

Rules



IT Billionaire

In this game every player plays the role of a CEO of Start-up Company wanting to make it big in the world of Global Software Engineering: The development of software distributed in the world.

Purpose of the game:

To achieve a total capital which is as high as possible, by carrying out work in Labs spread out over the globe. The game ends when one of the players has accumulated at least €1 Billion or when 25 rounds of play (days) have passed, whatever occurs first.

Game Play:

Initial situation:

Each player starts with a starting capital of €50 million. To indicate this each player's Capital Indicator should be placed on €50 million on the Money Trail. Next to this, every player has 18 Action cards and three Lab Indicators. All players start without Work Items, Work Containers and without Labs on the World Map. Finally there are two types of community cards. Firstly, the 14 Event Cards are shuffled and placed next to the World Map. Secondly the Work Items are divided in two stacks (small Work Items and large Work items), shuffled and placed next to the World Map as well.

Round of Play:

Overview

In IT Billionaire each round of play represents a single day in the world of Global Software Engineering. Before the start of each round every players pays the 'Upkeep' for all of his Labs. Subsequently all players choose which Action Cards they wish to play in the upcoming round of play. Subsequently an Event Card is

drawn blindly from the stack of Event Cards. This Event Card makes carrying out work in a specific continent impossible in the coming round for all players.

Having completed the pre-round actions the round itself begins and the three Time Zones are played one by one, from East to West. In each Time Zone all players get the option to play zero or more of the Action Cards they selected before the start of the round in a clockwise order.

After all players have had the option to play Action cards in each Time Zone they are paid for finished projects and receive a periodic payment for their finished products. After this the playing round ends, the Event Card is reshuffled with the rest of Event Cards, and the next round of play begins.

Overview Round of Play

Pre-Round Actions

1. Pay '*Upkeep*' for the Labs you own
2. Choose Action Cards to play in the upcoming round (#cards is 1 + #Labs)
3. One player turns over the top card of the stack of Event Cards.

In Round Actions

1. All players play zero or more Action Cards in East
2. All players play zero or more Action Cards in Center
3. All players play zero or more Action Cards in West

Post-Round Actions

1. Receive Payment for projects finished during the past round
2. Receive periodic Payment for the finished products in the Product Payment List
3. Reshuffle the Event Card with the rest of Event Cards

Pre-Round Actions:

In IT Billionaire each round of play represents a single day in the world of Global Software Engineering. Before the start of each round every player pays the 'Upkeep' for all of his Labs. Subsequently all players choose which Action Cards they wish to play in the upcoming round of play and place these on the 'Selected Action Cards' location in front of them. The maximum number of Action Cards a player may choose equals 1 plus the number of Labs they own (so in the first round players may only select one Action Card). When all players have selected the Action Cards they wish to play in the coming round, an Event Card is drawn blindly from the stack of Event Cards. This Event Card makes carrying out work in a specific continent impossible in the coming round for all players.

In Round Actions:

Bankrupt

If one of the players is no longer able to meet his financial obligations when having to pay the 'Upkeep' of his Labs he has to select a Lab which is automatically sold for 50% of its cost. Subsequently he has to pay the 'Upkeep' for his remaining Labs.

Having completed the pre-round actions the round itself begins and the three Time Zones are played one by one, from East to West. In each Time Zone all players get the option to play zero or more of the Action Cards they selected before the start of the round. Action Cards the players choose to play are discarded after use. In each Time Zone the play is started with the player that had the lowest capital before the start of the current round of play (in case of a tie, a dice is thrown to decide who goes first).

Action Cards:

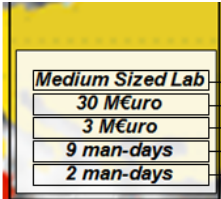
Acquire Lab

If a player plays an Acquire Lab Action Card he may buy a Lab in the Time Zone which is currently active. If he does so, he selects a free Location on the World Map in the currently active Time Zone, pays the cost of the Lab and places one of his unused Lab indicators on the respective Location to indicate the Location is taken by him. It is not possible to buy a Lab when you have insufficient funds in capital to pay the cost of the Lab. From the next round after having bought the Lab, the player may use the Lab to carry out work. A Lab Location has the following properties:

- Type
- Cost
- Upkeep
- Capacity
- Overhead Fee

By owning a Lab a player gets to choose 1 extra Action Card (starting the next round) and acquires 1 extra Work Container. When a player decides to sell a Lab he once again loses these privileges (see *Sell Lab*).

Lab properties



Medium Sized Lab	Type
30 M€uro	Cost
3 M€uro	Upkeep
9 man-days	Capacity
2 man-days	Overhead Fee

Sell Lab

If a player plays a Sell Lab Action Card he may sell a Lab in the Time Zone which is currently active. A player can only sell a Lab if he hasn't used this Lab to carry out work using a *'Do Work'* Action Card in the current round. When a player sells a Lab, he removes the Lab Indicator from the World Map and receives 50% of the cost of acquiring the Lab back in capital. Other consequences of selling a Lab are:

- The player no longer has the possibility to carry out work in this Lab
- The number of Action Cards the player gets to select in the next round is one less than in the current round
- The player loses 1 Work Container (which he can choose himself). If the Work Container he loses contains a Work Item the player removes this Work item from the Work Container and places it back on the head of the Work Queue (as the next Work item that will be taken from the Work Queue). All Time spent working on this Work Item, if any, is lost.

Select Work

The goal of playing a Select Work Action card is acquiring work so you can make money by carrying it out in Labs you own. By playing the Action Card the player is entitled to take two cards from any of the two stacks of Work items (small and large Work Items). For both of these cards the player can then decide whether he accepts them or not. If he accepts a Work item he places it on a free Work Container if one is available. If no free Work container is available the Work Item is placed on the end of the Work Queue. Work items that are not accepted are discarded. It is not allowed to play a Select Work Card when a player's Work Queue is full. A Work Item has the following properties:

- **Duration**

The amount of work required to complete the Work Item in man days. The number of man days varies from 15 through 150. The stack of small Work Items next to the World Map contains Work Items with a duration from 15 through 25 man days and the large Work Items stack contains Work items with a duration from 65 through 150. Larger Work Items are more profitable per invested man day.

- **Revenue**

The amount of money gained when the Work Item is finished.

- **Type**

There exist two types of Work Items: *projects* and *products*. The difference between products and projects is the way in which the revenue is paid out to the player. Projects are less profitable than products per invested man day, but their revenue is available to the player in the end of the round the player finishes the project. Products are more profitable than projects per invested man day, but their revenue is made available to the player over three or five rounds following the completion of the product in equal intervals. This is indicated on the board using the Product Payment List. In IT Billionaire there exist an equal amount of projects and products.

- **Risk**

Indicates how risky the Work Item is. Low risk Work Items (green cards) are less profitable per invested man day but invested man days are guaranteed to be successful. High risk Work Items (red cards) are more profitable per invested man day but invested man days are not guaranteed to be successful. How to calculate whether invested man days are successful (and to what extent) is explained in the section explaining the 'Do Work' Action

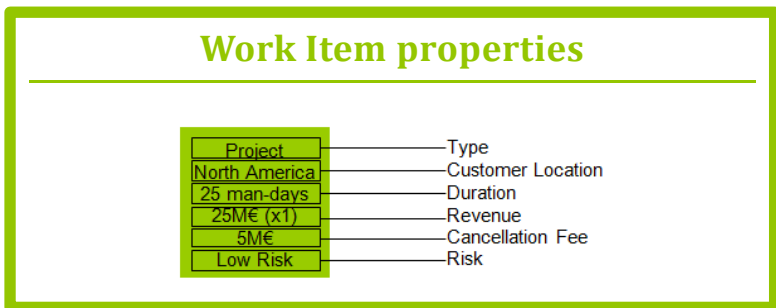
Card. In IT Billionaire there exists an equal amount of low and high risk Work Items.

- **Customer Location**

The continent the customer is located. When working on a Work Item in a Lab in the same continent as the location of the customer the man days yielded by the Lab are doubled. There are 64 Work Items with the customer located in Europe or North America, 48 in Oceania, 32 in Asia and South America and 16 with the customer located in Africa.

- **Cancellation Fee**

Fine the player must pay if he removes this Work Item from his Work Queue or from one of his Work Containers



using a 'Stop Work' Action Card.

Do Work

If a player plays a Do Work Action Card he may carry out work on one of the Work Items he has placed on a Work Container in one of the Labs he owns in the Time Zone which is currently active. To do this, the player selects one of his Work Containers which contains a Work Item and places this on a Lab he owns in the currently active Time Zone. By doing so the Lab is blocked for the current round and cannot be used again until the next round. The base number of Time Rings to add to the Work Container equals the capacity of the

Lab. This actual number of Time Rings is calculated by taking this base number and applying the following modifications (apply in the specified order):

1. **If Work Item is carried out in the same continent as where the customer is located**

Double the number of Time Rings to add

2. **If the Work Item is a high risk Work Item, a dice is thrown**

- i. **If a 1 is rolled:**

The total number of Time Rings is set to 0

- ii. **If a 2 or 3 is rolled:**

The number of Time Rings is divided by 2 (rounded up if necessary)

- iii. **If a 4, 5 or 6 is rolled:**

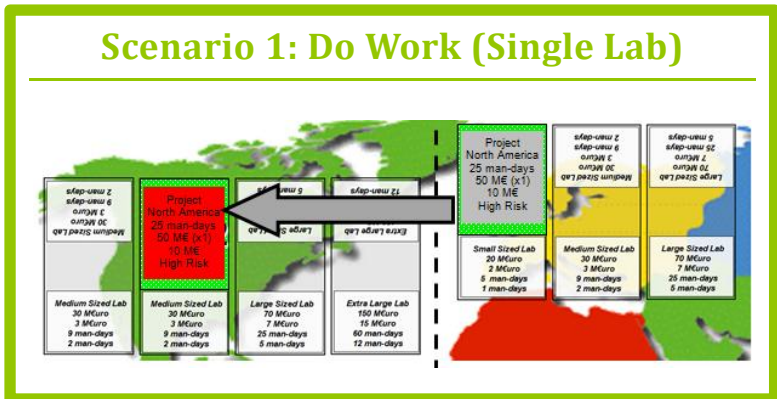
The number of Time Rings to add stays the same

3. **If the Work Container has been moved to this Lab in the current round**

Withdraw the overhead fee from the number of Time Rings add (*Note:* The number of Time Rings cannot be smaller than 0)

Finally the Time Rings are added to the Work Container.

Scenario 1: Do Work (Single Lab)



Scenario 1: (Continued)

Active Time Zone: West

1. The project is carried out in the same continent as where the customer is located (North America):
Double the number of Time Rings: $9 \times 2 = 18$
2. The project is high risk, so throw a dice to determine the amount of man-day (i.e. a 3 is rolled)
The number of Time Rings is divided by 2: $18 / 2 = 9$
3. The Work Container has been moved to the Lab in North America in the current round (from Europe):
So subtract the overhead fee from the total number of Time Rings: $9 - 2 = 7$

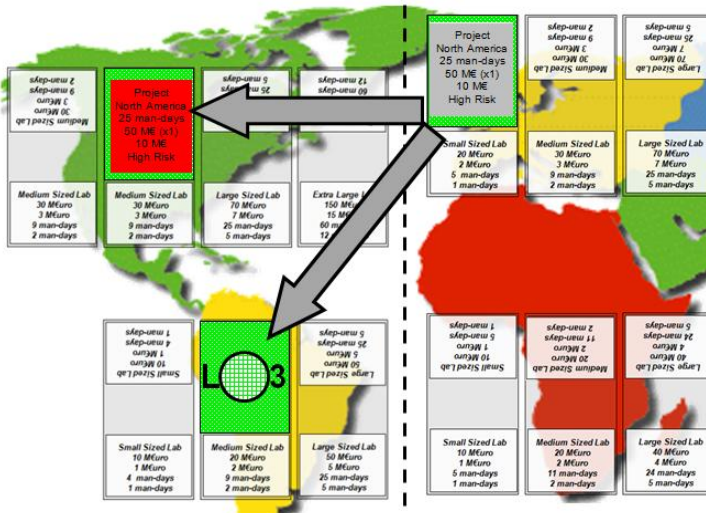
So 7 Time Rings are added to the Work Container

If the player owns multiple Labs in the same Time Zone he can also use them to work on a single Work Item at the same time. If he chooses to do so, he should play as many Do Work Action Cards as the amount of Labs he wants to collaboratively work on the Work Item. If the player develops in this fashion he places the Work Container on the largest of these Labs and blocks the others using a marker. When using multiple Labs at the same time to work on a single Work Item the number of Time Rings is determined as follows:

1. **Go through step 1 through step 3 described above for each Lab and add these together**
2. **Subtract the overhead fee of all collaborating Labs from the total number of Time Rings to add**

Finally the Time Rings are added to the Work Container.

Scenario 2: Do Work (Multiple Labs)



Active Time Zone: West

Go through step 1 through step 3 described above for each Lab and add these together

Lab North America:

1. The project is carried out in the same continent as where the customer is located (North America):
Double the number of Time Rings: $9 \times 2 = 18$
2. The project is high risk, so throw a dice to determine the amount of man-day (i.e. a 3 is rolled)
The number of Time Rings is divided by 2: $18 / 2 = 9$
3. The Work Container has been moved to the Lab in North America in the current round (from Europe):
So subtract the overhead fee from the total number of Time Rings: $9 - 2 = 7$

Scenario 2: (Continued)

Lab South America:

1. The project is **not** carried out in the same continent as where the customer is located (North America):
The number of Time Rings is : 9
2. The project is high risk, so throw a dice to determine the amount of man-day(i.e. a 5 is rolled)
The number of Time Rings is: $1 \times 9 = 9$
3. The Work Container has **not** been moved to the Lab in South America in the current round (from Europe):
So subtract the overhead fee from the total number of
The number of Time Rings is : 9

So the total number of Time Rings produced by the North and South American Labs is $7 + 9 = 16$

Finally the overhead fee for both Labs is subtracted: $16 - 2 - 2 = 12$

So 12 Time Rings are added to the Work Container

When after adding the Time Rings to the Work Container, the total number of Time Rings placed on the Work Container equals or exceeds the duration of the Work Item placed on the Work Container, the Work Item has finished and it taken from the Work Container. If the Work item is a project it is placed on the *Finished Projects* location, if it is a product it is placed on location 3 or 5 on the Product Payment List (depending on whether this product is paid out in 3 or 5 rounds). Subsequently the Work container is (i) taken from the Lab, (ii) the Time Rings are removed from the Work Container and (iii) if present the next Work Item in the Work Queue is placed on the Work Container and all Work Items in the Work Queue shift one place to fill the gap.

Stop Work

By playing a Stop Work Action Card a player may remove one Work Item from his Work Queue or from one of his Work Containers. If he chooses to remove a Work Item from one of his Work Containers all Time Rings on the Work Container are removed as well. When stopping work the player has to pay the cancellation fee of the Work Item.

Post-Round Actions:

When the round of play finishes because all players have had the chance to play Action Cards in all Time Zones both the projects finished during the current round and the periodic product payments are paid out to the players. Firstly, for every player, the projects in their *Finished Projects* Location are paid out, after which the cards are discarded. Secondly all players move the products in their Product Payment List one spot to the end of the list and receive one periodic payment for each of them. When a product is located on the last spot of the Product Payment List and should be moved to the next spot due to the periodic payment, the product is discarded. All payments for this product have been received.

End of the Game

The game ends when one of the players has accumulated at least €1 Billion or when 25 rounds of play (days) have passed, whatever occurs first. If 25 rounds have past and no player has accumulated €1 Billion the total capital of the players is determined as follows:

Positive

- Total capital of the player
- 50% of the cost of all Labs the player owns
- 50% of the remaining periodic payments of the products in the Product Payment List

Negative

- Cancellation fees of all Work Items in de Work Item queue of each player and on his Work Containers

The player with highest capital after these modifications wins the game.

Terms:

Action Card: Cards players select to determine what actions they can take during a Playing Round.

Capital Indicator: Pawn which is placed on the Money Trail to indicate how much capital a player owns.

Event Card: An Event Cards causes carrying out work in a specific continent to be impossible in the round. In IT Billionaire there are a total of 14 Event Cards 4 which cause work in Africa to be impossible, 3 for Asia and South America, 2 for Oceania en 1 for North America and Europa.

Lab: After a player buys a Lab on a specific Location on the World Location this player can use the Lab to work on Work Items placed on a Work Container.

Location: Places on the World Map where Labs can be opened. All Locations have their own unique characteristics.

Money Trail: Trail located around the World Map used to indicate the amount of capital each player has.

Product Payment List: Five adjacent boxes in which finished products are placed to represent the payment of the revenue of the product to the player over multiple rounds of play.

Time Rings: Rings used to indicate the amount of work done on a specific Work Item by placing them on the Work Container the Work Item is placed on. There exist three types of Rings, [image] represent 1 man days of work, [image] represent 5 man days of work, [image] represent 10 man days of work.

Time Zone: The world is subdivided in three Time Zones. During play the Sun is followed as it travels over the world, rising in the east and setting in the west. So each round starts in Time Zone East (Asia and Oceania), continues in Time Zone Center (Europa and Africa) and finishes in Time Zone West (North and South America).

Upkeep: Fee that is paid at the start of each round of play by players for all Labs they own.

World Map: In the middle of the board the world is show, subdivided in three Time Zones. On the World Map numerous Locations for Labs are situated.

Work Container: [image of wooden containers] Container on which Work Items are placed on which currently work can take place. If work is being done for a Work Item, the Work Container on which it is placed is moved to the Location of the Lab on the World Map en subsequently Time Rings are placed on the Work Container representing the amount of work that is performed for the Work Item.

Work Item: Work which can be performed to make money.

Work Queue: Five adjacent boxes in which the Work Items a player has in stock are placed. If a Work Container becomes free (either because a previous Work Item is finished or because a Work Item on a Work Container is cancelled) the Work Item on the head of the Work Queue is placed on the free Work Container and all other Work Items in the Work Queue advance one place.

