

The BoD
The Rule Book and Visualizations
Prototype 2.0

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About the Game:

The BoD is a highly flexible strategy board game that simulates a simplified yet competitive market, where players act as board of directors and lead their companies to success. The game requires players to make business judgements, take market risks, and retain sustainable growth, while aiming to achieve absolute dominance of their own company or the market. Players can win the game through a variety of approaches which include but are not limited to cooperative competitive, and even hostile approaches.

Ultimately, it is your, the BoD's, decision on how to run your company!

The game is best for 4 players.

Materials:

- A 6-sided Dice
- At least 12 tokens and 20 chips for each player
- 1 market pool container of all players
- 1 company resource board for each player
- 1 internal information board for all players

The BoD Rule Book:




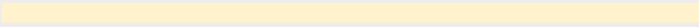





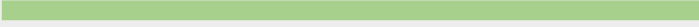


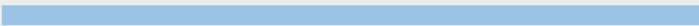
This game is a simulation of a simplified yet near real competitive market that requires strategic plannings and reasonable predictions for businesses to survive. The company stage and market stage emulate the internal decision making and market related decision making process in an organization, while the event stage as well as the debt fluctuation represent the unpredictability, and some excitement, in the market. The following resource elements serve as the foundation of the market construction while the changes in market available and private resources contribute insights to business judgement.

Cash (Yellow tokens)	Initiate Actions; Can be spent immediately.	1 Cash = 1 Debt = 1 Bond
Fixed Asset (Red tokens)	Determines annual earnings (revenue) and debt base; Requires 2 turns to be liquidized into cash.	1 FA = 2 Cash 1 FA incurs 2 Debt
Revenue (White tokens)	Produced by FA, excluding assets frozen; Turns into cash at each balance stage.	2 FA produce 1 Rev
Debt (Green tokens)	Long term debts that reoccur each year and must be serviced every year at base +/- adjustments. Debt base is determined by fixed asset including assets frozen of the year. Debt after adjustment must be settled at each year end first and in full with Cash, or Shares. Players go bankrupt if unable to satisfy debt.	1 Debt = 1 Cash or 1 Share
Bond (Black tokens)	Short term bonds that does not recur after settlement and must be satisfied within 3 years after issuance.	1 Bond = 1 Cash or 1 Share
Shares (Gold tokens)	Can only be purchased by cash, or exchanged with other players.	2 cash = 1 share when purchase from the Market 1 cash = 2 share when sell to the Market
Intel (Blue tokens)	Determines if players gain priority in market purchase. Receive debt deduction when interest increase.	e.g. if intel > 3, debt increase can be deferred
Management (Purple tokens)	Determines if players can force others to trade. Receive extra cash when interest decrease.	e.g. if management > 5, debt reduction receives extra cash

The game will progress with multiple game boards and a market pool. Each player has two game boards to separately record the resources on hand, which is available to all other players, and the company status, which is hidden from but can be guessed (or tested by initiating a trade) by other players. Both game boards adopt meters for the convenience of recording resource changes.

The Resource Board:









Each player will place a token on the meter for each resource and move the token to represent changes. Players move tokens for amount-based resources according to the changes in quantity whenever a change in each resource occurs. Players advance tokens for time-based resources at the end of each settlement stage by 1 (turn/year), regardless of players' actions.

Director _____		Company _____	
Company Profile:			
SHARES 			
			
0	20	40	60 80 100 120
<u>Amount-Based Resources</u>			
CASH 			
			
0	5	10	15 20
FIXED ASSET 			
			
0	5	10	15 20
REVENUE 			
			
0	5	10	15 20
DEBT 			
			
0	5	10	15 20
<u>Time-Based Resources</u>			
Frozen Asset			
			
4	3	2	1 0
BOND 			
			
4	3	2	1 0

The Internal Board:

Players place a token for each category of company status points on the meter and move the token according to status changes whenever a change is initiated or occurs.

Both parties involved in trade must record trade once a trade is initiated. The terms will be kept confidential between the two players. Player tokens will be placed on the Contract Board until the contract terms are fulfilled.

Director _____		Company _____		
Internal Only Company Profile				
INTEL 				
				
0	2	4	6	8
MANAGEMENT 				
				
0	2	4	6	8
Binding Contract				
Contract _____				
 DIRECTOR _____	 DIRECTOR _____			
Responsibilities _____	Responsibilities _____			
Start _____	End/By _____			
Fulfilment _____	Fulfilment _____			
Contract _____				
 DIRECTOR _____	 DIRECTOR _____			
Responsibilities _____	Responsibilities _____			
Start _____	End/By _____			
Fulfilment _____	Fulfilment _____			

The Market Pool:

The market pool is a container with chips that represent shares in the market. Chips will be in different color to represent different companies. The market pool includes 10 shares of each

company when the game begins and is available for all players to purchase from or sell to during the Market Stage.

To Start the Game:

1. Initial Shares

You will start with 30 shares of your own company and 10 shares of each of your competitor's company. There will be another 20 shares of each company available in the market and ready to be acquired.

In a 4-player game, the game will start with:

Shares\Owned by:	Player A	Player B	Player C	Player D	Market
Company A	30	10	10	10	20
Company B	10	30	10	10	20
Company C	10	10	30	10	20
Company D	10	10	10	30	20

2. Company Default

Players can customize company name, background, industry, and mission.

Each company will begin with the following status:

Cash	5
Fixed Asset (FA)	8
Debt	4 (0.5*FA)
Intel	0
Management	0

- The Cash, Fixed Asset (FA), and Debt are recorded on resource board, which is disclosed to all players, and adjusted according to real time changes.

- The Intel and Management are recorded on internal information board, which other players do not see, and adjusted according to real time changes.

3. Company Strategy

Before your game begins, think about how would you like to run and grow your company

All players will have 6 extra points to allocate on cash, fixed asset, intel, or management.

Each cash requires 1 point; each fixed asset, 1 intel, or 1 management requires 2 points.

To Proceed:

The game progresses by turns that represent fiscal years in real world. Each turn contains 5 stages, which players must go through in order.

To Win:

1. Dominant Control: Retrieve 60 shares of your company;
OR
2. Market Master: Obtain a total of 100 shares of any combination.
OR
3. Monopoly: All of your competitors went bankrupt.

Stages:

1. Company Stage: Players move simultaneously. Each player can take up to 2 in-company actions each round and record changes in resources on their own game board. Players cannot take half action.
 - Cash actions:
 1. upgrade FA (2 FA as 1 action)
 2. buy market available shares (2 shares as 1 action)
 3. invest to receive more cash in next round (2 investment cash as 1 action)
 4. exchange for 1 intel/management with 3 cash
 - Liquidation: Fixed Asset can be liquidized (2 FA as 1 action, 2 FA = 4 cash).

After liquidation decision is made, liquidized assets will no longer contribute revenue in the current and next round, and will turn into equivalent cash at the beginning of the 3rd round after.
 - Short-Term Bond: Players can borrow up to 4 cash at a time from the market each year by issuing short term bond.
 - Bond payment must be scheduled during a maximum of 3 rounds at issuance.
 - Bond is serviced during the Debt Settlement Stage and is serviced after debt.
 - Players may not issue bond if they have unsettled bond on hand.
2. Market Stage: Players move according to intel points. The player with higher intel points moves first. Players may negotiate privately or roll a dice to decide the order to move if they have the same total intel point.
 - Trade: each player can trade with one other player through negotiation (1 trade as 1 action) per round.
 1. Each player can initiate one trade and each trade is limited to 10 cash equivalent of resources.
 2. A player can force a trade if the player's management point is greater than the management point of the other party.

3. Traded resources must be equal in value but both parties must have ins and outs.
(2 cash = 2 share = 1 fixed asset)
 4. Trade can have accrued, deferred, or temporary effects, e.g. players can schedule transfer of fixed assets over two years in exchange for immediate cash
 5. Once mutually agreed, trading terms will be recorded on the Contract Board
 6. Responsibilities must be satisfied according to the contract term, if one does not have enough resources to fulfill the contract, market regulation will force fulfillment with other resources
- Competition: Player can purchase or sell up to 5 shares from/to the market per round.
When purchase from the market, 2 cash = 1 share; when sell to the market, 2 share = 1 cash.
Chips are taken out of the market pool when purchase from the market and put in when sell to the market according to labeled value. Players then record corresponding change on company resource board.
3. Event Stage: Each Player draws a card from the event deck and follows the instruction of the card.

Event #	
1	Internal fraud: cash -1. No damage if management > 3.
2	Elite manager: cash +1. Cash +2 if management > 3.
3	Product control: rev -1 at the current year end. No damage if intel or management >3
4	Government contract: revenue +1 at the current and next year end.
5	Campus Recruit: spend 1 cash for management +1.
6	Spy initiative: spend 1 cash to steal 1 intel from a competitor.
7	Helicopter advertising: spend 1 cash for revenue +1 in the current year and next year.
8	Earthquake: fixed asset decrease by 1/4. (Round down)
9	Flood: All players fixed asset decrease by 2.
10	IRS warning: action point -1 in the next round.

Event #	
11	Hostile purchase: force a trade of up to 5 shares with 1 player.
12	Dividend distribution: distribute remaining revenue at the current year end proportionally to all shareholders. No distribution if revenue <1.
13	Force an unfair trade with one player
14	Unhappy copycat: player must choose one player and replicate all actions taken by the other player in the next round.
15	Temporary alliance: player must choose one player to even out intel and management point in the next two round.

4. Balance Stage:

- Players calculate annual revenues, which equals to half of the Fixed Asset excluding assets frozen.
- Players add revenue to cash. 1 Revenue = 1 Cash.
- Players calculate debt base, which equals to half of the Fixed Asset including assets frozen.

5. Settlement Stage:

- Debt fluctuation: Each player polls a six-sided dice to determine the debt fluctuation of the current year and adjust debt base accordingly.

D = 1	Debt + 1	No bonus
D = 2	Debt + 2	If intel > 1, player can choose to defer +1 payment to next year
D = 3	Debt + 3	If intel > 1, player can choose to defer +1 payment to next year; If intel > 5, interest adjusted to +2, and player can choose to defer + 1 payment to next year and
D = 4	Debt - 1	No adjustment
D = 5	Debt - 2	If management > 1, player can choose to accrue -1 to next year
D = 6	Debt - 3	If management > 1, player can choose to accrue -1 to next year; If management > 5, interest adjusted to -4, and player can choose to accrue -1 to next year

- Debt Payment: Players must pay annual adjusted debt amount in full with cash, or shares.
(1 Debt = 1 Cash, or Share)

- Bond Payment: Players pay scheduled bond payment. Skip is no bond payment is scheduled.
- Bankrupt: Players go bankrupt if they are not able to settle debt or bond.

If a player goes bankrupt, all of the shares will be worthless, all uncompleted contract will be terminated but not reversed for already exchanged resources. All remaining players will have revenue +2 next round.

