promotions (e.i. Win the game.) If not, they join the unemployment lines.

Setup:

Each player picks a suit. They get the pawn of that suit and matching coins numbered from 0 to the number of players (in a three player game they would get four coins numbered 0-3. Four players 0-4.) The pawn is the department manager and the tokens are the employees. The tiles from each suit in play (each suit that has been chosen by a player) are placed face down and shuffled. Each player is dealt a number of tiles equal to the number of players plus one. They may look at their tiles but may not show them to other players. These represent tasks which must be performed by the various departments.

Playing:

Incorporated is played in a number of rounds equal to the number of players. Each round there is a first, second, third and fourth(if there are four players) player. This order rotates each round, At the beginning of each round the players get tokens and tiles as listed in setup. Then they play tiles as a series of initiatives.

Initiatives

Each initiative consists of a number of tiles equal to the number of players. Each tile represents a task that must be completed for the initiative to succeed. The first player plays the first tile in each initiative. When a tile is played, the player who is the same color as the tile must play an employee (coin) on it. Employees who match the color of the tile they are played on, get a +1 to their value. If the value of the employee+1 is equal to or greater than the number of the tile, then that part of the initiative is complete and the tile is turned face down and the second tile is played next to the first by the second player. If the value of the employee+1 is below the value of the tiles, then additional employees must be committed or the initiative will fail. All the players place as many of their employees as they wish to commit to the task in their closed fist, then reveal them simultaneously. These additional employees are then placed on the tile. The tile is not yet completed and is not placed face down (this represents the time necessary to train additional employees on the task.)

During the round, one initiative is played for each player. The first player plays the first tile of each initiative. Once a number of initiatives equal to the number of players are played, the players place managers, score the initiatives and end the round.

Placing Managers

At the end of the round, managers are placed on uncompleted tasks (tiles). Managers can either help the employees, adding two to the total value towards completing the task or they can obstruct, subtracting two from the total value. Managers are placed in reverse order, so the player who placed the last tile during the initiatives places his manager first, and the 'first' player places his manager last. After all the managers are placed, tasks are considered completed if the total value of all the employees and managers, including the +1 bonus for each employee that is on a tile of the same color, is greater than the value of the tile.

Scoring

An initiative succeeds if all the tiles in it are completed. Each player scores a number of points equal to the value of all tiles of his color in the successful initiatives. Each player subtracts twice the value of all tiles of his color in the unsuccessful initiatives, even if that particular tile was completed. Even one uncompleted tile in an initiative is enough to make it fail.

If three initiatives in a round fail, the company goes bankrupt and everyone loses.

Ending the Game

After a number of rounds equal to the number of players, the player with the highest score wins. Everyone with a negative score is fired. If everyone has a negative score, nobody wins.