



BRIEFCASE

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The world of business is a world of tough situations. Tough situations demand tough decisions. You, as a young and ambitious entrepreneur, will struggle for wealth. In order to gain wealth, you should first create an efficient economic engine. But the dilemmas will be hard. Which companies will you acquire and activate first? Which company's ability is the most appropriate for an early economic boost? Will you manage to create a flexible but also effective decision deck? Timing is crucial. Mind what your competitors are doing. They will try to block your plans. They will try to steal your resources. There is no room for error. There is no time for hesitation. Open your Briefcase, lay out your business plans and enjoy the game!

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1. Overview

Players take on the roles of entrepreneurs. By acquiring and activating the appropriate companies, each player will improve his decision deck, which will help him further expand his business. The player who will create the most effective decision deck and manages to take advantage of it wins the game.

2. Contents

96 Company cards (30 companies)
30 Company randomizer cards
48 Buy Decision cards
36 Activate Decision cards
50 Obstacle Decision cards
16 Hire Decision cards

24 Personnel resource cards
20 Steel resource cards
20 Concrete resource cards
20 Paper resource cards
20 Imported resource cards
20 Energy resource cards

2 Resource block cards
1 Company block card
1 Central bank board
20 Victory point cards
4 Rulebooks (4 languages)

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3. Setup

Setting up the Resource Market and the Decision Bank

- Set out 5 Concrete, 5 Steel, 5 Paper and 6 Personnel cards **per player** nearby (Imported resource cards will be used later on). These cards should be sorted into piles so as to form the resource market.
- Place all the Energy cards right behind them.
- Take the 2 resource block cards and randomly place them in front of 2 of the resource piles. These piles will be blocked for the start of the game.
- Place 12 Buy cards per player, 4 Hire cards per player and all the Activate and Obstacle Decision cards in face up piles behind the resource market to form the Decision Bank.
- Place the central bank board next to the market and place 5 victory point cards per player on the central bank board.
- Place any remaining resource cards and victory point tokens back into the box, as they will not be used in the game.



Setting up the company cards portfolio

Not all company cards will be used in every game. During setup, players must select **eight 1st level** (orange frame) and **six 2nd level** (red frame) (see § 7) companies that will form the company cards portfolio.

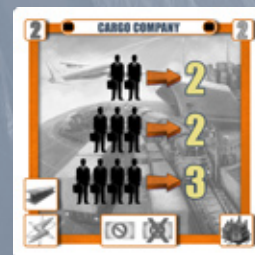
Randomizer cards: Each company has a corresponding randomizer card. These cards offer an easy way to choose which companies are used in each game. They also contain information on how many company cards you need to use, depending on the number of players.

Choose cards: Shuffle all randomizer cards together. This must be done for each company level separately. As soon as cards have been chosen for each level, place the selected randomizer cards on the table so that all players can see them (a practical way to sort them is by their buying cost).

For each company chosen, a small company pile must be formed in the middle of the table.

Place the 3rd block card next to the company cards.

Randomizer Card



Setting up the player area

The area in front of every player is called the **player area**.

Each player takes **1 Power Plant** company card and places it in his playing area with the deactivated side facing up (see § 7).

Each player takes **3 Buy**, **3 Activate** and **6 Obstacle** decision cards from their respective piles. Each player shuffles his 12 cards and places them face-down in his player area to form his **decision deck**.

The starting player is the player who most recently attended a business meeting. In case of a tie, choose the starting player randomly. Play continues clockwise.

Each player begins the game with the following:





4. Playing the Game

Turn Overview

At the start of the game each player draws **4** decision cards. Then, during his turn, each player performs the following steps:

- A. Play decision cards B. Discard decision cards C. Draw 4 new decision cards

A. Play decision cards

During his turn, a player may play any number of decision cards from his hand, in any order. When a card is played, it is laid face up in the player area. A player may also choose not to play any cards.

Buy Decision cards

By playing one or more Buy decision cards from his hand, the player has the following options:

Purchase company cards

The player may purchase an unblocked company card from the company cards portfolio by playing a number of Buy Decision cards equal to its buying cost.

When a player purchases a company card, he takes the purchased card from the company card portfolio and places it deactivated (see § 7) in his player area.

A player may only purchase a 2nd level company card (red frame) if he has activated at least two 1st level (orange frame) company cards.

Players may purchase only 1 company card during their turn.

Players may not purchase the same company card twice.



Each company's buying cost is indicated with a green number on the top left corner of the card

Purchase resources from the market

A player may purchase any number of resources from the market by playing one Buy card for each resource.

Personnel, Steel, Concrete and Paper cost 1 Buy card.
Imported Resources cost 2 Buy cards.

Imported Resource cards will only become available if at least one of the other resources (concrete, personnel, paper, steel) is exhausted.

After purchasing one or more resource cards from the market, the player must store the acquired resources in his player area.

Resource Card Storage Limit: A player **may not store more than 5 resource cards** in his player area. Energy resource cards are excluded from this rule, therefore **a player may store as many Energy resource cards as he wants.**

During his turn, a player may exceed his storage limit but when the turn ends he must have no more than 5 resource cards stored (excluding the Energy resource cards). Any extra resource cards must then be discarded.

During the course of the game, a player may increase his storage limit by purchasing and activating companies with such an ability.



Activate decision card

By playing one or more Activate decision cards from his hand, a player has the following options:



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Activate a company

By playing one Activate card, a player may activate one of his companies. The player must pay the activation cost by discarding the indicated resource cards (see § 7) from his storage.

When a player first activates a deactivated company, he must flip the company card to its activated side. Once activated for the first time, the company remains activated (unless deactivated by another company's ability) and therefore the company's ability remains in effect (unless it is a "per activation" ability).

Per Activation abilities: The ability of the card applies only for the time that this card was activated. To use it again, the player must re-activate the company. "Per Activation" abilities have a light bulb symbol on the bottom left corner of the ability area.

Production: Immediately after activating a Company card, the player adds to his discard pile any produced decision cards shown in the lower right corner of the Company card.

Once a Company card is activated, the player can use the special ability of this card right away.

A player may activate a company more than one time (even in the same turn) in the sense of expanding that business. By activating companies, a player produces new decision cards and improves his deck.

Activate the Central Bank

Once a player has activated at least two different 1st level company cards he is allowed to invest in the **Central Bank**. In order to do so, during his turn, a player must play an Activate card from his hand and **discard** from his hand as many Buy cards as he wants. Those Buy cards are **removed from the game**. For each Buy card removed from the game this way, the player gains one Victory point card. If the Central Bank has no more Victory Point cards, players cannot activate it anymore.



When activated for the first time, the company card must be flipped over to its activated side.



The light bulbs on each side of a company's name indicate which is the activated and which the deactivated side of each company. (See § 7)



Example: The Brokerage Firm company has a "per activation" ability. Note the light bulb on the bottom left corner of the card's ability.

Obstacle Decision cards

In the beginning of the game, players may use the Obstacle cards in pairs to move the block cards for resources and companies. As the game moves on, by using company abilities, Obstacle cards become even more useful.

Hire Decision Cards

Hire cards can be acquired during the game through the production of some companies.

By playing a Hire card, a player can hire another player's **activated** company. However, in order to hire the company, the player must pay the player who owns the company. Half of the activation cost rounded up must be paid to the owner of the company. The hiring player chooses which of the activation cost's resources he will pay to the company's owner. The hiring player then gets the hired company's full production.



Players may not deny the hiring of their companies. They may however choose to deny receiving any of the paid resources. Those resources are discarded immediately.

Block and Unblock

As mentioned in the setup phase, there are 3 block cards in the game, two for the resources and one for the company cards. A player cannot purchase a resource card or a company card that is blocked.

Moving the block: A player may play any 2 decision cards of the same type to move a block card from a resource or a company card to **another**. The resource block may not be used to block a company and vice versa.

If a block is to be moved, it must always be moved to a different company/resource than the one currently blocked.

Removing Blocks: When a resource (except Imported resources) is exhausted, one resource block must be removed from the game at random.



Example: In order to unblock Steel, a player must move the block card onto either Concrete or Personnel.

B. Discard Decision Cards

After the player is done playing cards, he takes all played cards along with any cards remaining in his hand, and places them face up next to his decision deck to form his discard pile.

C. Draw Decision Cards

In the Draw step a player draws 4 new decision cards from his decision deck. Some company abilities can increase a player's hand limit, allowing him to draw more cards during each Draw step.

If a player must draw more cards than those remaining in his decision deck, he draws the remaining ones and then shuffles his discard pile to form a new decision deck to draw from.

After a player has drawn new cards, his turn ends and the player to his left begins his turn.

5. Game End

Game End Conditions

The game ends as soon as one of the following conditions is met:

- There are only 2 types of resources remaining in the resource market.
- There are no more company cards available to buy.
- There are no more Buy cards available in the Decision Bank.

When the game end is triggered, play continues until all players have played an equal number of turns. The player on the right of the player who started the game must have the last turn.

Final scoring

- Players add the Victory point values of all their **activated** company cards.
- Players add any Victory points offered by their **activated** companies' abilities.
- Players add 1 Victory point for each victory point card acquired from the central bank.
- Players add 1 Victory point for every 4 resource cards (including Energy) remaining in their storage.

The player with the most victory points is the winner.

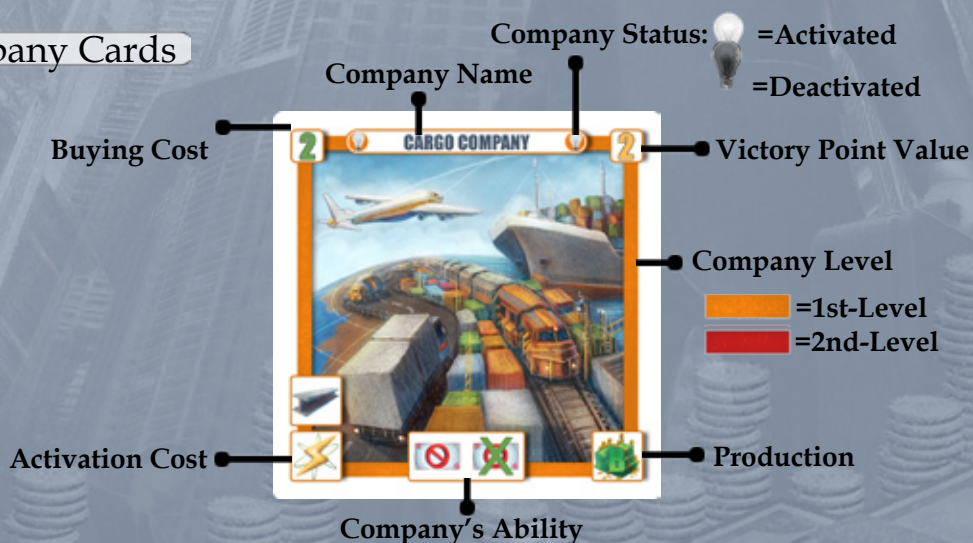
In case of a tie, the winner is the player with the most resource cards remaining in his storage (excluding all resources that already scored victory points). If there is still a tie, it is a shared victory.

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6. Fine Points

1. When using a company ability that converts one resource to another, a player should not actually replace the converted resource. He simply announces the conversion and proceeds as if he had the converted resource. Exception: If the player is using a company's ability to convert a resource while hiring another player's company, he must replace the used resource with the converted one before offering it to the owner of that company. The player must take the new resource from the discard pile. If there is no such resource in the discard pile, the player must take it from the resource market. If the resource is not available in either the discard pile or the resource market, then this resource cannot be used to hire the company.
2. Players may not use company abilities to convert decision cards and resources when targeted by other players' company abilities.
3. When activating the Central Bank, a player must always discard Buy cards. Company abilities that allow other types of decision cards to be used as Buy cards, may not be used for the Central Bank.
4. If at some point a player must take a decision card or a victory point card and there are none available, then he doesn't get anything and the game continues.
5. A player can buy resource cards AND companies in the same turn if he has enough Buy cards in his hand to do so.

7. Company Cards



Company Card Descriptions - 1st-Level companies (orange frame)

1. Power Plant

Special rules: Each player starts the game with one deactivated Power Plant. Once the Power Plant is activated, it cannot be deactivated for any reason. A Power Plant produces Energy resource cards instead of decision cards. Any acquired Energy resource cards are added to the player's storage.

No special ability

2. Shopping Mall

No special ability





3. Steel Factory

Special ability once activated: The player may use any resource as steel.

Example: Mike wants to activate a Power Plant and does not have a steel resource in his storage. However, he has an activated Steel Factory, a personnel and a paper resource. Therefore, he may use the Steel Factory's ability and convert the paper to steel. Mike discards the paper and the personnel and activates the Power Plant adding 2 Energy resource cards to his storage.



4. Construction Company

Special ability once activated: The player may use any resource as Concrete.

5. Paper Mill

Special ability once activated: The player may use any resource as Paper.

6. University

Special ability once activated: The player may use any resource as Personnel.

7. Accounting Firm

Special ability once activated: Player may use 3 cards of the same type as a Buy or Activate card.

Example: At the start of his turn, Sandra has the following decision cards in her hand: Obstacle, Obstacle, Obstacle, Buy. Sandra also has an activated Accounting Firm. She uses the special ability and chooses to use the 3 Obstacle cards as a Buy. Now with two Buy Sandra can acquire 2 resources or a company that costs 2.

8. Warehousing Services

Special ability once activated: A player can store up to 8 resource cards in his player area (instead of 5). Energy is always excluded from any limitation.

9. Contractor Firm

Special ability once activated: At the start of his turn, a player may discard a card from his hand and draw a new one. This may only be done **once per turn**.

Example: At the start of his turn, Vangelis has the following cards in his hand: Obstacle, Obstacle, Buy, Activate. Vangelis also has an activated Contractor Firm. At the start of his turn he uses the special ability to discard an Obstacle card and draw a new one from his decision deck.

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10. Cargo Company

Special ability once activated: Each turn a player may ignore **one** resource block when buying cards from the resource market.

Example: In the resource market, both Steel and Concrete are blocked. Spiros has an activated Transport Company and 2 Buy, 1 Obstacle and 1 Activate card in his hand. Spiros uses the special ability and chooses to ignore the Steel resource block. He plays 2 Buys from his hand and he buys 2 Steel. Spiros is not allowed to buy both Steel and Concrete because he may only ignore one resource block each turn.



11. Newspaper

Special ability once activated: If at the start of his turn a player has no more than one Buy card in his hand, he may draw one additional card from his decision deck.



12. Sanitation Company

Special ability (per activation): A player selects one unused decision card from his hand. This card is then removed from the game.

Example: Dimitris has 2 Obstacle and 2 Activate cards in his hand. He can activate the Sanitation Company to remove one Obstacle card from his hand. If Dimitris has enough resource cards, he may activate the Sanitation Company twice during his turn and discard both Obstacle cards.



13. Shipping Company

Special ability (per activation): A player may take any 2 resources (or energy) from the discard pile. The player may not take back the resources he just discarded to activate the Shipping Company.



14. Logistics Firm

Special ability once activated: If a player wants to buy resources, he may use 2 cards of the same type instead of a Buy. This ability may not be used to buy companies.



15. Insurance Company

Special ability once activated: The player's hand limit is increased by 1. When drawing new cards at the beginning of his turn, a player may draw one additional card.



Company Card Descriptions - 2nd-Level companies (red frame)

16. Theme Parks

No special ability.





17. Brokerage Firm

Special ability (per activation): Each time a player activates a Brokerage Firm, he may choose to deactivate one 1st-level company from each opponent.

Exception: A player may not choose to deactivate an opponent's Power Plant.



18. Media Company

Special ability (per activation): A player may take one Personnel card from each opponent's storage.



19. Bank

Special ability once activated: The player's hand limit is increased by 1. When drawing new cards at the beginning of his turn, a player may draw one additional card.



20. Marketing Company

Special ability once activated: A player may use 2 decision cards of the same type as one decision card of any type.



21. Financial Services

Special ability once activated: Once per turn, a player may use any decision card as a Buy.



22. Technology Laboratory

Special ability once activated: When activating a company, a player may put the production directly on top of his decision deck. The player chooses the order that the cards are placed in on his decision deck.

Example: Manos has an activated Technology Laboratory and a deactivated Recycling Plant in his player area. After activating the Recycling Plant he uses the Technology Laboratory's special ability and puts 1 Buy and 1 Obstacle card produced by the Plant on top of his decision deck.



23. Recycling Plant

Special ability once activated: A player may use any resource as Energy.



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24. Consulting Firm

Special ability once activated: Once per turn, after playing cards from his hand, a player may choose one of those cards and put it on top of his decision deck.

Example: Nikos has 3 Buy and 1 Obstacle card in his hand and has activated his Consulting Firm. Nikos plays his 3 Buy cards and buys a Recycling Plant. He then uses the Consulting Firm's special ability and puts one of the three played Buy cards on top of his decision deck.



25. Import Company

Special ability once activated: Once per turn a player may use any resource as an Imported Resource.



26. Law Firm

Special ability (per activation): Each time a player activates a Law Firm, all his opponents must discard either a Buy or Activate card from their hand. The player looks at each opponents hand in clockwise order and if a player has both, chooses which card must be discarded.



27. High-Tech Company

No special ability.



28. Investment Company

Special ability once activated: At the end of the game, a player with an activated Investment Company gets +1 victory point for each Buy card in his decision deck.



29. Real Estate Agency

Special ability once activated: At the end of the game, a player with an activated Real Estate Agency gets 1 victory point for each activated company in his player area.



30. Corporate Venture

Special ability once activated: At the end of the game, a player with an activated Corporate Venture gets 1 victory point for each Buy appearing in the production of all activated companies in his playing area.





8. Company Sets

Instead of choosing cards for each game using the randomizer decks, players may also play with the following company sets:

Simple Game

Steel Factory
Construction Firm
Cargo Company
Shopping Mall
Logistics Firm
Warehouse Services
Accounting Firm
Insurance Company

Theme Parks
Marketing Company
Bank
High-Tech Company
Financial Services
Real Estate Agency

Faster Game

Cargo Company
Insurance Company
Newspaper
Shopping Mall
Sanitation Company
Paper Mill
Contractor Firm
Fast Food Chain

Bank
Marketing Company
Financial Services
Consulting Firm
Theme Parks
Corporate Venture

Complex Game

Contractor Firm
Accounting Firm
Logistics Firm
Warehouse Services
Shipping Company
Newspaper
Steel Factory
Sanitation Company

Bank
Import Company
Recycling Plant
Technology Laboratory
Investment Company
High-Tech Company

Light Interaction Game

University
Newspaper
Insurance Company
Warehouse Services
Shopping Mall
Construction Firm
Contractor Firm
Accounting Firm

Import Company
Consulting Firm
Marketing Company
Media Company
Real Estate Agency
Theme Parks

Heavy Interaction Game

Contractor Firm
Newspaper
Cargo Company
Paper Mill
Sanitation Company
Shipping Company
Accounting Firm
Construction Firm

Media Company
Law Firm
Brokerage Firm
Marketing Company
Bank
Investment Company

9. Credits

Designers: Sotiris Tsantilas
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Production supervisor: Konstantinos Kokkinis

Italian rules: -

German rules: -

French rules: -

10. Acknowledgements

Reserved for playtesters & indiegogo supporters

We would like to thank the members of the **Greek Guild** of BoardGameGeek.com (www.greekguild.gr) for their continuous support.

Note : Briefcase is a product of fiction. Any relation to actual names or characters is purely coincidental.

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11. Symbols



Buy Decision



Activate Decision



Hire Decision



Obstacle Decision



Victory Point



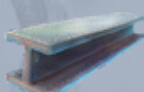
Decision Card (any)



Personnel



Concrete



Steel



Paper



Energy



Imported



Flip



Block



Production



Activated



Deactivated



Start of Turn



Game Turn



1st Level Company



2nd Level Company



Discard a Decision Card



Remove Decision Card from the Game



Get a Personnel Card from Opponent



Pick a Buy Card from Opponent. He must discard it.



Pick an Activate Card from Opponent. He must discard it.



All Opponents



Opponent



Two Decision Cards of the Same Type



Three Decision Cards of the Same Type



Resource Discard Pile



End of Game



Activated 1st Level Company



Activated 2nd Level Company



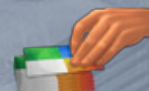
Deactivated 1st Level Company



Deactivated 2nd Level Company



Play a Decision Card



Draw a Decision Card

Note: Since it is still under development, this rulebook may vary from the published version in layout, explanation, symbols, definitions, names and artwork.

Should you have any comments or questions, please contact us at info@artipiagames.com

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