

techies

2-5 Players - 45-60 Minutes - Ages 14+
A game by Teale Fristoe

Background


There's a modern gold rush in Silicon Valley. But the gold isn't in mountains or streams, it's in the pockets of venture capitalists!

As a promising young corporation, you've heard the call and are ready to jump into the fray. You'll boost your popularity to attract talent. You'll build flashy products to wow investors. And who knows, you might even make some honest money while you're at it.

Once the venture capitalists are out of funding, the tech bubble will burst. Whoever made the most money before the party's over is the greatest corporation to have ever lived.

Game Overview

Techies is an employee management game about tech companies. Each card represents an *employee*. Each round, players will assign employees to a *project*, making *money* \$, generating *hype* !, and earning *likes* ♥. Players then hire new employees from the *job market* and fire old employees (if you pay a *severance package*).

Once the *venture capital*  is all gone, whoever earned the most money wins!

Components & Setup

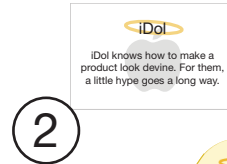
1. Choose a corporate identity.

There are 5 corporations in the game. If two people want to be the same corporation, take it to the courts (decide randomly).



2. Take corporate card.

Proudly display your corporate mini-card, which offers a little strategic advice.



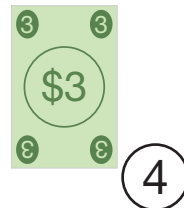
3. Form employee deck.

Shuffle the 10 employees with your corporate logo in the top right to form your starting *employee deck*.



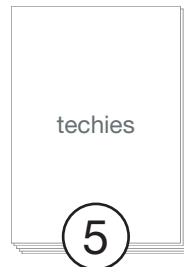
4. Each player takes \$3.

(It's angel investment.) Place it in your *offshore account*. This stack of money will go towards your final score, or can be used to pay *severance packages* to *fire* employees throughout the game.



5. Form common deck.

Shuffle the 62 employees without a corporate logo to form the *common deck*.



6. Find a place for the rule book.

After you've finished setup, you'll place the rule book face down here.

7. Determine popularity.

Randomly order the popularity cards to determine starting popularity.

8. Shuffle Venture Capitalist deck.

The game will end when all 22 VC cards have been collected!

9. Separate remaining mini-cards.

18 hype, 30 reputation, 25 \$1, 20 \$2, 15 \$3, 10 \$5, 5 \$10, 5 \$20

Steps of a Project

Draw until you have 5 cards in hand.

Reveal the job market.
Reveal one employee for each player.

Play employees.
Take turns playing one employee at a time until each player has played three employees.

Team abilities trigger.

Collect hype rewards.
Most hype ! : Collect a 📁
Break ties in popularity order.
4+ hype ! : Collect a 📁

Adjust popularity & severance package.
Reputation ♥ determines new popularity.
Break ties in reverse popularity order.


Hire employees.
In popularity order, each player hires from the job market.

Fire or discard from your hand.
Discard one employee for free OR
Fire one if you pay severance package.

End of project abilities trigger.

Popularity & Severance Package				
1st	2nd	3rd	4th	5th
\$0	\$1	\$2	\$3	\$4

Parts of an Employee Card

Corporation. One of the five corporate logos indicates a starting employee for that corporation. 

OR **Working income.** Money or a type icon indicates an employee that can be hired during the game. Working income is extra money the employee gives you for being in your deck at the end of the game.

Base money. Money earned when you play the employee.

Base hype. Hype earned when you play the employee.

Base likes. Likes earned when you play the employee.

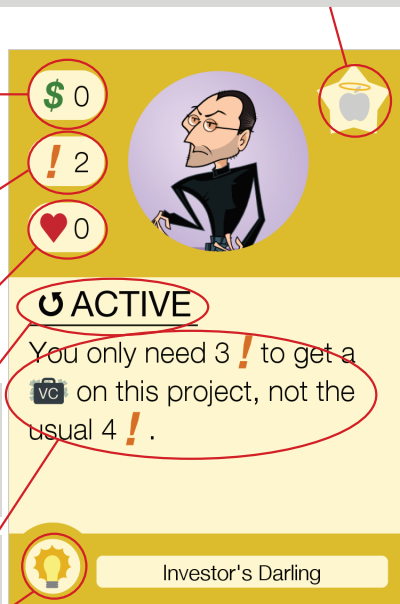
Special ability timing. Indicates when the employee's special ability triggers.

Special ability. The employee's special ability.

Employee type. Some special abilities refer to employee type. There are five employee types:



Most employees have one type, but some have no types, and some have all five types.



Steps of a Round

The game takes place over several rounds. In each round, players will assign employees to a project, then collect rewards based on how well their employees did.

1. Draw Up to 5

Draw cards from your employee deck until you have 5 in hand.

- As soon as you need to draw but your deck is out of cards, shuffle your discard pile to reform your deck.

2. Reveal the Job Market

Reveal one card from the common deck for each player. These employees are on the *job market*, and will be hired by players later in the round.

3. Play Employees

Starting with the player first in pick order and going clockwise around the table, each player plays a single employee from her hand. Played employees are now *active*.

- When you play an employee, the employee will contribute its base money \$, hype !, and likes ♥ to the project. Place mini cards near the employee to keep track of this.

- Many employees have special abilities.

↓ PLAY abilities trigger as soon as an employee is played.

↻ ACTIVE abilities trigger while an employee is active, often when a specified event occurs.


- Other special ability triggers will be described throughout the rulebook.

Steps of a Round Continued



4. Play More Employees





Repeat Step 3 two more times. At this point, each player should have played **three employees** from her hand and still have two left unplayed.



5. TEAM Abilities Trigger

Active employees with  TEAM team abilities trigger.


6. Hype Rewards


The player who generated the most hype  for this project collects the top venture capital  card.

- When you collect a  card, you can look at it but you don't have to reveal it to other players.
- If two players tie for the most hype , the more popular player wins the tie.
- If no players earned hype  this project, no players get this  card.

Additionally, each player who generated 4 or more hype  for this project collects a .

7. Like Rewards


Players rearrange their popularity cards so the player with the most likes  is 1st, the player with the second most likes  is 2nd, etc.

- Ties for likes  are broken in **reverse** popularity order. For example, 3rd (from the current project) beats 2nd; they would flip positions.

Steps of a Round Continued Again

8. Hire From Job Market

In popularity order, each player chooses one employee on the job market to **hire**. Note that employees on the job market are not replaced as they're hired, meaning less popular players will have fewer options.


- When you **hire** an employee, place it in your discard pile to be shuffled into your deck later.
- You don't have to pay any money to hire an employee. (Employees **make** you money! Why else would you employ them?)
-  HIRE abilities trigger when you hire the employee with the ability.

9. Fire or Discard

In popularity order, each player now chooses to discard **or** fire one of the two employees still in her hand.

- Discarding an employee is free.
- To **fire** an employee, you must pay a severance package from your offshore account. The severance package is determined by popularity: the most popular player can fire an employee for free, the second player must pay \$1, the third must pay \$2, etc.

Note that if a special ability says you can or must fire an employee, you do not have to pay.

- A fired employee is removed from the game and will never be drawn again.
-  FIRE abilities trigger when you fire the employee with the ability.

Steps of a Round (Almost Done)

10. PROJECT END Abilities Trigger

Active employees with PROJECT END abilities trigger.

11. Clean Up

Save all money \$ your employees made this project in your offshore account. Then discard your active employees (they are no longer active) and return all hype ! and like ♥ cards to the center of the table. If there are still unclaimed VC cards, it's time to start a new project!

- Note: You will always end a project with a single card left in hand. This card will start your hand next round.

Ending the Game

The game ends when all VC cards have been claimed by players. When this happens, finish the current round, then determine a winner!

- If you earn VC after the last VC has been claimed, take \$2 instead.

Determining a Winner

When the game ends, count the money you earned during the tech bubble. Money comes from four sources:

- Your offshore account, filled with money your employees generated while working on projects.
- Your VC money, generated by convincing capitalists that they should give you money.
- Working income from your employees. This is the money in the top right corner of the employees in your deck, discard pile, and hand.

Note that your starting employees don't give you any of this money--everything they would have generated is eaten up in equity.

- Money generated from \$ SCORING special abilities from employees in your deck, discard pile, and hand.

Whoever earned the most money is the most effective corporate entity. Great job!

Thanks for trying techies! If you have any questions, comments, suggestions, insults, etc, please send them to Teale:
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Adjust popularity & severance package.

 Likes  determine new popularity.
*Break ties in **reverse** popularity order.*

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Popularity & Severance Package

1st

\$0

2nd

\$1

3rd

\$2

4th

\$3

5th

\$4