

## Construction Auction

Auctioning construction rights, commencing work on the won auction, completion, and expansion of the headquarters building. Deciding what to prioritize and when is a serious responsibility for the president. For 3 to 5 people, about 90 minutes per session.

A game by Mor!

### ◆ Contents

- 25 Auction Cards
- 5 President Cards
- 5 Headquarters Building cards
- 1 Parking Lot card
- 35 Worker Chips
- 5 Distribution Chips
- 5 Technology Chips
- 3 Heavy Machinery Chips



\*Each chip is removed from the headquarters building card and parking lot card. Be careful not to discard the cards after removing the chips.

### ◆ Overview

You run a construction company, and bid at auction for the construction rights of luxury apartments worth over 100 million yen.

You will earn points by comparing your reputation totals for each colour of building.

### ◆ Preparation

- Each player receives the three cards matching their player colour: an Auction card, the President card, and the Headquarters card.
- Then, pass the auction card to the player to your right and the headquarters building to your left, so that you have three different colours to start with.
- Each player receives one distribution chip, one technology chip, and a # of worker chips according to the number of players.

3 Players	4 Players	5 Players
9 workers	8 workers	7 workers

- The three heavy machinery chips are placed somewhere nearby in stock.
- Return any remaining chips, and president cards to the box.
- **Three players:** only 20 auction cards of four colours are used. Of the two colours not chosen by anyone, put the five auction cards of one of the two unused colours back in the box.
- The president card and the headquarters building are placed in front of you with the sides marked 'front' and 'starting position' face up.
- The initial auction card is placed horizontally in front of each player.



- In this game, the Auction/Apartment, Headquarters, and Parking lot are collectively referred to as 'buildings.'
- During the game, players keep their chips in their hands hidden from other players.
- Create the deck of auction cards:
  1. Set aside the auction cards labeled 'End Flag'(one of each colour).
  2. Without checking them: randomly select four cards from the remaining auction cards and one card labeled End Flag. Shuffle these five cards and place them face down, then place the parking lot card on top.
  3. Shuffle the remaining auction and end flag cards well and place them face down on top of the parking lot card. This is called the draw deck.



End Flag

- Once you've determined the starting player using any method, you're ready to go!

## ◆ How to Play

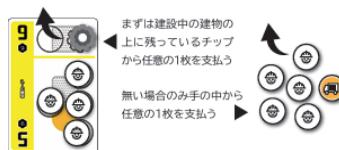
- Place the top auction card of the draw deck face up on the table. This is the item for auction.
- Only one building will be bid on at a time.
- The game enters its final stage once the parking lot card is revealed from the deck.
- Once a new auction starts, all players move their president card to the center of the table to indicate they have not yet 'Withdrawn' from the bidding. Be careful not to change the orientation (angle) of your president card.

## ◆ Turn Progression

- Turns are taken clockwise, starting with the starting player. This continues until a winner is determined for the current auction building. On your turn, players must perform one of the following actions: 'Bid,' 'Pass,' or 'Withdraw.'

### • Bid

- To place a bid, you pay one chip and place it next to the auction. If you have a 'building under construction' (an apartment or HQ with a chip on it), you must pay one chip from those. If you have no buildings under construction, you may pay one chip from your hand. At the start of the game, there are no buildings under construction.



L: First, pay one chip from a building under construction.  
R: If you don't have any, pay any one chip from your hand.

- Bid chips will accumulate next to the auction item, regardless of who paid them. However, heavy equipment chips will not be placed next to the auction, they will always be returned to the stock.

- If you spend the last chip from a building under construction, the building is 'completed.'



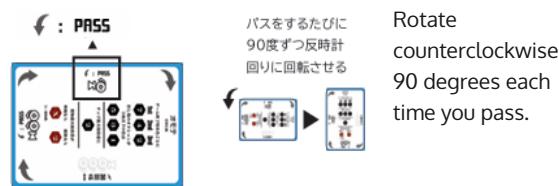
Machinery Acquisition Icon

- When a building is completed, with a 'Machinery Acquisition' you receive one machinery chip from the stock as a reward. If the stock is empty, you take one machinery chip

from any building under construction (including other players). If there are none, all players with a chip in hand declare it (including yourself), you take one of the revealed chips.  The 'Return Icon' takes effect at the end of the game.

### • Pass

- Passing is a way to remain in the auction without paying a chip. You can pass by rotating your president 90 degrees counterclockwise (the direction that decreases the 'Return' icon), but only if the side marked 'PASS' is on top. In other words, you cannot pass at the start of the game. Passing ends your turn without doing anything. Think of a pass as a 'no-chip bid.'



### • Withdraw

- Withdraw from the bidding, sliding your president back to your play area. You carry out 'Recruitment'. and optionally 'Construction'.

### • Recruitment

- Acquire all chips accumulated next to the auction, and put them in your hand.
- If there are no chips to take, instead rotate your president 90 degrees clockwise (the direction that increases the number of return icons). If the top edge of the president card is now 'Flip,' flip it over with the 'initial position' of the back side the top edge.



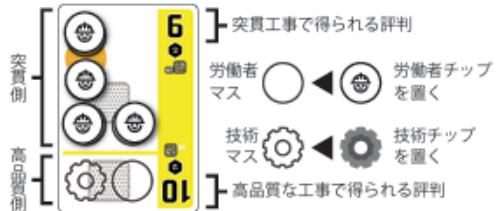
If it ends making a full turn, do not rotate it; you gain nothing??

### • Start Construction

- You may choose one of your horizontal apartments, or a headquarters with no chips on it, and place it under 'Construction.'
- You must have the corresponding chips in your hand to cover all open spots on the building you want to start construction on.

- For apartments, you can choose between 'Rush Construction' or 'High-Quality Construction.'
- Rush Construction will require less chips, but score less points and reputation.

Rush Construction



High Quality Construction

- For Rush, place the card vertically in your play area with the smaller number at the top. For High Quality you would place it vertically with the higher number at the top.
- A building started as Rush cannot be changed to High Quality later.
- By placing a chip corresponding to one of the following three 'Efficiency Spots' you can fill all overlapping worker and technology squares with that chip. Efficiency spots are optional and you are not required to fill them.

Efficiency types:



Efficiency chips may overlap on the same worker chip spot.



Example of starting construction using efficiency spots.

- For the Headquarters, the empty holes are worker spots.
- Once HQ construction begins, rotate the card 90 degrees clockwise, increasing its reputation and score by 2.
- If you begin construction with a reputation and score of 6, flip it over and adjust its orientation so that the edge with a reputation and score of 8, labeled 'Back Initial Position,' is facing up.

- If the HQ reputation+score is at 14, you can no longer start construction on it.

- After completing these actions your future turns are skipped until the current auction ends.

#### • Winning the Bid and Market Saturation

- If all other players withdraw, the remaining player wins the auction. Proceed to 'winning the bid' and 'market saturation'.

#### • Winning the Bid:

The remaining player places the won building horizontally in their play area, and will be the next starting player.

#### • Market Saturation:

If the winning bidder has an apartment or headquarters of the same colour under construction (with a chip on it), the won building is instead turned face down and cannot be turned face up. Face-down buildings have no colour or reputation, and are worth 2 points when construction begins. Buildings that have not yet begun construction, or are already completed do not affect market saturation.

Even though construction has started,  
the reputation is zero. What a shame!



- Proceed to reveal the next building up for auction. The player who won the previous auction is the next starting player.

#### ◆ End of the Game

- The Parking lot is auctioned in the same way as apartments. It is already completed, so the winner does not need to start construction.
- After the parking lot auction, the game enters a state where it can suddenly end. If the card marked 'End Flag' is revealed from the deck after the parking lot auction, the game ends immediately. This card is not bid for.



End Flag

#### • Final Construction

- Starting with the starting player each player can choose one of their buildings to start construction per the instructions above.
- Then count the 'Return Icons' at the top of your President, and any completed buildings. You take this many workers from any combination of buildings under construction, returning them to your hand.
- If this would complete buildings, they do not grant any heavy machinery or return any more workers.

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Ex: 3+1 would return a total of four worker chips.

### ◆ Scoring

- Scores are represented by hexagonal icons.
- Each player receives points as follows:
  - 1 point for a face-down President card.
  - 2 points for each apartment and parking lot under construction or completed (0 points if construction has not yet begun).
  - The score indicated by the current upper edge of the headquarters (0-14 points).



- Then compare who has the majority reputation for each building colour:
  - For each colour, players add up the reputations of their apartments, headquarters, and face-down presidents. Headquarters have a reputation value equal to the number shown on their top side.
  - However, if construction hasn't started on an apartment or headquarters building yet (i.e. it's horizontal), its reputation is 0.
  - If a building is under construction, each remaining chip on it reduces its reputation by 1 (the minimum is 0).
  - For each colour, the player with the highest reputation receives:
- 1st: 7 points, 2nd: 4 points, 3rd: 2 points.

- If a colour has three or fewer face-up buildings, its score will be reduced:

1st: 5 points, 2nd: 3 points, 3rd: 1 point

- If there is a tie in reputation, all those involved will receive the same score, but the scores for that rank and the ranks below it will decrease by 2 points (the score will not drop below 1 point).

**Ex:** for 5 players, with 2 tied for 1st place and 2 tied for 2nd place, the points for a distribution of 7/4/2 would become 5/1/1.

- The player with the most chips remaining in their hand receives 2 points. If tied, each player receives 1 point.

- The player with the most apartment cards and parking lot cards receives penalty points equal to the number of their cards. If multiple players are tied, each player receives a flat penalty of 2 points instead.

- The player with the most total points wins!
- Tie? Then play again!

Rules and design: mor!

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