

BIG BUSINESS

A UB Game Design Project

Starting the Game

To start, each player places their piece on a state of their choice. All players will start with \$500 and one store.

After the first 5 turns, each player will be assigned a boss. This will decide what their values will be.

Taking turns

When a player takes their turn, they will roll the die twice. The first time will determine how many spaces they can move, and the second will trigger an event (explained in the next section). Once both rolls are completed, the player will collect their income and be allowed to purchase up to 2 resources available in the state they're currently in.

Rolling the dice

After rolling to move, the second roll will result in one of the following based on the number rolled:

1-3: Collect extra income

The player doubles their income.

4-5: Buy resources

The player has an opportunity to buy any number of resources for this turn.

5-6: Natural Disaster

A natural disaster occurs based on the state the player is currently in. Details are on the last page.

Facilities and Resources

Players will expand their business by building stores. If they wish, players can add a gas station to an existing store. The amount of resources required to run each facility will be listed on their cards. Facilities can be built at the end of a player's turn, and will be placed in the state the player is currently in. Only one facility of each type (store or gas station) can be placed in each state.

When a finite resource is finished being used, it must be placed in your dump.

Climate Change Level

Throughout the game, the climate change level will increase and decrease based on the actions of all players combined. Every resource and facility card will have a pink number in the bottom corner. This is how many points will be added or subtracted when the card is used.

Winning the Game

After 30 rounds, a card will be chosen to decide who will win. The criteria for winning will be different based on the card chosen.

Natural Disasters

If you are in a green/timber state:

A fire has broken out across the state. Do not collect any resources this turn, or income from green states.

If climate level is above 10, you also lose all timber resources you currently own.

If you are in a yellow/solar state:

An extreme heat wave causes power issues. Pay \$200 for each solar panel you have in use to fix them. If you cannot afford to fix them they must be discarded.

If climate level is above 10, you may not collect your income from yellow states this turn.

If you are in a blue/water state:

An oil spill has occurred, ruining your water turbines. Pay \$200 for each hydro resource in use to fix them. If you cannot afford to fix them they must be discarded.

If climate level is above 10, your resources cannot be fixed and you will lose them instead, including those already in use.

If you are in a brown/oil state:

Your drilling has caused an earthquake in the state you are currently in. You must pay \$800 for damages and if you have a facility in your current state, it was destroyed.

If climate level is above 10, the cost of the damages is \$2000. If you cannot afford the cost you must sell your resources (selling price is equal to what was paid).

If you are in a gray/coal state:

An explosion occurred in one of your mines. You may not collect resources this turn and you must pay \$500 for damages. If climate level is above 10, you must pay \$1000 and the facility in the state you're currently in will be shut down, if there is one.

