



MacCreedy's Mansion Rule Set

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Setup

Layout the Mansion board, and cover rooms to reduce the game's difficulty.

Play down 5 job cards, remove and replace invalid ones.

Layout a Company board for each player.

Give each company their starting Active Fund of \$10,000.

Give each company their starting Invested Fund of \$20,000.

Designate one player to go first, give that player the First Player Marker.

Play

Hiring and Purchasing:

Starting with the first player, each Company hires a worker.

Rotate through each Company until each one passes consecutively.

Types to hire: (Piece limited)

Carpenter (8)

Mason (6)

Electrician (2)

Plumber (2)

Gasman (1)

Resources for purchase: (Not piece limited)

Stone

Lumber

Wiring

Pipes

Do NOT pay at this time. Instead leave a player marker in the relevant zone.

Placement:

Starting with the first player, each Company places a worker accompanied by a Player Marker.

This continues until each Company has placed all their workers or is unable to place their workers.

End of Day:

All workers are returned to their designated areas.

For each worker being returned, if the company does not have any of the relevant resource, remove the associated player marker.

The player may place an additional player marker in the spaces in the same room for each additional resource paid at this time.

Events:

Reveal the next Event card.

Resolve the effect on the card.

The Event might cause a location to change from complete to incomplete.

Shuffle any newly incomplete jobs back into the Job Deck.

Haunt:

Reveal the next Haunt card.

Resolve the effect on the card.

A closed Company may choose a Haunt action:

Haunt a worker out of work on the following turn.

Haunt an incomplete room by preventing from being fixed.

Haunt an completed location by breaking it.

Haunt the Inspector. (Cannot be done in two consecutive rounds.)

The Haunt might cause a room to change from complete to incomplete.

Shuffle any newly incomplete jobs back into the Job Deck.

Inspection:

For each open Job card that is completed, it is assigned to the Company that completed to the Job. In the event that multiple Companies completed the Job this round, the Job Card goes to the company that contributed the most. If there is a further tie, then neither Company receives the card.

Earnings:

1) Companies are paid for completed Jobs: Each Company completing a project adds the amount from the Job card to their Active funds.

In the event that multiple Companies completed the Job, the reward is split among the Companies as evenly as possible, rounded up if not.

2) Companies pay their workers: For each Player Marker in the Worker Zones, the Company pays the worker's amount to the bank and retrieves the marker.

3) Companies pay their vendors for resources: For each Player Marker in the Resource Zones, the Company pays the resource's amount to the bank and retrieves the marker.

If a player cannot afford to recover a player marker, then it remains in the zone, and the counts as a negative value to the Company.

Bankruptcy:

At this point, if a Company has less than \$1, it is bankrupt and is now Closed.

Investments:

1) Collect: A player can collect dividends of 10% of their invested funds. (This is limited to amount of \$100 or more.)

2) Liquidate: A player can collect all of their invested funds. (If a Company is Closed and still has an Investment Fund, then it MUST do this option.)

3) Invest: A player can place any amount of money from their active funds to their invested funds. (A Company with \$0 Investment can never collect Investment Funds.)

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Settle Up:

If the Company has less than \$1 in their active funds, then it can now pay those debts by recovering player tokens from the Worker and Resource Zones as stated in Earnings.

Re-Open:

A Company has more than \$1 in their active funds at this point, if closed, may re-open.

A Company has less than \$1 in their active funds at this point is permanently closed, and may not re-open.

Bidding:

Players can then bid for turns.

Players, starting with the first player, must bid on turn order, rotating through all players until everyone has passed in the same round of bids.

A player can pass, then decide to bid later.

End Conditions

The mansion is restored.

All, or all but one Company goes out of business.

Win Condition

The player with the most money, or the last player with a standing Company.

In the event of a tie, the greater Company with the greater number of Job Cards is the winner.