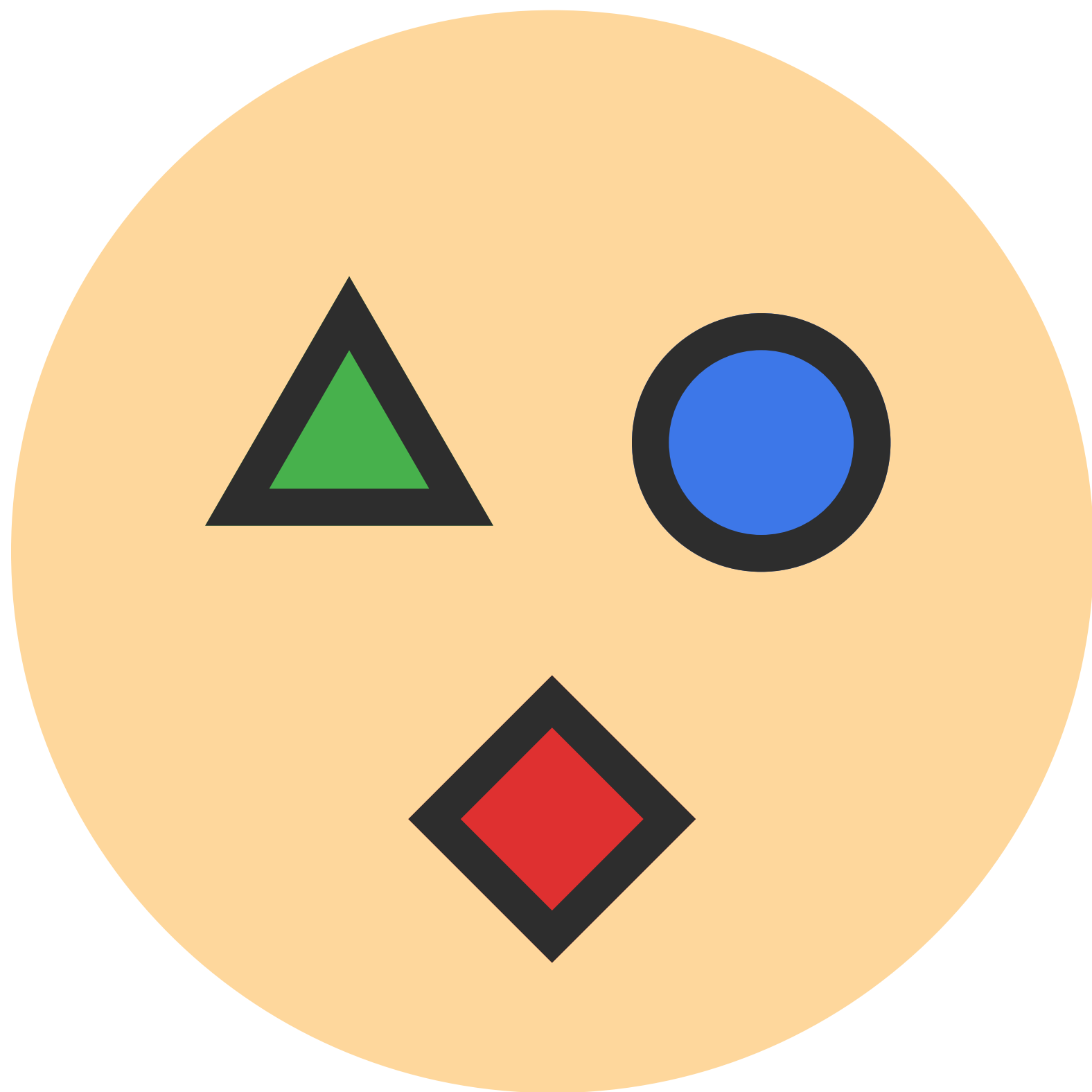


Silly Startups



2-5 players

30-60 min

Objective

Assemble your team and use your imagination to combine ideas, launch startups, and become the richest player at the table!

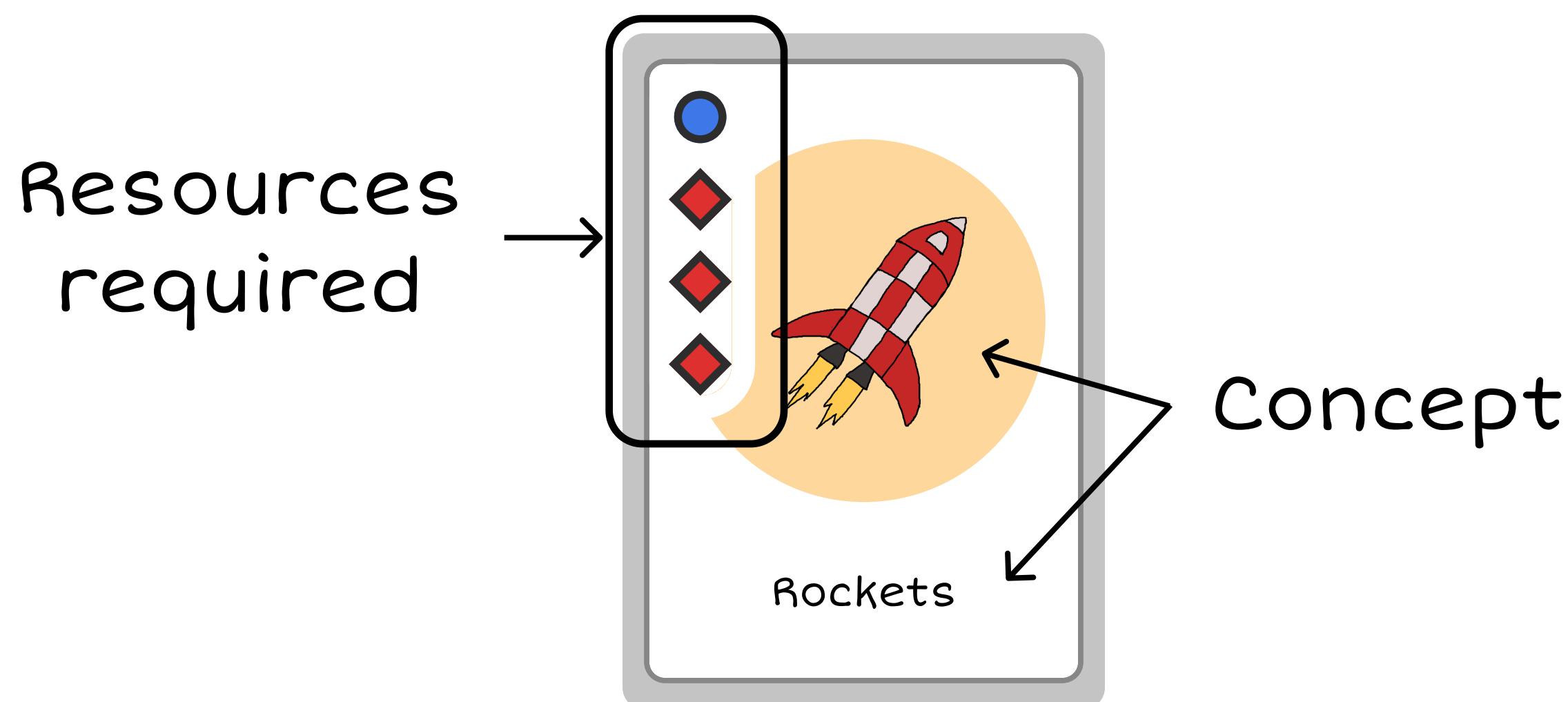
Contents

51 concept cards
24 employee tiles (two-sided)
28 one million coins
21 five million coins
3 launch tokens (used in variants)

Setup

- Place the employee tiles and the coins in the center.
- Remove the 3 helper cards from the deck and form a draw pile.
- Everyone draws 3 concept cards.
Do not take any money.

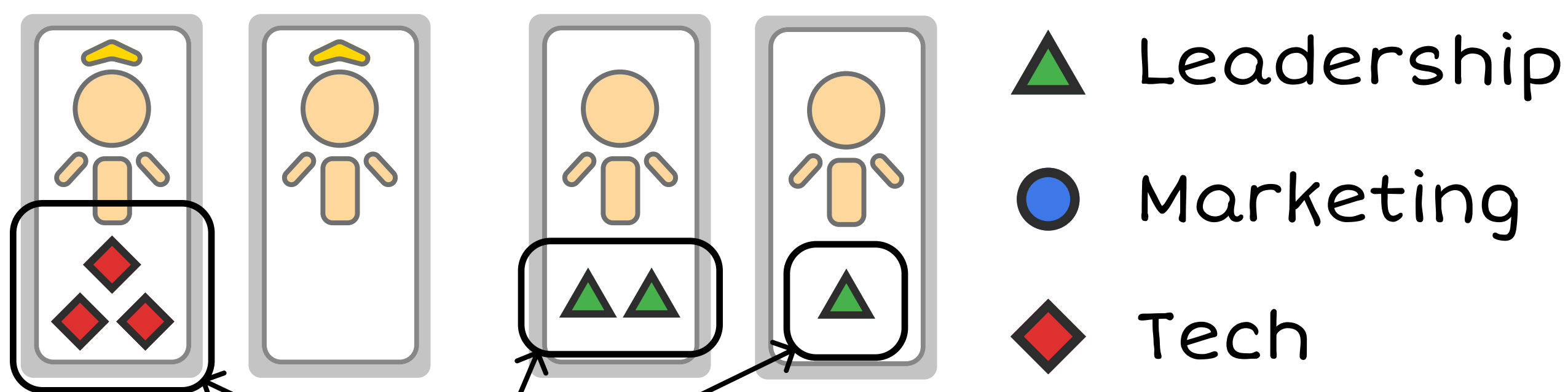
Concept card



Employees

Specialist
(with hat)

Generalist
(no hat)



Resources
provided

1 1 million

5 5 million

How to play

The last person to arrive chooses who starts.

Play in clockwise order.

On your turn, take actions in this order (you may skip any action):

Sell patents

- Discard one or more cards and take 1 million per card.

Hire *one* new employee

- A new employee costs 1 million for each employee you already have: the first one is free, the next one costs 1, then 2, 3, 4,...
- Take an employee from the center and place it in front of you on the face of your choice.
 - Generalists (no hats) have 2/1
 - Specialists (with a hat) have 3/0

Launch a startup *or* incubate

- To launch a startup, play cards that match the symbols on your employee tiles (see details below).
- If you choose to incubate instead, draw a extra card and (optional) flip one of your employees tiles.

Brainstorm the next idea

- Draw 2 cards and end your turn.

End of the game

When the draw pile is empty, the game is almost over.

- Shuffle discarded cards to form a new draw pile.
- Finish the round until it's the first player's turn again.
- Everyone plays an extra turn.
(with 4 or 5 players: 2 extra turns)

Whoever has the most money wins.

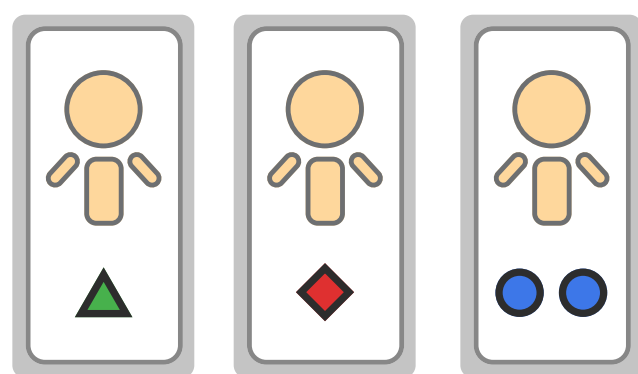
What is a startup?

A startup is a combination of 1 to 4 cards played at the same time.

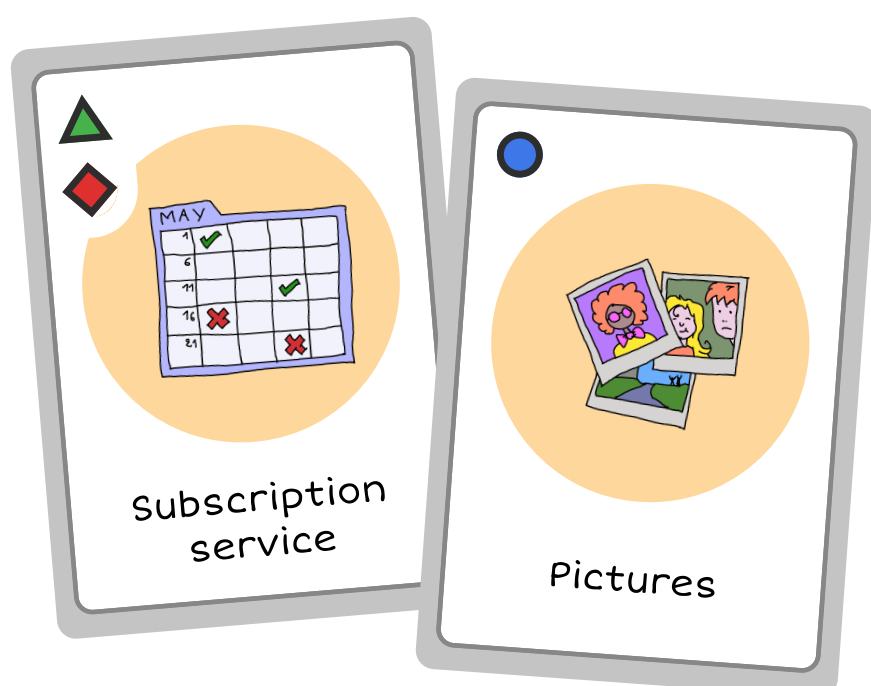
To launch a startup, you need resources from your employees.

The resources you have available are the symbols currently visible on your employee tiles.

You need all the resources shown on the card(s) you want to play.



Available:



▲ ◆ ● = OK

▲ ◆ ◆ ● ● = Not enough

Launch day

When you're ready, launch your startup!

- Play the cards in front of you.
- Explain your startup idea to everyone.
- Flip all your employees tiles
(they worked hard for this!)

Then you earn money from investors!

Find the highest card in your startup
and take money according to this table:

		Number of cards			
		1	2	3	4
Highest card	1	1	3	5	7
	2	2	4	6	9
	3	3	5	8	11
	4	4	6	9	13

Variants

These variants can make the game more competitive, more accessible, or can be played when you only have a few minutes.

For seasoned board game players, we recommend the competitive job market variant below.

Competitive job market (harder)

Play by the standard rules. Employees can be stolen.

When setting up, randomly select 3 employee tiles times the number of players and leave the rest in the box.

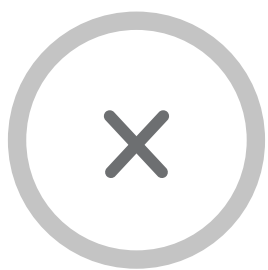
Instead of hiring an employee, you may steal one from another player:

- Pay one more than the usual cost
- Give the money to that player
- Take their employee and flip it over

Unpredictable launches (more random)

Choose one or more of the three launch tokens(s) to use for this game.

After you launch a startup, instead of flipping all your employee tiles, randomly flip the launch tokens in the air like a coin flip, and flip your employees accordingly:



Flip all your employees or none of them.



Flip your employees with a hat or without a hat.



Flip your employees in positions 1, 3, 5 or 2, 4, 6.

Simple startups (easy)

Play without the coins. Draw three cards at the start. On your turn:

- Hire one employee: Take a new employee tile (choose its side).
- Launch a startup: if you want to, play some cards matching your employee resources, then flip your employee tiles over.
- Brainstorm: draw two new cards.

The game ends when the draw pile is empty or when the players are tired.

Whoever has the launched the most startups is named "Champion entrepreneur".

Whoever has the most cards in one startup is named "Most creative entrepreneur".

Elevator pitch (5-10 min)

Play only with the idea cards.

Everyone creates their own startup.

- Give everyone 5 cards.
- Everyone chooses 2 or 3 of their cards to form a startup.
- The first player to have an idea explains it to the other players.
- Continue with the next idea until everyone has explained their idea.
- At the end, collectively decide which idea was the best.

Brainstorming session (5-10 min)

Play only with the idea cards.

Brainstorm a startup together.

- Give everyone 3 cards.
- Turn over the top card of the deck. This is the starting idea.
- In clockwise order, each player adds a card to the startup and explains how it fits with the rest.

Thanks for playing!

Send us feedback or suggestions at:
cherrybunnygames@gmail.com

Get your own copy at: <https://thegamecrafter.com/games/silly-startups>

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