

TECH EMPIRE · Cards

54 cards from deck.json. Visual 9-up cut sheets: <https://tablepress.space/tech-empire/print.html>

1. How to play [1]

Reference

Put these 2 cards out. Mix 36 capital. Give 6. Three extras = Bench. Mix 12 Deals + 4 Shocks. Flip a Deal in play and a next Deal. Youngest plays last. Play one card, or pass (you may trade 1 with the Bench). Then it closes.

(Read the Deal's Need. Look at the next Deal.)

2. How you score [2]

Reference

Biggest number takes the Deal. Matching beats Funds of the same number. Funds may play anywhere; if they win a Deal they did not need, score 1 less. Ride with Connections on a non-Connections Deal for 1 if someone takes it. Fame on the Deal, +1 per ride, +2 per different Need you took. Lowest score plays last next time.

(Write the score as you go.)

3. Meet-Up Night [○ 2]

Deal

Need Connections. Winner scores 2.

(Badges, drinks, a list of names.)

4. Friends Round [□ 2]

Deal

Need Funds. Winner scores 2.

(People who know you write checks.)

5. Lab Lease [△ 2]

Deal

Need Patents. Winner scores 2.

(A door that takes a keycard.)

6. City Hall [◇ 2]

Deal

Need Influencers. Winner scores 2.

(A permit is a kind of yes.)

7. Prestige College [○ 3]

Deal

Need Connections. Winner scores 3.

(The stamp people still mention.)

8. Seed Round [□ 3]

Deal

Need Funds. Winner scores 3.

(The round is open. The clock is not.)

9. Clean Room [△ 3]

Deal

Need Patents. Winner scores 3.

(Dust is the enemy. So is time.)

10. Agency Dinner [◇ 3]

Deal

Need Influencers. Winner scores 3.

(The seating chart is the game.)

11. Intro Chain [○ 4]

Deal

Need Connections. Winner scores 4.

(A friend of a friend of a yes.)

12. Public Offering [□ 4]

Deal

Need Funds. Winner scores 4.
(Now the street owns a piece.)

13. Patent Pool [△ 4]

Deal

Need Patents. Winner scores 4.
(Everyone's fence, one gate.)

14. Floor Vote [◇ 4]

Deal

Need Influencers. Winner scores 4.
(Hands go up. Yours counted.)

15. Downturn [!]

Shock

This Deal only. Funds may play only if the Need is Funds.
(The money is still there. Nobody spends it.)

16. Talent Raid [!]

Shock

This Deal only. No rides. Connections may still try to win a Connections Deal.
(Your friends took the other call.)

17. Patent Thaw [!]

Shock

This Deal only. Patents may play on any Deal at full strength, and they can win.
(The idea walks into every room.)

18. Hometown Bill [!]

Shock

This Deal only. Influencers may play on any Deal at full strength, and they can win.
(Your name is on the local paper.)

19. Coffee Chat [○ 1]

Connections

Bigger number wins a Connections Deal. Or ride any other Deal for 1 if someone takes it.
(Two cups. One ask.)

20. Ramen Money [□ 1]

Funds

Wins any Deal. If this Deal did not need Funds, score 1 less. A matching card of the same number beats you.
(It lasts until Friday.)

21. Lab Note [△ 1]

Patents

Bigger number wins a Patents Deal.
(Dated. Signed. In a drawer.)

22. Town Blog [◇ 1]

Influencers

Bigger number wins an Influencers Deal.
(Someone local printed your name.)

23. Roommate [○ 2]

Connections

Bigger number wins a Connections Deal. Or ride any other Deal for 1 if someone takes it.
(They still pick up.)

24. Family Check [□ 2]

Funds

Wins any Deal. If this Deal did not need Funds, score 1 less. A matching card of the same number beats you.
(Love, with a memo line.)

25. First Filing [△ 2]

Patents

Bigger number wins a Patents Deal.
(A stamp. A clock starts.)

26. Staff Lunch [◇ 2]

Influencers

Bigger number wins an Influencers Deal.
(The aide eats. You talk.)

27. Alumni Thread [○ 3]

Connections

Bigger number wins a Connections Deal. Or ride any other Deal for 1 if someone takes it.
(A name you can use.)

28. Credit Line [□ 3]

Funds

Wins any Deal. If this Deal did not need Funds, score 1 less. A matching card of the same number beats you.
(Tomorrow's money, today.)

29. Design Filing [△ 3]

Patents

Bigger number wins a Patents Deal.
(How it looks, locked.)

30. Op-Ed [◇ 3]

Influencers

Bigger number wins an Influencers Deal.
(A page that people in rooms read.)

31. Demo Night [○ 4]

Connections

Bigger number wins a Connections Deal. Or ride any other Deal for 1 if someone takes it.
(The room is loud. People stay.)

32. Angel Check [□ 4]

Funds

Wins any Deal. If this Deal did not need Funds, score 1 less. A matching card of the same number beats you.
(One person, one yes.)

33. Utility Filing [△ 4]

Patents

Bigger number wins a Patents Deal.
(How it works, locked.)

34. Rules Board [◇ 4]

Influencers

Bigger number wins an Influencers Deal.
(The people who write the test.)

35. Office Hours [○ 5]

Connections

Bigger number wins a Connections Deal. Or ride any other Deal for 1 if someone takes it.
(The door is open for an hour.)

36. Seed Check [□ 5]

Funds

Wins any Deal. If this Deal did not need Funds, score 1 less. A matching card of the same number beats you.
(Enough to hire.)

37. Next Filing [△ 5]

Patents

Bigger number wins a Patents Deal.
(The same idea, pushed further.)

38. Hearing Room [◇ 5]

Influencers

Bigger number wins an Influencers Deal.
(A microphone. A clock. A record.)

39. Advisory Seat [○ 6]

Connections

Bigger number wins a Connections Deal. Or ride any other Deal for 1 if someone takes it.
(You sit. You do not vote. Yet.)

40. Big Check [□ 6]

Funds

Wins any Deal. If this Deal did not need Funds, score 1 less. A matching card of the same number beats you.
(The round has a name now.)

41. Shared Pool [△ 6]

Patents

Bigger number wins a Patents Deal.
(You swap shields.)

42. Agency Seat [◇ 6]

Influencers

Bigger number wins an Influencers Deal.
(You are in the building.)

43. Warm Hello [○ 7]

Connections

Bigger number wins a Connections Deal. Or ride any other Deal for 1 if someone takes it.
(Someone says your name first.)

44. Bridge Note [□ 7]

Funds

Wins any Deal. If this Deal did not need Funds, score 1 less. A matching card of the same number beats you.
(Time, bought expensive.)

45. Shield Pile [△ 7]

Patents

Bigger number wins a Patents Deal.
(They sue. You already filed.)

46. Floor Speech [◇ 7]

Influencers

Bigger number wins an Influencers Deal.
(Two minutes. The cameras are on.)

47. Board Observer [○ 8]

Connections

Bigger number wins a Connections Deal. Or ride any other Deal for 1 if someone takes it.
(You hear the real meeting.)

48. Extra Shares [□ 8]

Funds

Wins any Deal. If this Deal did not need Funds, score 1 less. A matching card of the same number beats you.
(Cash out a slice. Stay in.)

49. Trade License [△ 8]

Patents

Bigger number wins a Patents Deal.
(Use mine. I use yours.)

50. Quiet Call [◇ 8]

Influencers

Bigger number wins an Influencers Deal.
(No cameras. The vote moves.)

51. First Hire [○ 9]

Connections

Bigger number wins a Connections Deal. Or ride any other Deal for 1 if someone takes it.
(They bet their years on you.)

52. War Chest [□ 9]

Funds

Wins any Deal. If this Deal did not need Funds, score 1 less. A matching card of the same number beats you.
(You can wait them out.)

53. Whole Stack [△ 9]

Patents

Bigger number wins a Patents Deal.
(Not one idea. A fence.)

54. Top Table [◇ 9]

Influencers

Bigger number wins an Influencers Deal.
(The last door opens.)