GADOL

a strategy and finance card game

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LearningSims
learn experience

How to win

Be the first player to close a contract card. If there is more than one player to do so – the player with the most points at the end of the game wins.

Points are calculated as follows:
Contract Card points
- Number of cards & production points you cannot fulfil
+ Production points on unused Resource cards
+ Coins left on your coin counter

Game ends when…

A player closes a contract. The game ends with the last player at the end of that round.

1st Player

This token is placed next to the player that starts the game. If the player that starts, first closes a contract, then each of the other players have an opportunity to close a contract too during that round.
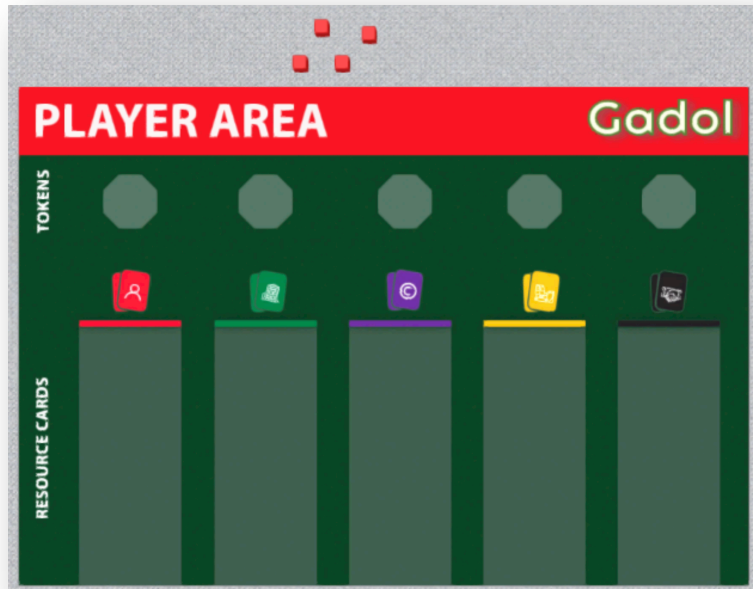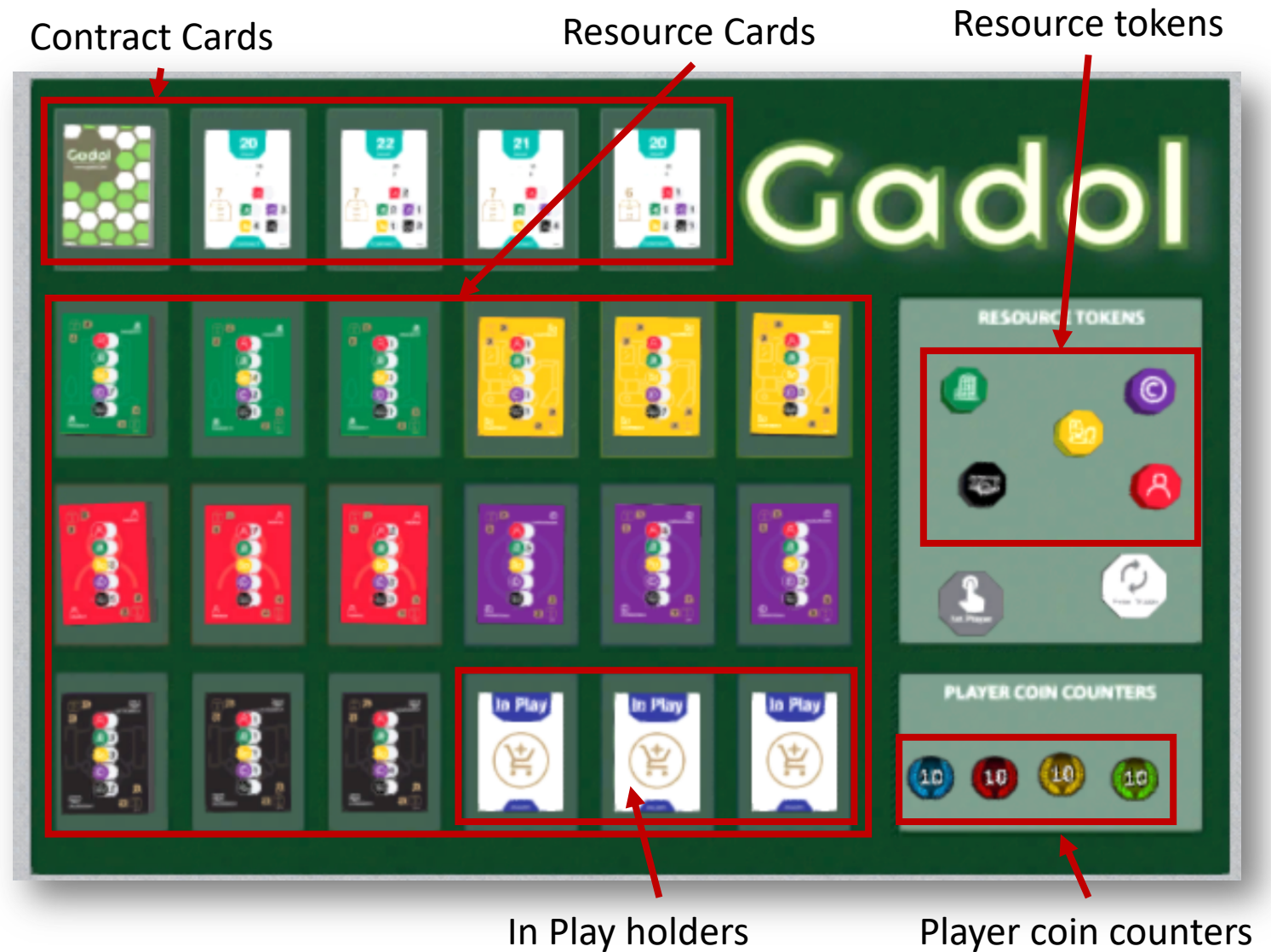
Start of game layout

Each team is given a "hidden" contract card, that the other teams can't see, which only they can complete

Game components

Player area to keep all your bought resource (product) cards, resource tokens, reserve managers and hidden contract card.
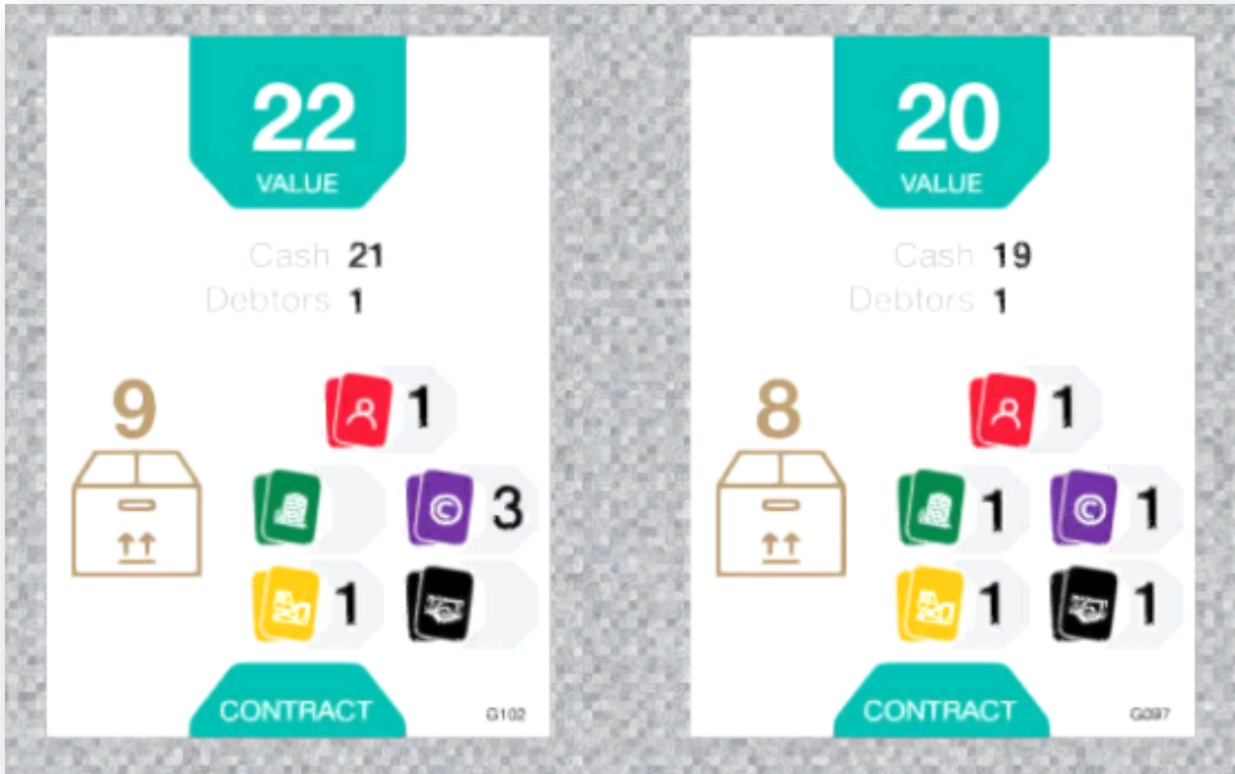

Contract Cards

Resource Cards

Resource tokens

In Play holders

Player coin counters
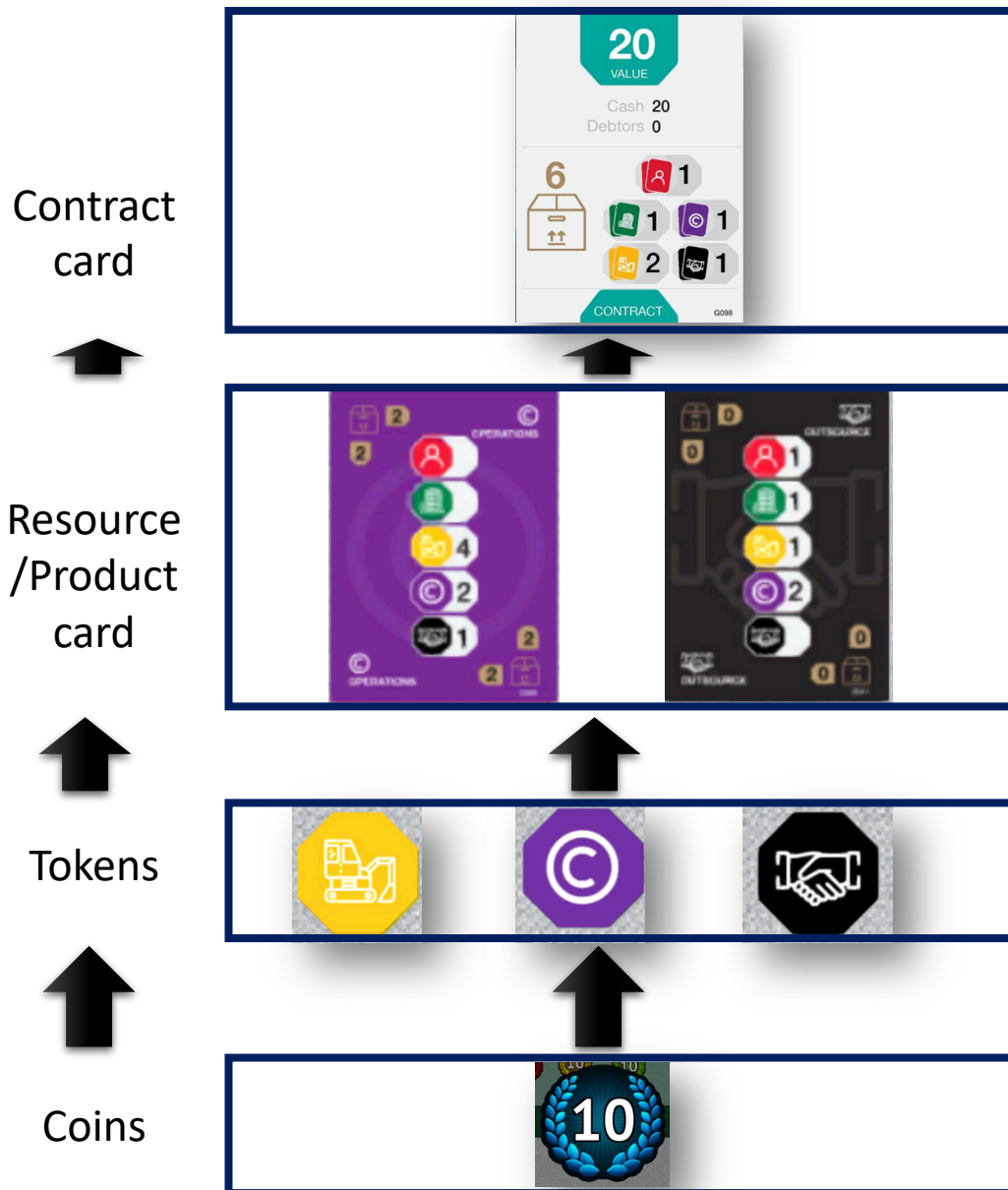
Hidden Contract Cards

Each player is given two random contract cards.

They then select one as their "hidden" contract card. The other one is placed face up above all the resource (product) cards.

Each player can now aim to fill their own "hidden card" or any of the four open contract cards

The basic concept

Contract card

Resource /Product card

Tokens

Coins

The aim is to use the coins to buy tokens.

Use the tokens to buy resource cards*, then use the resource cards to buy the contract card.

The first player to close a contract card wins.

Optional for educational purposes:
An Income statement and Balance sheet is then developed from the contract card, for all teams not just the winning team.

*A resource card is also known as a product card
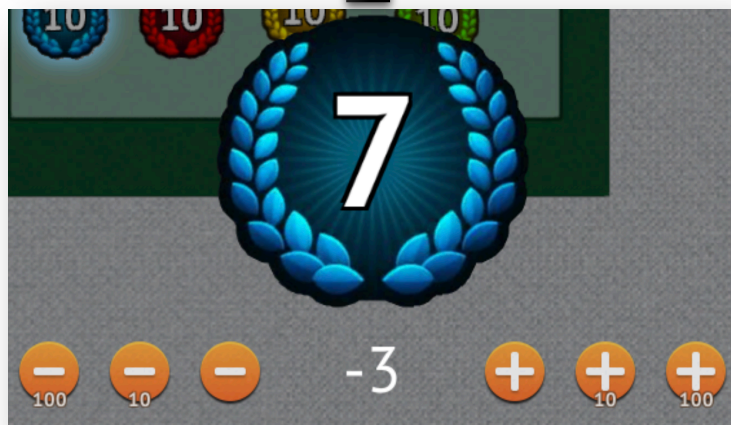
4 Actions a player can take
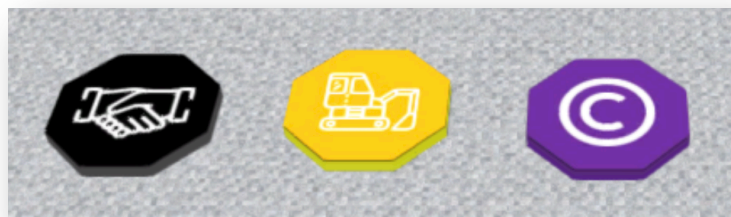# (Only 1 action per turn)

1 Exchange coins for tokens

2 Buy a resource card

3 Close a contract

4 Reserve a resource card

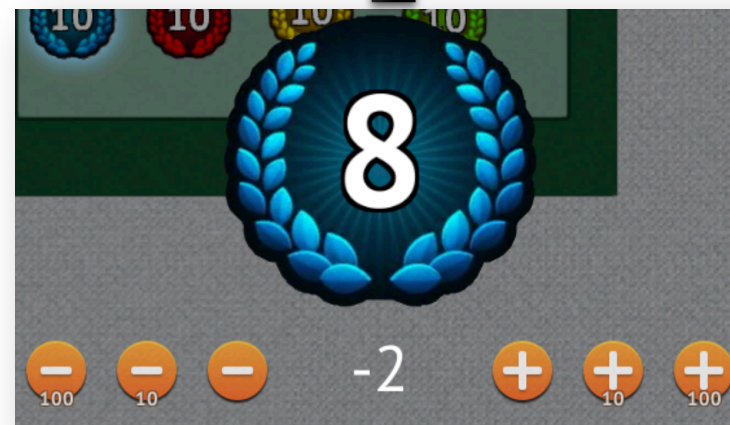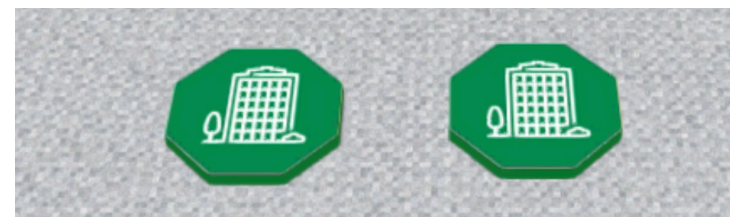**Free actions (can be taken with other actions)**

1 Use the **Free trade** token

2 Move an unreserved card

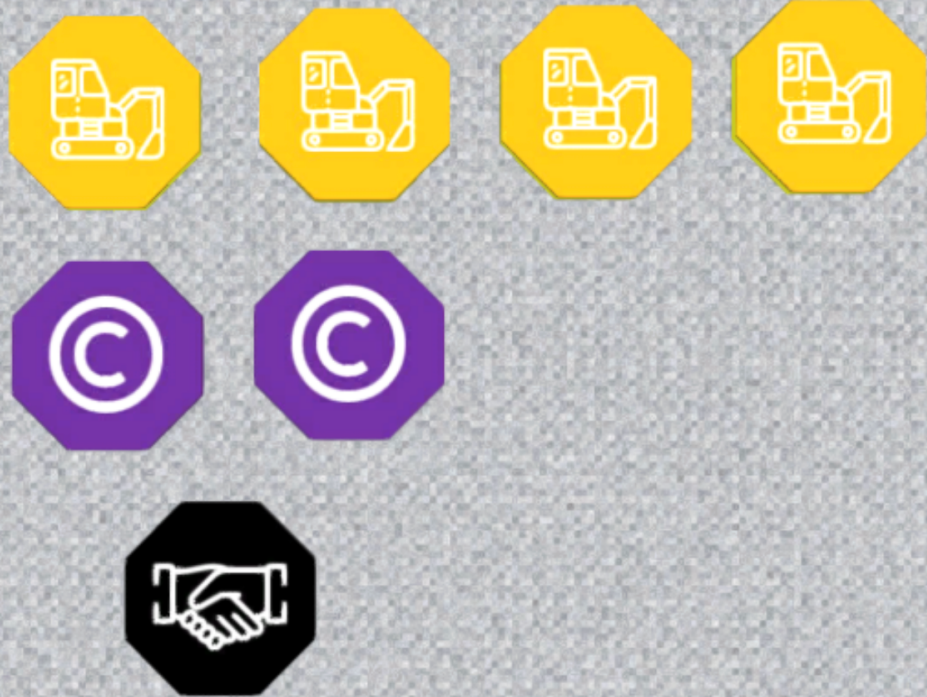# Action 1: Exchange coins for tokens

OR

On your turn each player has the choice of buying 3 different colour tokens, or 2 tokens of the same colour.
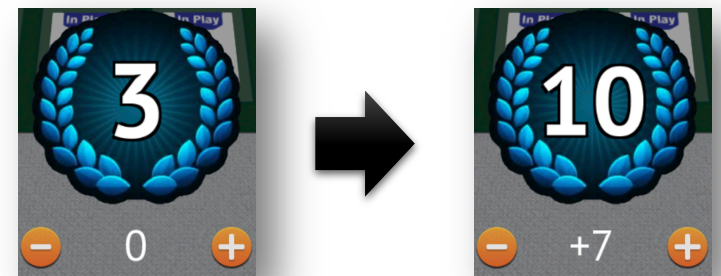*(This is provided that there are 4 or more tokens of the same colour available to pick from)*
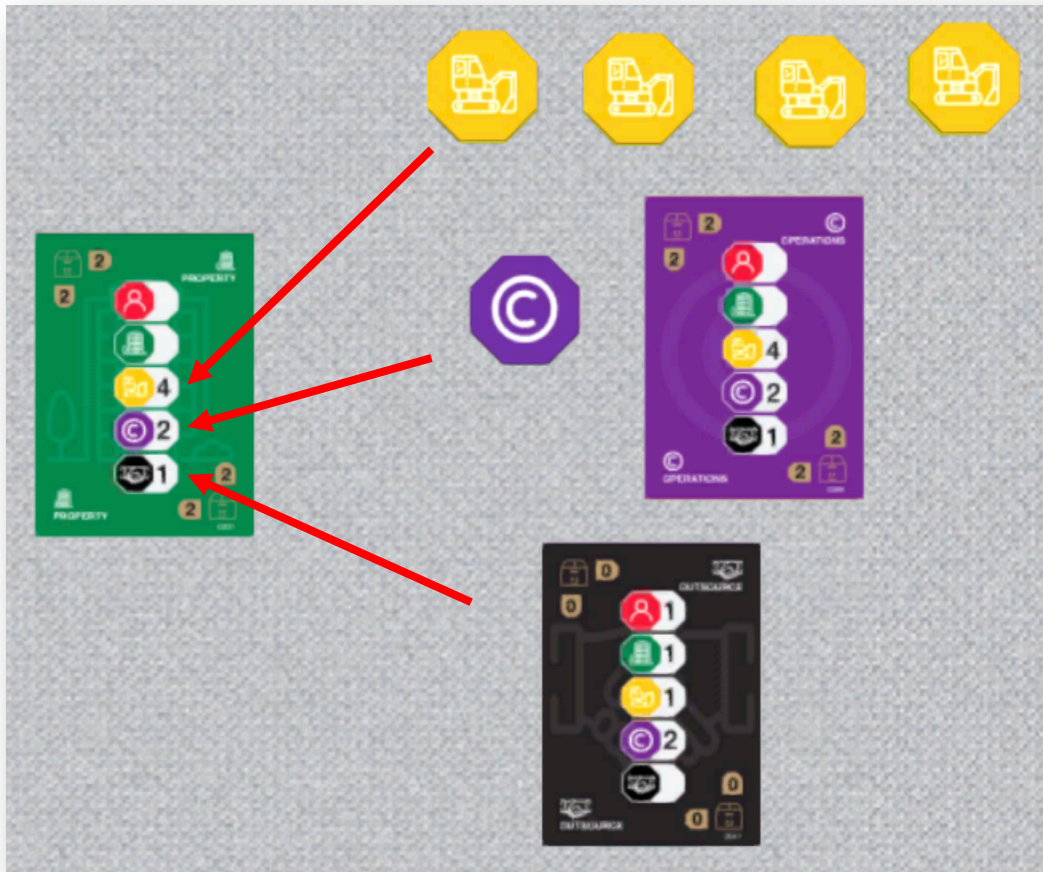
Action 2: Buy a Resource card

When you buy a resource (product) card, its according to the numbers indicated on each card.

In this example 4 yellows, 2 purples and 1 black are required. If I use tokens, I will pay with 7 tokens, get the resource card and get 7 coins back for those tokens.

Action 2: Buy a Resource card

If I had previously bought a resource (product) card it can be used as a "permanent token". When I use it, I still keep it (tokens are used but exchanged for coins when used).

In this example: 4 yellows (tokens), 2 purples (1 token and 1 card) and 1 black (1 card) are required. I will pay with 5 tokens and use my 2 cards to lower the cost, get the green resource card and get 5 coins back for those tokens.
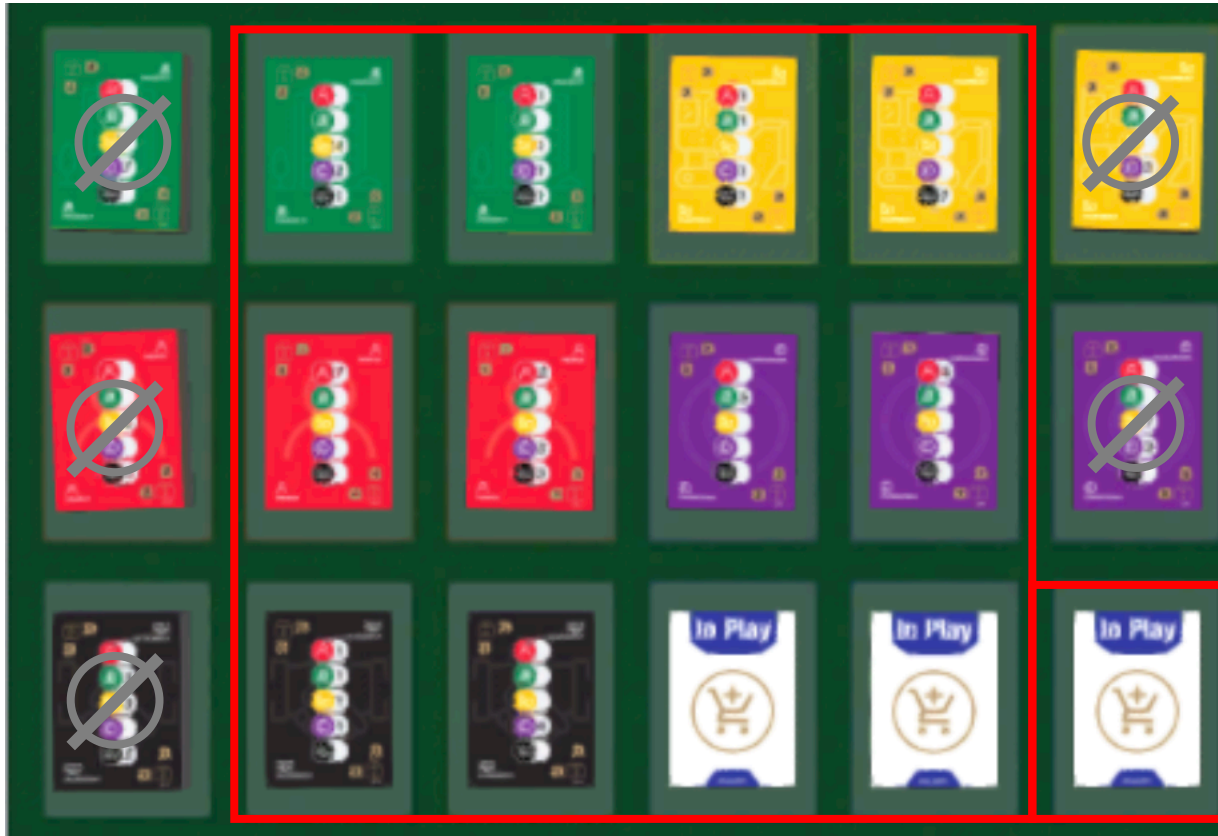
Note:
You can only buy resource (product) cards and contract cards that are not on a colour stack. These resource cards are said to be **In Play**.

⌀ Not the ones on the side stacks until they have entered the game.

Required product points (6 pts)

Available product points (7 pts)

When closing a contract card, you need the number of resource (product) cards as indicated on that contract card. In this case one of each colour card, except for yellow which you would need 2 cards.

On the corner of each resource (product) card is a number. The total on all these cards must be equal to, or greater than, the number on the contract card, in (this case 6) ➔ Product point.
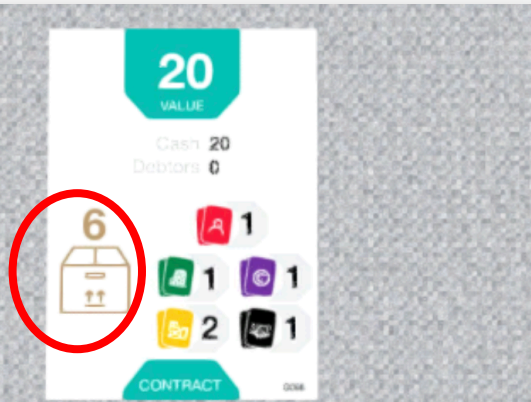
In this case the "product points" are sufficient.

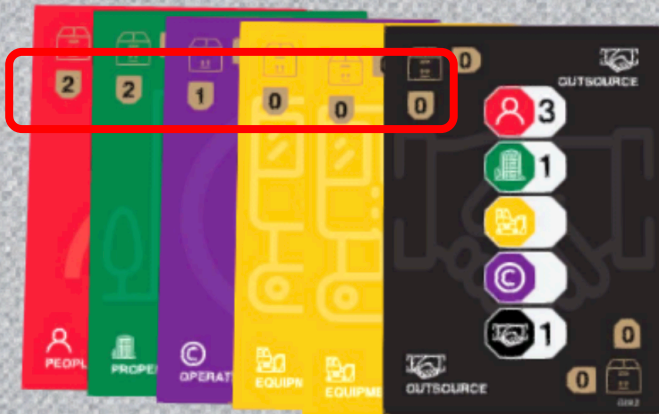*NB! Only resource cards are used to close contracts – not tokens.*

Action 3: Close a card

③

Required product points (6 pts)

Available product points (5 pts)

If you have the right number of resource (product) cards but the "product points" are not sufficient then more cards can be used to get to the required "product points".

In this case the product points are not sufficient and another card with at least 1 product point must be added. This can result in more cards than required being allocated to a contract.
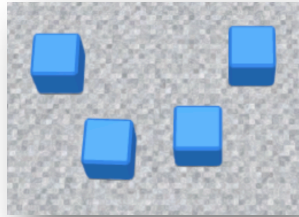
NB! You can close any one of the 4 face up Contract cards on the table or the one in your hand.
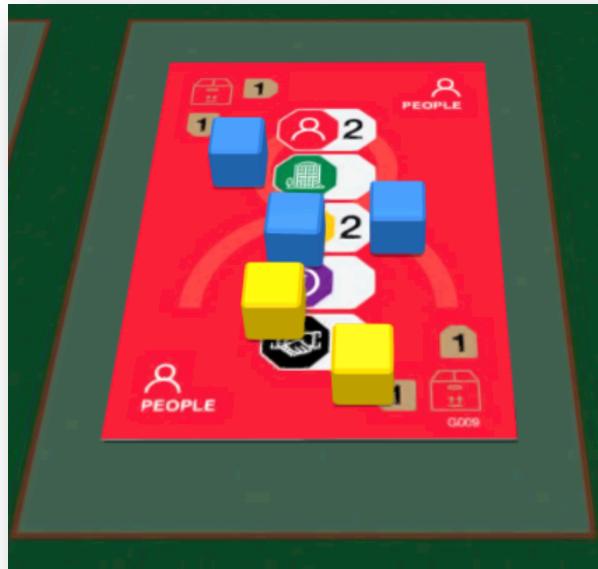
Action 4: Reserve a resource card

4

Each player has 4 reserve managers represented by 4 cubes.

In this example, the blue player would be able to reserve this card and give the yellow player their 2 reserve managers back.

Reserve managers are placed on a card to reserve that card.

Other players can replace your reservation by placing 1 more of their managers than what you have placed. If you have 4 managers on a card then that is your reserved card until you buy it. Only then would you get your reserve managers back.

Any card with a reserve manager/s gets a discount of any 1-token if it is bought.

Free Action 1: Use the Free trade token

A free action can be taken with another ONE action on your turn.

This token is given to the last player in the beginning of the game.

This allows the player to either:
A: Have an extra turn. (can do two actions at once rather than the usual one)
or
B: Swop any tokens for those of any other player – limited to the number of tokens the active player has.
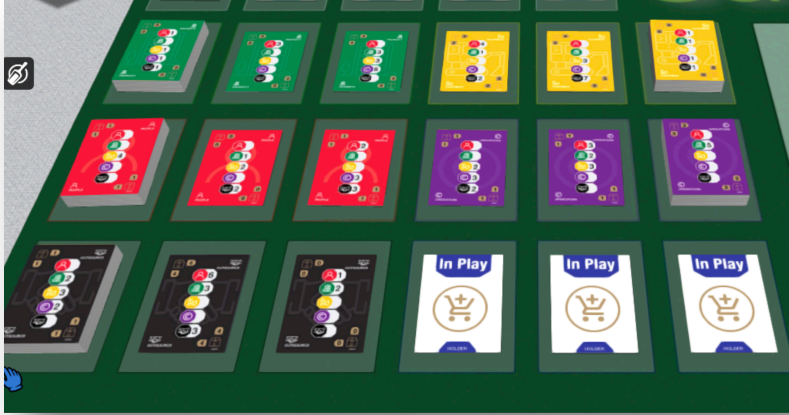
Once played, the player must pass this to any other player in the game. You are not allowed to give it back to the player you received it from.

Free Action 2: Move an unreserved card

A free action can be taken with another ONE action on your turn.

A player may move any unreserved, In Play, resource (product) card to one of the 3 bottom right spaces. Once a space has been created - It will be filled by the top card from that colour's deck.

The card on the 3 holder cards are kept in the order they were put there. Players may not reserve cards on these 3 spaces but can buy the top resource card if they want to.

Optional: For finance classes (after the game)

Sales	23	Non Current Assets	2	LT Debt	5.0
Cos	7	Equipment	1	Given amount	
(How many cards given in)		Patent	1		
GP	16	Property			
Expenses	2	Number of cards			
People	1	Current Assets	32	Equity	26.0
Partner	1	Cash + coins	25	Equity prior	15.6
Number of cards		Debtors	5	this period	10.4
PBIT	14	Inventory	2		
Interest 20%	1	(sum of product on all unused cards)			
PBT	13	Current Liabilities	3		
Tax 20%	2.6	Number of tokens left			
EAT	10.4	Net Assets	31	Total Liabilities	31.0

This shows how the contract card is used to construct the Income statement and balance sheet. Selected ratios are then discussed in relation to this.