# (løvens hule)

### Game-play.

step 1: everyone picks their opportunity-cards.   
step 2: five investors are drawn from a pile and placed in front of the players.   
step 3: All players chose a concept based on turn (first to choose, first to present)   
step 4: Present a concept and the desired investment amount. Potential opportunity-cards can take effect here.   
step 5: Repeat step 4 until all players have presented their concept + desired investments   
Step 6: New round begins, those who started first in the previous round starts last.   
Step 7: Repeat step 2 to step 6 until rounds = players \* 2

## Rules:

### Investors:

* can only give a total of 1 million in investment. (To every type of concept)
* convincing an investor to invest awards points equal to 200k  
  *eg. convincing only 1 investor gives 2 points, 2 investors give 4 etc.*
* rolling higher than an investor is willing to give results in the player forfeiting the rest of their turn.
* If you can convince an investor who already invested in the same concept from a previous player to invest in you, receive 1 extra investor point.

*Note: if the investor already has invested 1mil into the concept then he is inconvincible.*

* There are 25 investor cards.  
  5 are drawn each round.  
  When the investor deck is empty you shuffle the used pile and replenty the deck.  
  Old investments do not carry over.

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### Players

* 2-5 Players
* In the start of a new round, the players have to make a choice between 5 different pulled concepts to choose from.
* Players have access to special “Opportunity cards” that change the flow of a round.
* Players receive points per 100k investment and per investor convinced.  
  1 point per 100k  
  2 points per investor convinced

### Opportunity cards:

* Each players picks these at the start of the game  
  *we recommend one less than the number of players.*
* Opportunity cards are placed facedown visibly next to your facedown concept card to signal that one is in play.
* At the start of your investment round you reveal your opportunity card alongside the concept card.
* You do not have to use the effect of your opportunity card if placed on the table, but if you do not you can not use it in the next round.

Actual Opportunity cards:

Deny Opportunity:

* negate the activation of 1 players opportunity card.

Golden Opportunity:

* If you used one investor will always invest the highest possible amount  
  (no more than asked)

Persuasive mastermind:

* Persuade an investor to back your idea instead of a competitors idea
* Convince all investors that a certain players-concept is a bad idea.

Safety-net: Re-roll

* Can be used to reroll a die that went over the investors limit.

2nd rate ideas  
restructured plan:  
change the asked amount retroactively.