



Disruptopia

A Ruthless Engine Builder

2-5 Players

60-120 minutes

Ages 14+



Overview

In Disruptopia, 2–5 players will race to become the world's most dominant tech executive.

You are a humble CEO of a small AI startup with a simple dream: becoming the richest, most powerful person on Earth. You will build up your AI model, expand to new markets, sabotage the competition, and siphon off corporate profits. After the round where any player has reached Model Version 7, all players will sum up their total scores, and the player with the highest VP wins. If anyone asks how you won, say “democratizing intelligence” while boarding your private jet.

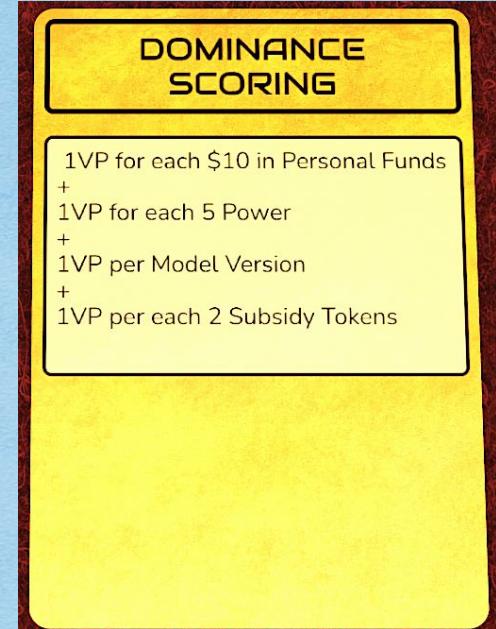
How to Win

The game ends after the Round where any player reaches Model Version 7.

At the end of the game you will calculate your Dominance Score by summing up your Victory Points:

- 1 VP for each \$10 in Personal Funds
- 1 VP for each 5 Power
- 1VP for each Model Version
- 1 VP for each 2 Subsidy Tokens

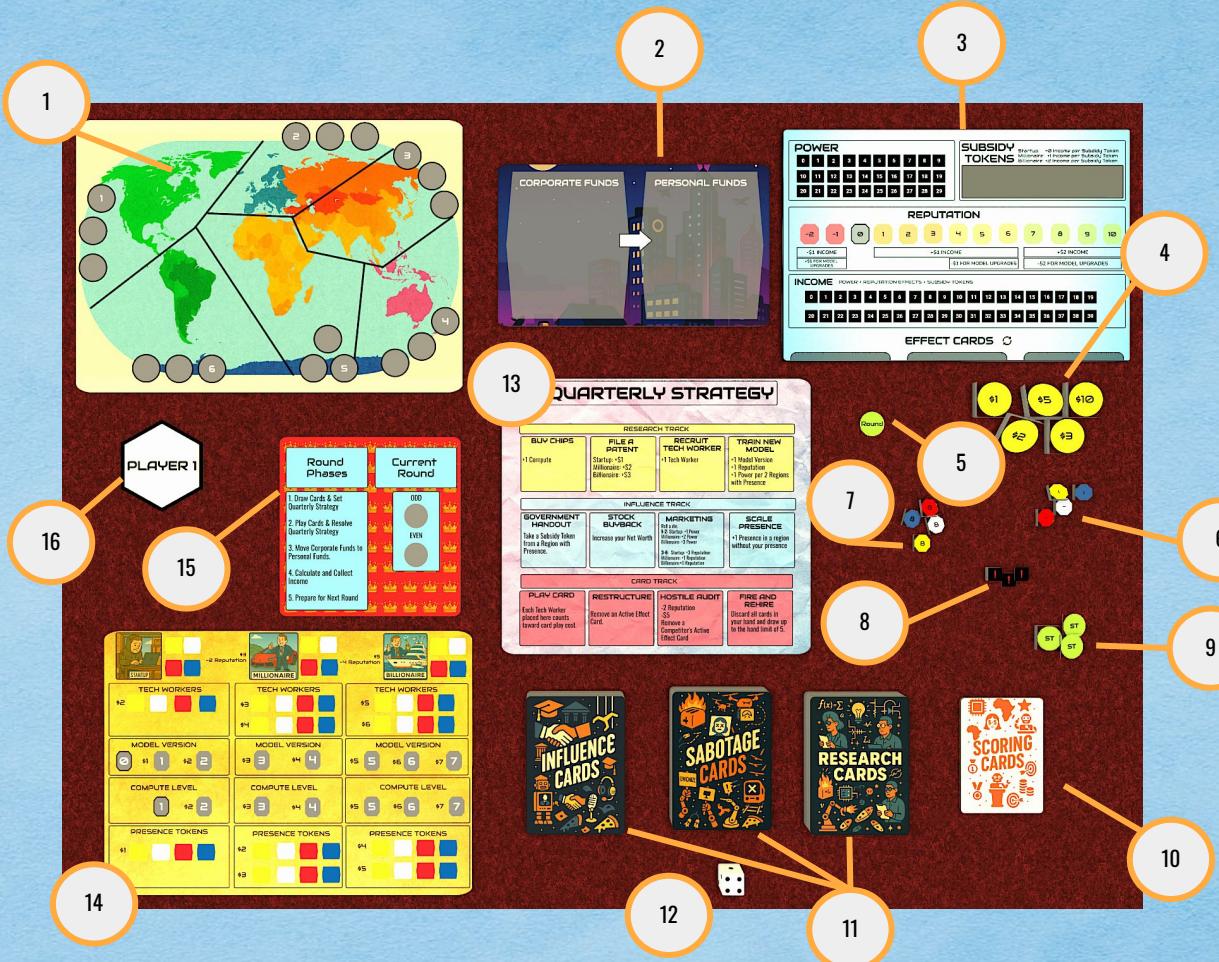
Now, since you don't know what the hell a Subsidy Token actually is, let's explain how the game works.



Example of a Dominance Scoring card.

Components

1. World Map with 6 regions: North America, South America, Africa, Europe, Asia, and Oceania
2. 1 Funds Tracker per player
3. 1 Player Board per player
4. Funds Tokens
5. 1 Round Tracker
6. 10 Tracker Tokens per player
7. 8 Tech Worker Tokens per player
8. 2 Income Tracker Tokens per player.
9. 14 Subsidy Tokens
10. 1 Scoring Card per player
11. 3 Decks of Cards (Research, Influence, Sabotage)
12. 1 D6 Die
13. 1 Quarterly Strategy Board per Player
14. 1 Net Net Worth Tracking Board
15. 1 Round Tracking Board
16. 1 Player-1 Token

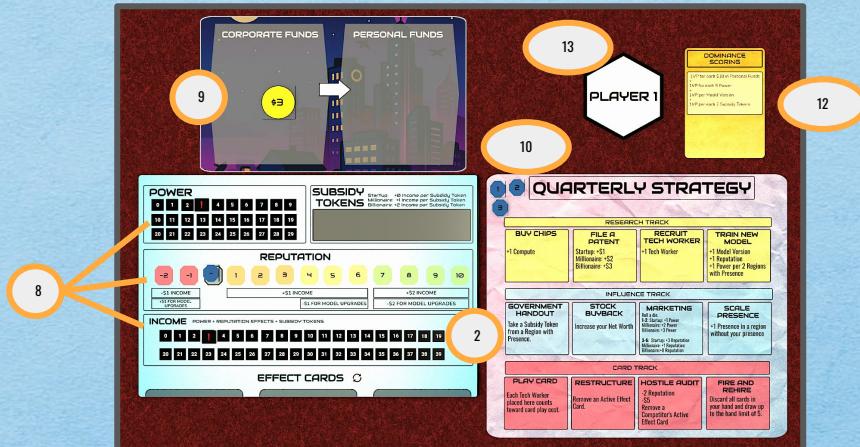


Setup

1. Place the World Map in the center of the play area.
2. Each player chooses a color and selects a Player Board and Quarterly Strategy Board.
3. Each player places 1 Presence Token in any unoccupied region on the World Map.
4. Place a Subsidy Token on each Region of the World Map where a player has presence. Roll the Die once and place one additional Subsidy Token in the Region corresponding with the roll result.
5. Place the Net Worth Tracker Next to the World Map. On the Net Worth Tracker, each player places:
 - a. 1 Tracker Token on Net Worth = Startup.
 - b. 1 Tracker Token on Model Version = 0.
 - c. 1 Tracker Token on Compute Level = 1.
 - d. Presence Tokens on all empty slots matching their color.
 - e. Tech Worker Tokens on all empty slots matching their color.
6. Place the Round Tracker adjacent to the Net Worth Tracker, and place the Round Tracker Token on "Odd".
7. Place all Funds nearby, where all players can reach them.
8. On their Player Boards, each player places:
 - a. 1 Income Tracker on Power = 3.
 - b. 1 Income Tracker on Income = 3.
 - c. 1 Tracker Token on Reputation = 0.
9. Place \$3 in the Corporate Funds area — don't worry, you'll be bankrupt soon enough.
10. Place 3 Worker Tokens on or above your Quarterly Strategy Board.
11. Shuffle the Research, Influence, and Sabotage decks separately. Place these near the Net Worth Tracker.
12. Draw a Scoring Card and place it next to your Player Board.
13. Randomly pick the first player. Give this player the Player 1 Token.



The joint play area (in the middle of the table). This shows the setup for a 3 player game.



Each Player should have a set up looking like this in front of them.

Gameplay Overview

The game is played in multiple rounds. Each round has 5 steps:

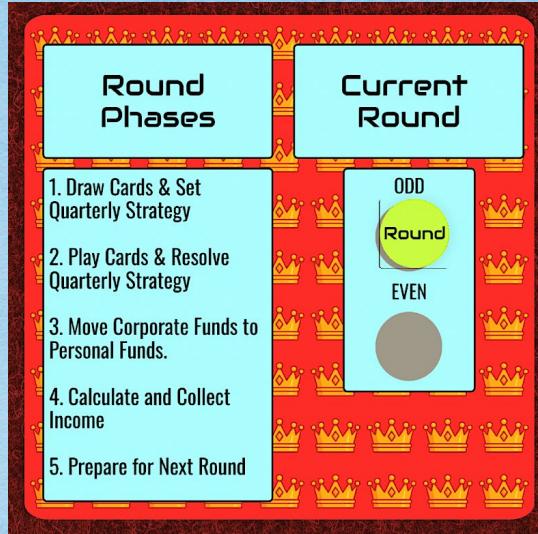
1. Draw cards and set Quarterly Strategies.
2. Play cards and resolve your Corporate Strategy.
3. Move Corporate Funds to Personal Funds.
4. Calculate and collect Income.
5. Prepare for the next round.

Corporate Strategy

Your Quarterly Strategy determines what you do each round. Each round you will set your Tech Worker Tokens on the different choices on your Quarterly Strategy Board. These determine which actions you will take during that round.

- All players select their quarterly strategies simultaneously.
- No other players should be able to see your strategy as you set it.
- Your quarterly strategy is divided into 3 rows: Research, Influence, and Cards.
- You can put multiple Tech Workers on the same option to take that action multiple times. For example, if you put 2 Tech Workers on “File a Patent,” then you can play the “File a Patent” action twice.

Let's go through the Corporate Strategy Board to see how you can channel your unbridled sociopathic ambition into power and riches.



The Round Tracking Board will remind you of the 5 steps each round.

The game ends when the first player reaches Model Version 7. All players will complete their quarterly strategy that round, then the game ends.

Concepts and How They Interact

If you like learning by starting with concepts, give this page a read. If you learn better by inferring concepts from specific actions, come back to this page after you've read pages 7-17.

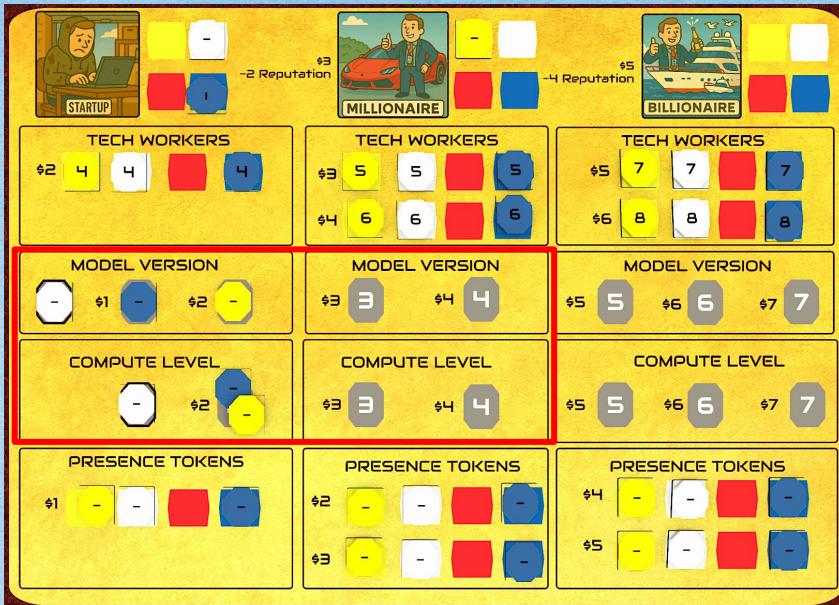
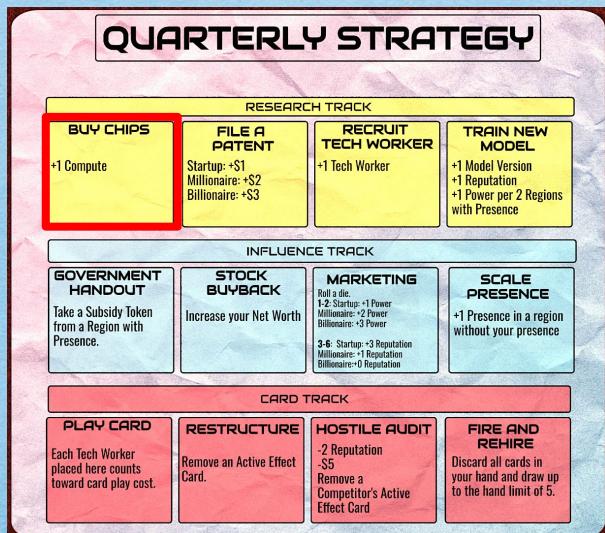
- **Net Worth:** There are 3 Net Worths: Startup, Millionaire, and Billionaire. You increase your Net Worth through the Stock Buyback action. Higher Net Worths will allow you to make more income from Subsidy Tokens, Upgrade to Higher Model Versions, Scale Presence to more Regions, and purchase more Tech Workers.
- **Power:** Power drives your income.
- **Reputation:** Reputation modifies your Income and Model Upgrade costs. You lose Reputation whenever you increase your Net Worth.
- **Subsidies:** Subsidies increase your income. You can claim subsidies at any point, but they only increase your income once you are a millionaire. They are worth 1VP per 2 Subsidy Tokens at the end of the game.
- **Presence:** Presence allows you to collect more Subsidy Tokens, since you can only collect Subsidy Tokens from Regions where you have Presence. Having Presence in more Regions allows you to gain more Power each time you Upgrade your Model Version.
- **Compute Level:** Your Compute Level limits your Model Version. Your Model Version can never be higher than your Compute Level.
- **Model Version:** Your Model Version provides VP at the end of the game. Increasing your Model Version also increases your Power and Reputation.
- **Income:** Your income determines how much money you will move to your Corporate Funds each round. It is determined by your Power, Reputation, and Subsidy Tokens.
- **Corporate Funds:** Corporate Funds are the pool of money that you move income to and that you can spend from. Corporate Funds allow you to pay for actions such as Model Upgrade or Scale Presence.
- **Personal Funds:** Your Personal Funds will provide 1VP per \$10 at the end of the game. Any unspent Corporate Funds go to your Personal Funds each round. You *cannot* spend your Personal Funds.
- **Tech Worker Tokens:** Tech Worker Tokens allow you to take 3-8 actions each round, depending on the number of Tech Worker Tokens you have. Tech Workers are also how you pay to play cards.
- **Quarterly Strategy:** Your Quarterly Strategy determines which actions you will take each round. You place Tech Worker Tokens on different actions to determine which actions you will perform and in which order you will perform them.
- **Effect Cards:** You have 3 slots on your Player Board for Effect Cards. These cards will either give you a one-time effect at the beginning of each turn or an ongoing effect. Effect cards become active the round after you've placed them on your Player Board.
- **Action Cards:** Action cards are played for a one-time effect and then discarded.

Corporate Strategy: Buy Chips

Taking the “Buy Chips” action allows you to increase your Compute on the Compute Tracker, paying the price listed next to the compute upgrade.

Annoyingly, Compute does nothing to increase your VP, but you need it to upgrade your models: your Model Version can never be higher than your Compute Level. For example, if you Compute Level is 2 and your Model Version is 2, you need to increase your Compute Level before you Upgrade your Model again.

You cannot increase your Compute Level to 3 until you are a Millionaire and you cannot increase your Compute Level to 5 until you are a Billionaire.



In this example, Blue and White can both increase their Model Version since their Compute is higher than their Model Version.

Yellow's Compute Level and Model Version are both 2, so Yellow will need to increase her Compute Level to 3 before increasing her Model Version to 3. To do this, Yellow will put a Strategy Token on **Buy Chips** during Quarterly Strategy Planning. Then when executing her Quarterly Strategy, Yellow will pay \$3 to move her Tracker Token to Compute Level 3.

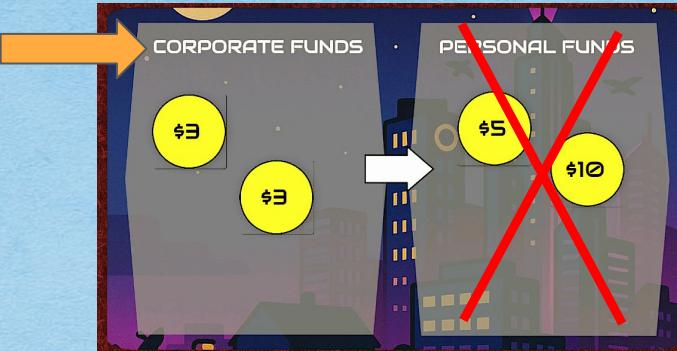
Yellow has a Millionaire Net Worth so she can increase her Compute Level to 3. Blue and White cannot currently increase their Compute to 3 since they have Startup Net Worth.

Note: you can increase your Compute and Model Version in the same Round.

Corporate Strategy: File a Patent

Filing a patent will give you cash, depending on your Net Worth. You can see your Net Worth on the Net Worth Tracker. All players start with a Net Worth of Startup.

- Startup Net Worth: Collect \$1 and place it in your Corporate Funds on your Player Board.
- Millionaire Net Worth: Collect \$2 and place it in your Corporate Funds on your Player Board.
- Billionaire Net Worth: Collect \$3 and place it in your Corporate Funds on your Player Board.



QUARTERLY STRATEGY

RESEARCH TRACK			
BUY CHIPS	FILE A PATENT	RECRUIT TECH WORKER	TRAIN NEW MODEL
+1 Compute	Startup: +\$1 Millionaire: +\$2 Billionaire: +\$3	+1 Tech Worker	+1 Model Version +1 Reputation +1 Power per 2 Regions with Presence

INFLUENCE TRACK			
GOVERNMENT HANDOUT	STOCK BUYBACK	MARKETING	SCALE PRESENCE
Take a Subsidy Token from a Region with Presence.	Increase your Net Worth	Roll a die: 1-2: Startup - 1 Power Millionaire - 2 Power Billionaire - 3 Power	+1 Presence in a region without your presence

CARD TRACK			
PLAY CARD	RESTRUCTURE	HOSTILE AUDIT	FIRE AND REHIRE
Each Tech Worker placed here counts toward card play cost.	Remove an Active Effect Card.	-2 Reputation -\$5 Remove a Competitor's Active Effect Card	Discard all cards in your hand and draw up to the hand limit of 5.

Filing a patent will provide funds to your Corporate Funds, not your Personal Funds. That's good because you can spend Corporate Funds, but you can't spend your Personal Funds: once money go to your Personal Funds, they cannot be touched.



In this example:

- if Blue files a patent, she will add \$1 to her Corporate Funds.
- Since Yellow is a Millionaire, if she files patents, she will add \$2 to her Corporate Funds.
- Since White is a Billionaire, he will add \$3 to their Corporate Funds if he files a patent.

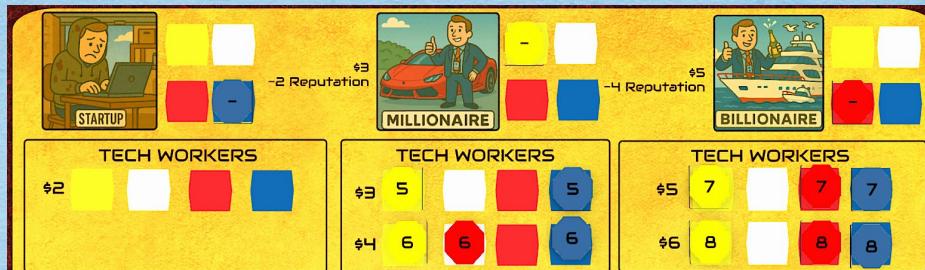
Note: this is tech, so everything runs on money. You spend Corporate Funds to increase your Compute, Model Version, Net Worth, add Presence to new Regions, and to get more Worker Tokens.

Corporate Strategy: Recruit Tech Worker

Recruiting a Tech Worker allows you to Purchase a Tech Worker Token from the Net Worth Tracker Board. You can only buy a 5th Tech Worker Token when you are a Millionaire and you can only buy a 7th Tech Worker Token when you are a Billionaire.

Since Tech Worker Tokens allow you to choose actions on your Quarterly Strategy Board, adding new Tech Workers allows you to do more things per Round.

There is a cost listed next to the Tech Worker Token on the Net Worth Tracker Board that you must pay to take the Tech Worker Token.



In this example:

- Blue cannot perform **Recruit Tech Worker**, because she has no remaining Tech Worker Tokens at the Startup Net Worth. She must first increase her Net Worth.
- Yellow can perform **Recruit Tech Worker** twice, first paying \$3 for Tech Worker Token 5 and then paying \$4 for Tech Worker Token 6.
- Since Red has a Billionaire Net Worth, he can perform the **Recruit Tech Worker** action up to three times, first paying \$4 to take Tech Worker Token 6, then paying \$5 to take Tech Worker Token 7, and finally paying \$6 to take Tech Worker Token 8.

Note: when you gain a new Tech Worker Token, you can use it for your Quarterly Strategy starting next round.

Corporate Strategy: Train New Model

Training new models is your primary engine of growth (you are an AI company, afterall). Each time you train a new model, you increase your Reputation on your Player Board by 1. You also increase your Power by 1 for every 2 Regions where you have Presence.

You track your Model Version on the Net Worth Tracking Board. When you Train a New Model, you need to meet Compute and Net Worth Requirements:

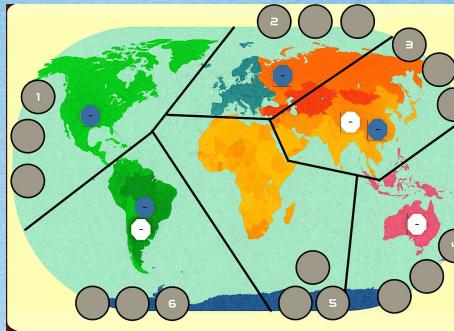
- Compute: Your Compute Level must always be at least as high as your Model Version.
- Net Worth: Just like with Compute, you cannot upgrade to Model Version 3 until you are a Millionaire and you cannot upgrade to Model Version 5 until you are a Billionaire.

QUARTERLY STRATEGY

RESEARCH TRACK			
BUY CHIPS +1 Compute	FILE A PATENT Startup: +\$1 Millionaire: +\$2 Billionaire: +\$3	RECRUIT TECH WORKER +1 Tech Worker	TRAIN NEW MODEL +1 Model Version +1 Reputation +1 Power per 2 Regions with Presence

INFLUENCE TRACK			
GOVERNMENT HANDOUT Take a Subsidy Token from a Region with Presence.	STOCK BUYBACK Increase your Net Worth	MARKETING Roll a die: 1-2: Startup: +1 Power Millionaire: +2 Power Billionaire: +3 Power 3-6: Startup: +3 Reputation Millionaire: +1 Reputation Billionaire: -0 Reputation	SCALE PRESENCE +1 Presence in a region without your presence

CARD TRACK			
PLAY CARD Each Tech Worker placed here counts toward card play cost.	RESTRUCTURE Remove an Active Effect Card.	HOSTILE AUDIT -2 Reputation -\$5 Remove a Competitor's Active Effect Card	FIRE AND REHIRE Discard all cards in your hand and draw up to the hand limit of 5.



- Blue has presence in 4 Regions, so she would increase her Power by 2 when upgrading her Model Version.
- White has presence in 3 Regions, so he would increase his Power by 1 when upgrading his Model Version.
- Both players would increase their Reputation by 1.

POWER

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29

SUBSIDY TOKENS

Startup: +\$1 Income per Subsidy Token	Millionaire: +\$2 Income per Subsidy Token	Billionaire: +\$3 Income per Subsidy Token
--	--	--

REPUTATION

-2	-1	0	1	2	3	4	5	6	7	8	9	10
-\$1 INCOME	+\$1 INCOME	+\$2 INCOME	+\$3 INCOME	+\$4 INCOME	+\$5 INCOME	+\$6 INCOME	+\$7 INCOME	+\$8 INCOME	+\$9 INCOME	+\$10 INCOME	+\$11 INCOME	+\$12 INCOME

INCOME

POWER • REPUTATION EFFECTS • SUBSIDY TOKENS	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	

EFFECT CARDS

Your Power and Reputation are tracked on your Player Board.

TECH WORKERS

STARTUP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
-\$2 Reputation	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

MODEL VERSION

Startup	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
-\$1 Reputation	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

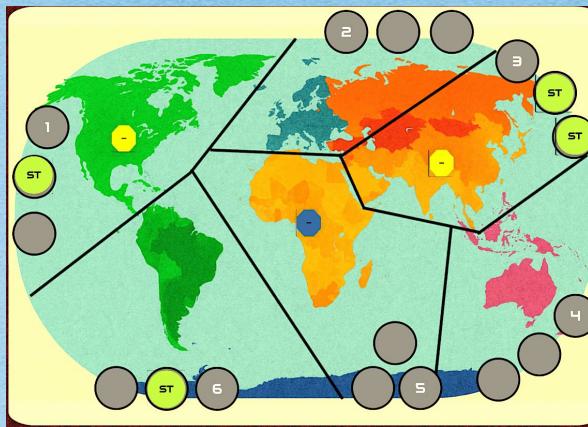
COMPUTE LEVEL

Startup	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
-\$1 Reputation	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

- Blue can pay \$1 to Train a New Model.
- White must increase his Net Worth and Compute before Training a New Model.
- Red can train his Model up to 2 times, since he has Billionaire Net Worth and Compute level 5.

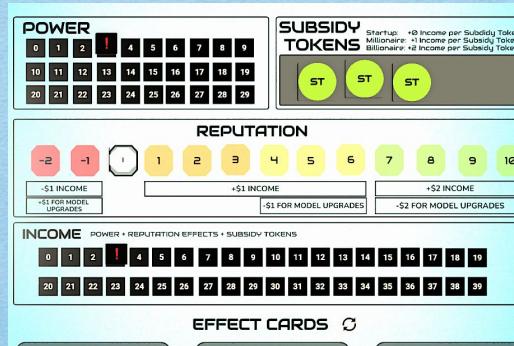
Corporate Strategy: Government Handout

- There are 1-3 Subsidy Tokens in each Region on the World Map.
- When you play Government Handout on your Quarterly Strategy Board, you can remove a Subsidy Token from a region *where you have Presence* and place it in the Subsidy Tokens area on your Player Board.
- Each Subsidy Token on your Player Board counts toward your Income at the end of each round, depending on your Net Worth:
 - Startup: Gain \$0 per Subsidy Token.
 - Millionaire: Gain \$1 per Subsidy Token.
 - Billionaire: Gain \$2 per Subsidy Token (*the more money you have, the more the government insists you need their money*).
- If all Subsidy Tokens have been removed from a region, you cannot play Government Handout in that region.



Example, (assuming no one is adding presence to a new Region this round):

- Blue cannot play Government Handouts, since there are no remaining Subsidy Tokens in Africa.
- Yellow has Presence in North America and Asia. She could play Government Handout and take a Subsidy Token from either Region. Yellow could also put 3 Tech Worker Tokens on Government Handouts and take 3 Subsidy Tokens this round.



Subsidy Tokens are placed on your Player Board after you've claimed them.

Corporate Strategy: Stock Buyback

Performing a Stock Buyback allows you to increase your Net Worth. As you've seen, increasing your Net Worth allows you to unlock all kinds of abilities like higher Model Versions and more Tech Worker Tokens.

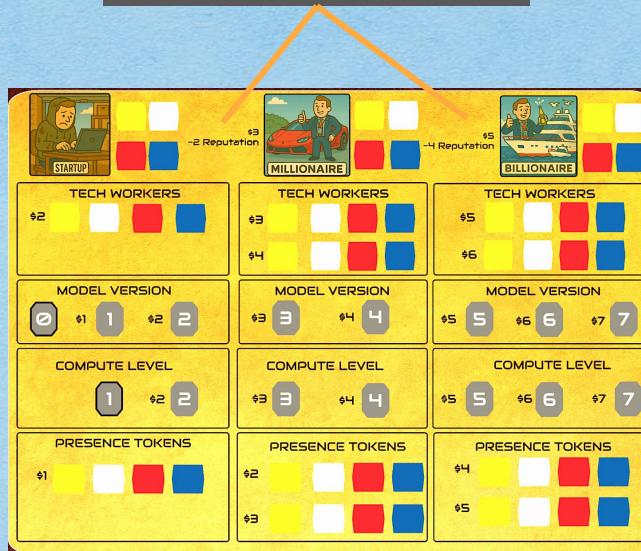
To increase your Net Worth to Millionaire, pay \$3 from your Corporate Funds and decrease your Reputation Tracker by 2. You cannot go below Reputation -2, so make sure you have enough Reputation to increase your Net Worth. As a reminder, your Reputation Tracker is on your Player Mat.

To increase your Model Version to Billionaire, pay \$5 from your Corporate Funds and decrease your Reputation Tracker by 4.

QUARTERLY STRATEGY

RESEARCH TRACK			
BUY CHIPS +1 Compute	FILE A PATENT Startup: +\$1 Millionaire: +\$2 Billionaire: +\$3	RECRUIT TECH WORKER +1 Tech Worker	TRAIN NEW MODEL +1 Model Version +1 Reputation +1 Power per 2 Regions with Presence
INFLUENCE TRACK			
GOVERNMENT HANDOUT Take a Subsidy Token from a Region with Presence.	STOCK BUYBACK Increase your Net Worth	MARKETING Roll a die: 1-2: Startup: +1 Power Millionaire: +2 Power Billionaire: +3 Power 3-6: Startup: +3 Reputation Millionaire: +1 Reputation Billionaire: -0 Reputation	SCALE PRESENCE +1 Presence in a region without your presence
CARD TRACK			
PLAY CARD Each Tech Worker placed here counts toward card play cost.	RESTRUCTURE Remove an Active Effect Card.	HOSTILE AUDIT -2 Reputation -\$5 Remove a Competitor's Active Effect Card	FIRE AND REHIRE Discard all cards in your hand and draw up to the hand limit of 5.

The price of increasing your Net Worth is listed on the Net Worth Tracking Board.



In addition to unlocking higher Model Versions, Presence Tokens, and Tech Worker Tokens, increasing your Net Worth will also modify some of the actions on your Quarterly Strategy:

- File a Patent:** higher Net Worth will add more money to your Corporate Funds.
- Marketing:** lower Net Worths can gain Reputation more easily from this action. Higher Net Worths can gain Power more easily from this action (see more on Marketing on page 12).

Higher Net Worth will also increase the amount of income you get from Subsidy Tokens (see page 10).

You must be a Millionaire to upgrade to Model Version 3 or Compute Level 3.

You must be a Billionaire to upgrade to Model Version 5 or Compute Level 5.

You can pay for 1 Presence Token with a Startup Net Worth. As a Millionaire, you can pay for 2 more Presence Tokens. As a Billionaire, you can pay for the final 2 Presence Tokens.

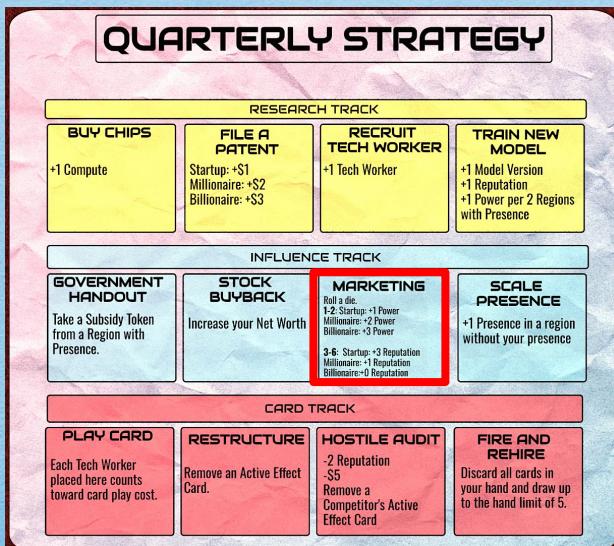
As a Startup you can recruit 1 additional Tech Worker. As a Millionaire, you can recruit 2 additional Tech Workers. As a Billionaire, can recruit the final 2 Tech Workers.

Corporate Strategy: Marketing

To perform the Marketing action, roll a die. Based on the results of the die roll and your Net Worth, you will gain a reward:

- Startup Net Worth: if you roll 1 or 2, gain 1 Power. If you roll 3-6, gain 3 Reputation.
- Millionaire Net Worth: if you roll 1 or 2, gain 2 Power. If you roll 3-6, gain 1 Reputation.
- Billionaire Net Worth: if you roll 1 or 2, gain 3 Power. If you roll 3-6, do nothing.

It's easier to gain reputation as a small startup but almost impossible to get people to like you as a billionaire. On the other hand, it's much easier to amass power as a billionaire.



In this example, blue has a Millionaire Net Worth and rolls a 5. This means that blue will gain 1 Reputation.

Corporate Strategy: Scale Presence

Scaling Presence allows you to add Presence to new Regions. To do this, pay for the cheapest available Presence Token on the Net Worth Tracking Board and place it in any Region on the World Map where you don't already have Presence.

You can add 1 Presence Token to the World Map with a Startup Net Worth. You must become a Millionaire to add the next 2 Presence Tokens to the World Map and you must become a Billionaire to add the final 2 Presence Tokens to the World Map.

QUARTERLY STRATEGY

RESEARCH TRACK			
BUY CHIPS +1 Compute	FILE A PATENT Startup: +\$1 Millionaire: +\$2 Billionaire: +\$3	RECRUIT TECH WORKER +1 Tech Worker	TRAIN NEW MODEL +1 Model Version +1 Reputation +1 Power per 2 Regions with Presence

INFLUENCE TRACK			
GOVERNMENT HANDOUT Take a Subsidy Token from a Region with Presence.	STOCK BUYBACK Increase your Net Worth	MARKETING Roll a die: 1-2 Startup: +1 Power Millionaire: +2 Power Billionaire: +3 Power 3-6 Startup: +3 Reputation Millionaire: +1 Reputation Billionaire: -0 Reputation	SCALE PRESENCE +1 Presence in a region without your presence

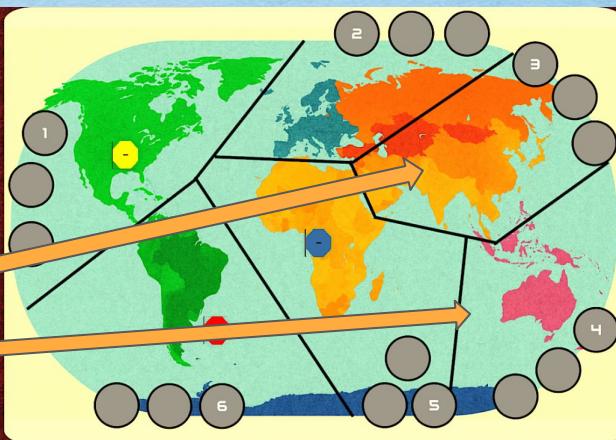
CARD TRACK			
PLAY CARD Each Tech Worker placed here counts toward card play cost.	RESTRUCTURE Remove an Active Effect Card.	HOSTILE AUDIT -2 Reputation -\$5 Remove a Competitor's Active Effect Card	FIRE AND REHIRE Discard all cards in your hand and draw up to the hand limit of 5.

QUARTERLY STRATEGY

RESEARCH TRACK			
BUY CHIPS +1 Compute	FILE A PATENT Startup: +\$1 Millionaire: +\$2 Billionaire: +\$3	RECRUIT TECH WORKER +1 Tech Worker	TRAIN NEW MODEL +1 Model Version +1 Reputation +1 Power per 2 Regions with Presence

INFLUENCE TRACK			
GOVERNMENT HANDOUT Take a Subsidy Token from a Region with Presence.	STOCK BUYBACK Increase your Net Worth	MARKETING Roll a die: 1-2 Startup: +1 Power Millionaire: +2 Power Billionaire: +3 Power 3-6 Startup: +3 Reputation Millionaire: +1 Reputation Billionaire: -0 Reputation	SCALE PRESENCE +1 Presence in a region without your presence

CARD TRACK			
PLAY CARD Each Tech Worker placed here counts toward card play cost.	RESTRUCTURE Remove an Active Effect Card.	HOSTILE AUDIT -2 Reputation -\$5 Remove a Competitor's Active Effect Card	FIRE AND REHIRE Discard all cards in your hand and draw up to the hand limit of 5.

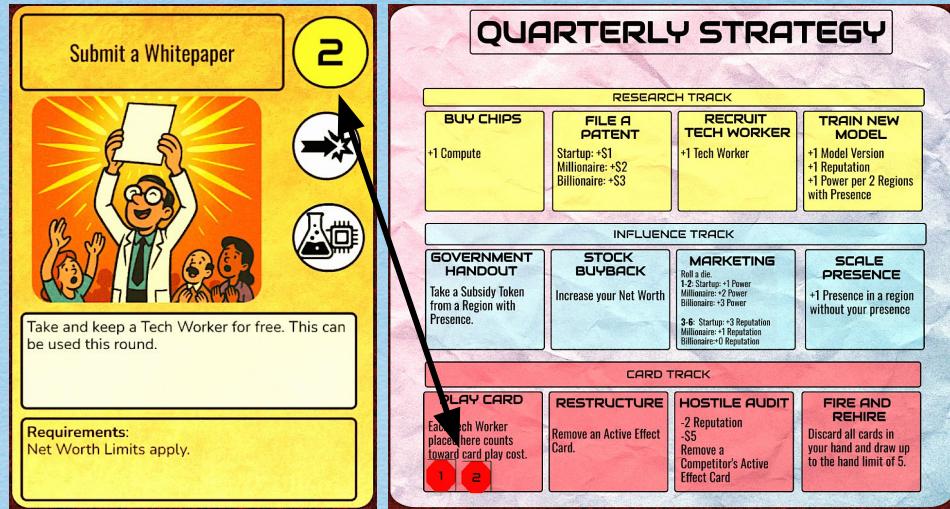
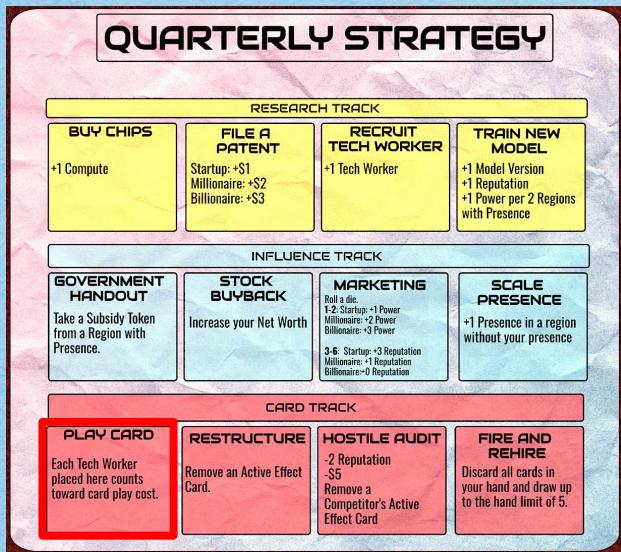


In this example, Red has chosen to Scale Presence twice this Round by setting 2 Tech Worker Tokens on the Scale Presence action.

Red will pay \$1 to add his first Presence Token to Asia. And since he has a Millionaire Net Worth, he can pay \$3 to add a second Presence Token to Oceania.

Corporate Strategy: Play Card

To play cards from your hand, you place your tech workers on the **Play Cards** action. The top right of your card has a number indicating how many workers you need to place on **Play Cards** to be able to play that card.



In this example, the "Submit a Whitepaper" card has a cost of 2 tech workers (top right corner of the card, in yellow). Red has placed 2 Tech Workers on **Play Card**, allowing him to play this card.

A Quick Aside on Cards

There are 3 different card decks in Disruptopia:

- Sabotage Cards:** these cards typically harm your competitors and sometimes benefit you simultaneously.
- Influence Cards:** these cards typically help you increase your Power, Reputation, or Corporate Funds.
- Research Cards:** these cards typically help you increase your Compute Level and Model Version.



All 3 of these decks contain 2 different types of cards:

- Action Cards:** once you've played this card, immediately discard it.
- Effect Cards:** place this card in one of the Effect Card slots on your Player Mat. Some effects are performed once per round. Other effects apply for the entirety of each round. In either case, Effect Cards become active right when you put them down.

At the beginning of each round you will draw 1 card from each deck. While setting your Quarterly Strategy, you must discard down to your hand limit of 5 cards. Any cards you don't keep should be placed face up in a discard pile next to the deck.



You must place this many tech workers on **Play Card** to play it. If this value is 0, you can play this card for free during your turn.



Indicates an Effect Card.



Indicates an Action Card.

This symbol tells us if the card is Influence, Sabotage, or Research.

This area indicates the action that this card allows you to take.

If there are any requirements on the card, you must meet those requirements *at the time when you play the card*.

Note: if a card states "+1 Compute" or "+1 Presence Token" you do not need to pay to increase your Compute or Presence. On the other hand, if a card says "Pay for a Strategy Token" you're gonna have to go ahead and pay for that Strategy Token.

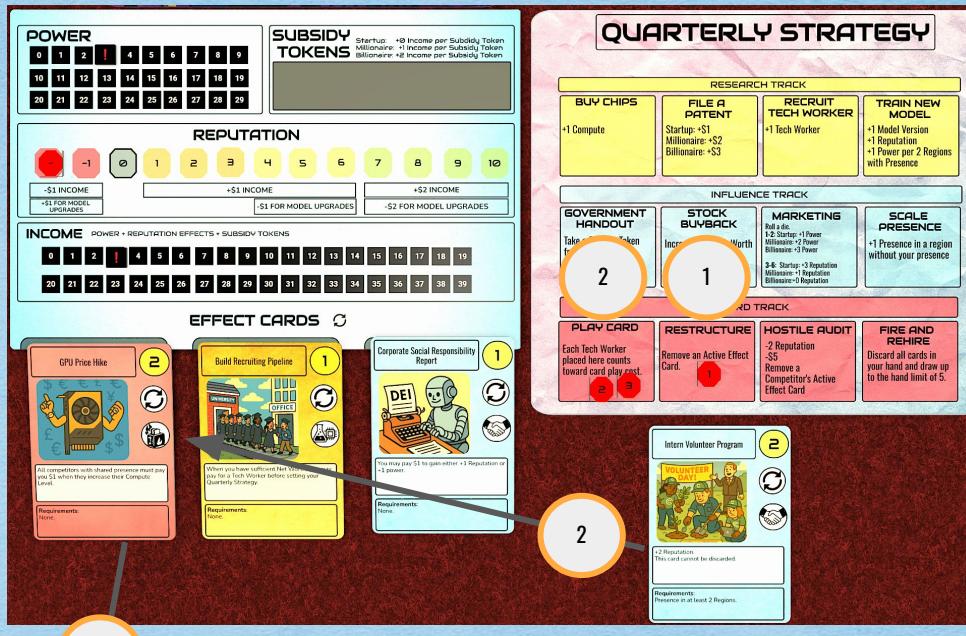
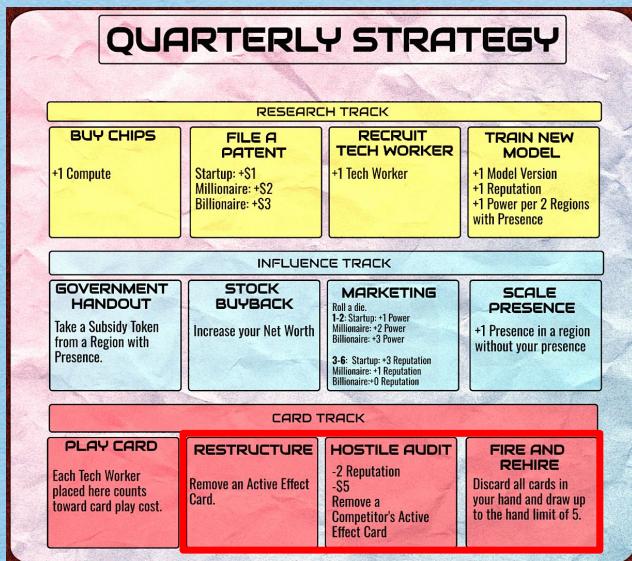
Note: if a card's requirements state "Net Worth Limitations Apply" this means that you can't increase your Presence, Model Version, etc. until you have the Net Worth required to perform that action.

Corporate Strategy: Restructure, Hostile Audit, Fire and Rehire

The **Restructure** action allows you to remove one of your active Effect Cards.

The **Hostile Audit** action allows you to reduce your Reputation by 2 and pay \$5 to remove an active Effect Card from another player's Effect Cards area.

If you ever want to just reset your hand, place a Tech Worker on **Fire and Rehire**. This action allows you to discard all cards in your hand and draw 5 cards from any deck or combination of decks.



In this example, Red has very low Reputation. He wants to replace one of his Effect Cards with another that will increase his Reputation.

- He places a Tech Worker on **Restructure** to remove the "GPU price Hike" Card from his Effects Cards area.
- He places 2 Tech Workers on **Play Card** to pay for the "Intern Volunteer Program" Card. This will now go in the empty Effect Card slot.

Playing a Round: Step 1

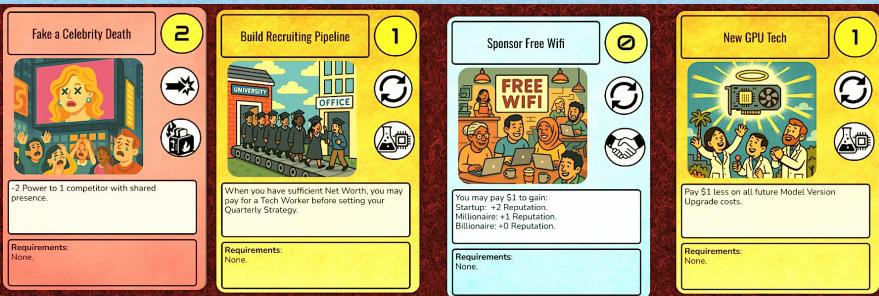
Rounds have 5 steps.

1. Draw Cards and Set Quarterly Strategies (performed simultaneously...and secretly).
2. Play Cards and Execute your Corporate Strategy (performed in clockwise order).
3. Siphon Corporate Profits (performed simultaneously).
4. Calculate Income (performed simultaneously)
5. Prepare for Next Round

Step 1 is to Draw Cards and set your Quarterly Strategy. To do this:

- Draw 1 card from each of the 3 decks.
- If you have more than 5 cards in your hand, discard down to your hand limit of 5.
- Place your Tech Workers on your Quarterly Strategy Board.

Your Tech Workers have a number on them, this determines the order in which they are played.



QUARTERLY STRATEGY

RESEARCH TRACK

- BUY CHIPS**: +1 Compute
- FILE A PATENT**: Startup: +\$1; Millionaire: +\$2; Billionaire: +\$3
- RECRUIT TECH WORKER**: +1 Tech Worker
- TRAIN NEW MODEL**: +1 Model Version; +1 Reputation; +1 Power per 2 Regions with Presence

INFLUENCE TRACK

- GOVERNMENT HANDOUT**: Take a Subsidy Token from a Region with Presence. (Power 2)
- STOCK BUYBACK**: Increase your Net Worth. (Power 3)
- MARKETING**: Roll a die. 1-2: Startup: +1 Power. Millionaire: +2 Power. Billionaire: +3 Power
- SCALE PRESENCE**: +1 Presence in a region without your presence

CARD TRACK

- PLAY CARD**: Each Tech Worker placed here counts toward card play cost. (Power 1)
- RESTRUCTURE**: Remove an Active Effect Card.
- HOSTILE AUDIT**: -2 Reputation; -\$5. Remove a Competitor's Active Effect Card.
- FIRE AND REHIRE**: Discard all cards in your hand and draw up to the hand limit of 5.

POWER

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29

SUBSIDY TOKENS

REPUTATION

=2	-1	0	1	-	3	4	5	6	7	8	9	10
-\$1 INCOME	+\$1 FOR MODEL UPGRADES		+\$1 INCOME		-\$1 FOR MODEL UPDATES		+\$2 INCOME		-\$2 FOR MODEL UPDATES			

INCOME POWER • REPUTATION EFFECTS • SUBSIDY TOKENS

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39

EFFECT CARDS

In this example, Yellow started this round with the “New GPU Tech” Card. She drew 1 Sabotage Card, 1 Research Card, and 1 Influence Card.

Since she has 4 cards in her hand, she does not need to discard any cards.

She decides to place her first Tech Worker on **Play Card** to play the “Build Recruiting Pipeline Card”.

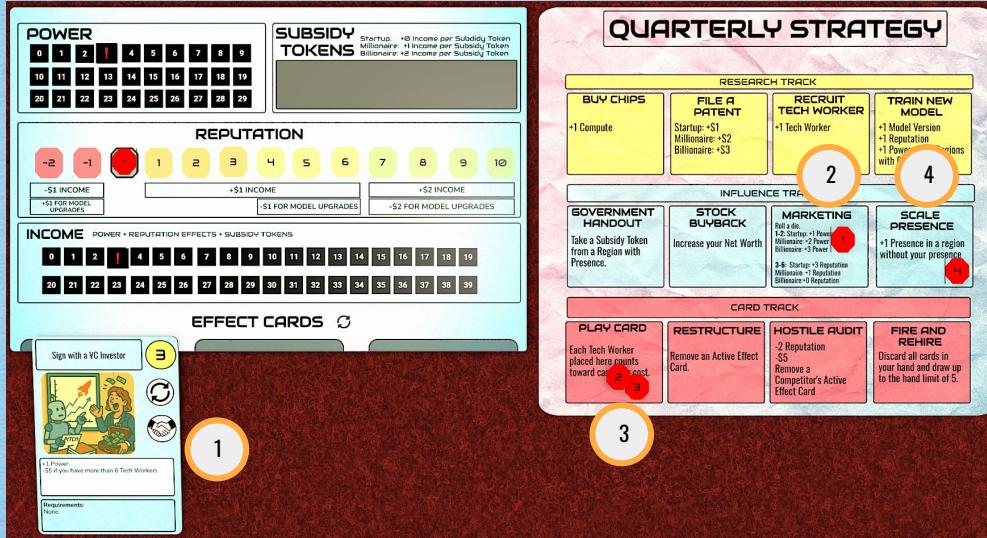
Her next Tech Worker goes on **Government Handout**, allowing her to claim a Subsidy Token.

Yellow places her 3rd Tech Worker on **Stock Buyback**, allowing her to increase her Net Worth.

Playing a Round: Step 2

Next you will play cards and execute your Quarterly Strategy. The numbers on your Tech Worker Tokens determine the order that they will be played.

You can resolve Effect Cards *before or while* executing your Quarterly Strategy.



In this Example, Red has 1 active Effect Card and has set his Quarterly Strategy.

1. He will start by resolving his active Effect Card. In this case, "Sign with a VC Investor" will allow him to increase his Power by 1.
2. He will then perform **Marketing**, rolling a die to gain either Power or Reputation.
3. Next he has placed two Tech Workers on **Play Card**, so he will place "GPU Price Hike" in his Active Effect Cards area, since he has 2 open slots.
4. He will then pay to add his presence to a new Region on the World Map.
5. Finally, he will play and then discard the "Content Moderation" card for free, since this card has a cost of 0.

If you realize that you cannot pay for an action you've chosen in your Quarterly Strategy (or if a competitor has sabotaged you and you can no longer afford it), you must skip that action.

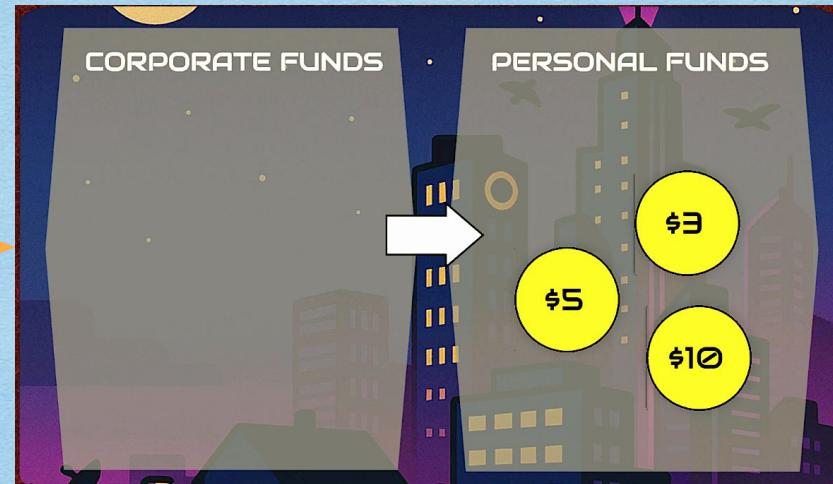
If you can afford either action but not both, you choose which to play.



Playing a Round: Step 3

Once you've completed your Quarterly Strategy, move any unspent Corporate Funds into your Personal Funds. For CEO's, siphoning off Corporate Profits is the most important step of all.

Remember that each \$10 in your Personal Funds will be worth 1 VP at the end of the game. Personal Funds cannot be used to pay for anything.



Playing a Round: Step 4

After siphoning off Corporate Funds, you will calculate and collect your Income. All Income goes to the Corporate Funds.

Your Income = Power + Subsidy Tokens + Reputation Effects

- Subsidy Tokens are worth \$0 if you are a Startup, \$1 if you are a Millionaire and \$2 if you are a Billionaire.
- Reputation Bonuses are listed below the Reputation Tracker on the Player Board. As your Reputation increases, it also increases your income.
- Track this on your Income Tracker, then gain that amount into your *Corporate Funds*.
- Your income can never go above 39. After that point, any additional earnings will be swept up in anti-monopoly lawsuits with the EU.

In this example, Blue has a Net Worth of Millionaire.

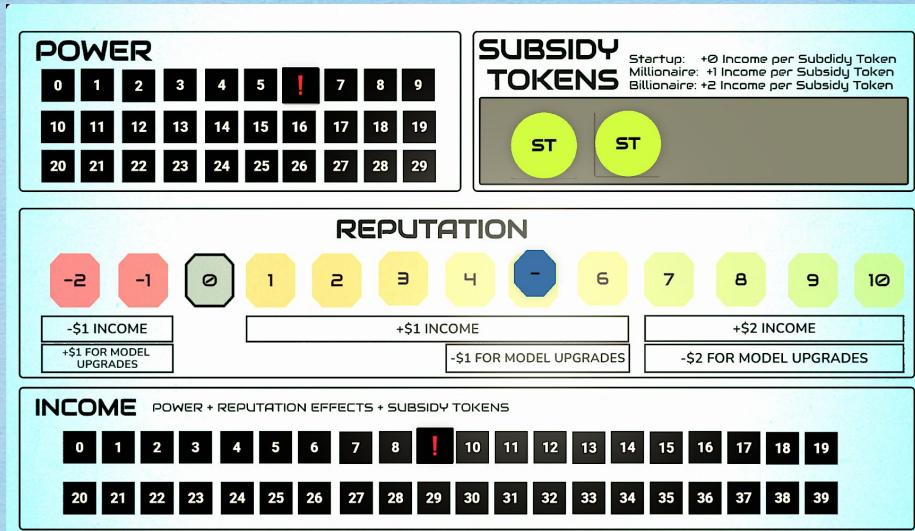
Blue has Power = 6.

Blue's Reputation is 5. This increases her income by \$1 (see text below the Reputation Tracker).

Since Blue has a Millionaire Net Worth, her two Subsidy Tokens are currently worth \$1 each.

This means that Blue's total income is $\$6 + \$1 + \$2 = \9 .

If Blue had a Billionaire Net Worth, each Subsidy Token would be worth \$2. So Blue's income would instead be: $\$6 + \$1 + \$4 = \11 .



Note that changing your Reputation can affect both your Income *and* your Model Upgrade Costs. When you have a Negative Reputation, Model Upgrades are more expensive and your income is lower. When you have a Reputation of 7 or higher, Model Upgrades cost \$2 less.

Playing a Round: Step 5

The final Step in each round is preparing for the next round.

1. Move the Player 1 Token clockwise.
2. Change the Round Tracker from Even to Odd or vice versa.
3. Roll the die. Place a Subsidy Token on the result of the die roll.



Play Clarification

- Multiple Research Cards that decrease your next Model Version upgrade cost (e.g., "New GPU Tech" + "Dodgy Benchmark Results") cannot make you gain money from upgrading. They are purely discounts, and the cost can be reduced to \$0.
- If you cannot pay for all the actions on your Strategy Board (e.g., after being sabotaged), then you must skip the actions you cannot pay for. If, for example, you have 2 actions that cost \$4 and you only have \$4 in your Corporate Funds, then you may pick which action to perform.
- Your Power cannot go below 0 or above 29.
- Your Income cannot go below \$0 or above \$39.
- Your Reputation cannot go below -2 or above 10.
- If you lose a Strategy or Presence Token from a card, that Token will be placed back on the most expensive empty slot on the Net Worth Tracking Board. It *can* be purchased again.
- When rolling the die to place a new Subsidy Token at the end of a Round, reroll if there are no available slots in the Region corresponding to the die roll.

At this point, you should be able to teach Disruptopia to all your lazy friends who didn't take the time to read this 22 page rulebook.

