

**Rules**



**Good**

**Job**

**The Startups Game**

# 2

## **Presentation and Purpose of the Game :**

**Good Job, is a Card Game with coordinated actions about the business world, for 2 Players. Aiming achieve more profit than the opponent until the end of the game.**

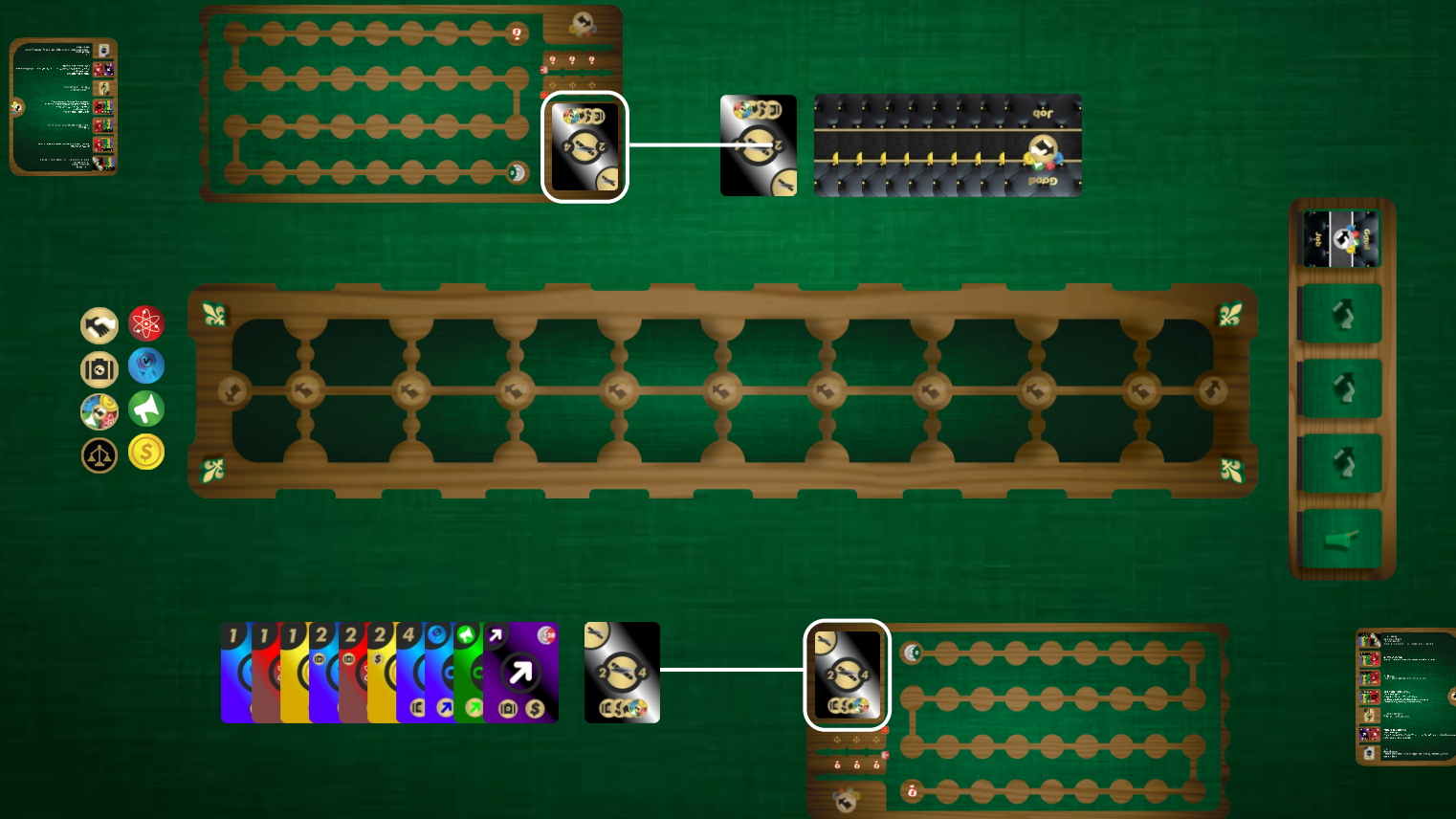
## **Components:**

- 2 Demand Sheets Front / Back;
- 3 «Good Job» Round Tokens;
- 1 «Lawyer» / «Process» Sheet;
- 56 Cards;
- 56 Sector Sheets ( Quality Control / Marketing / Financial / Technology );
- 2 Labor Process Tokens;
- 2 Loan Tokens;
- 1 Central Board;
- 2 \$ Markers;
- 2 Playboards;
- 2 Play-Aids.

# 3

## Preparation :

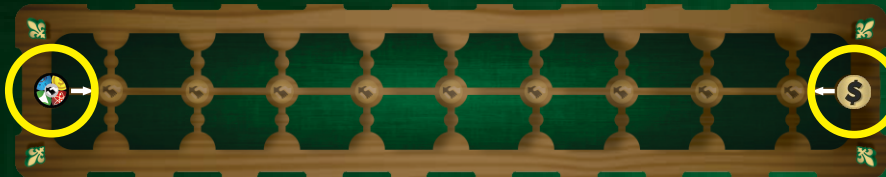
- Players start with their «Companies» from «Zero» «\$ 0.00» (Allocating the Bank Sheet in the Deck \$0.00);
- Shuffle All Deck Market Cards;- Choose the First Player;
- Each Player Receives his Promotion Card., and starting with the 1st Player, plus Nine Professional Cards each.



# 4

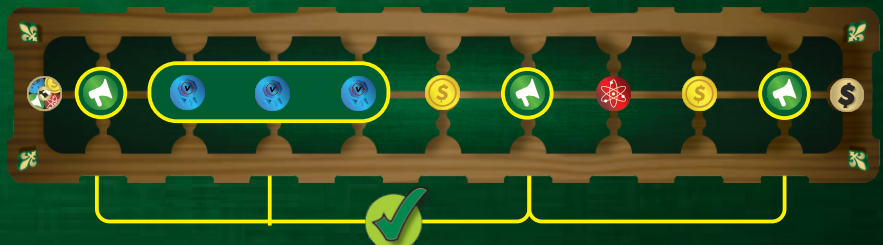
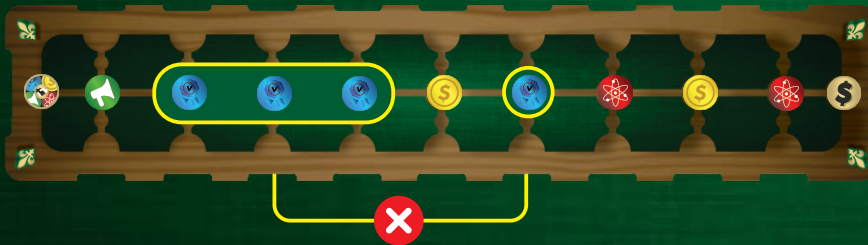
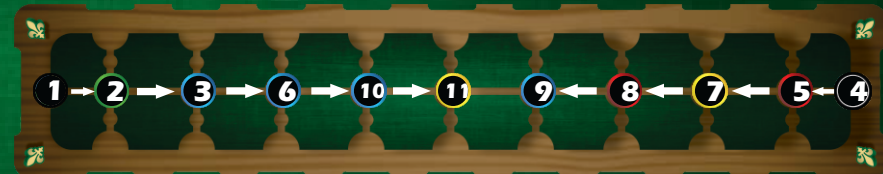
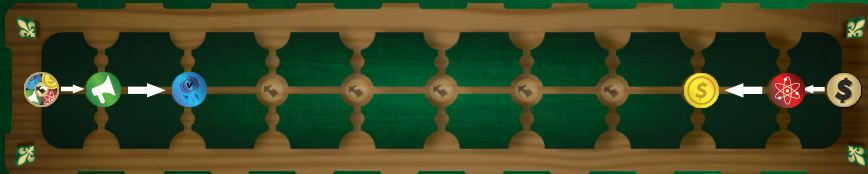
## StartUp Formation:

After Setup, Players must Form the Startup Sectors Next to the Trading Deck in the Center of the Meeting Room Table. Starting with the Demand Token in ONE of the First Decks on the Table, the Players will alternate the choice of Chips once each Player :



The First Allocation must ALWAYS be in one of the Decks of Demand.

Then the Players merge the Allocations of the Sector Tokens in the Nine Circles next to the Dealing Table and ALWAYS Starting from one of the two ends of the table :



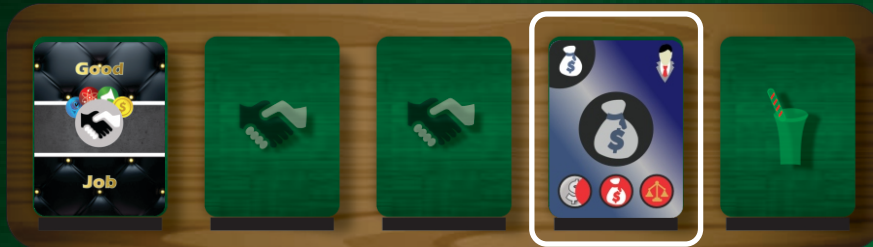
**NOTE** - There is a Maximum Limit of three (3) Chips that can be allocated of the same type and in any Deck.

When Player allocates the last Token, Next Player starts the Game.

**Start of Match:**

After the Player places the last Sector Token, the Opponent starts the Game.

Simultaneously open three cards next to the Deck Market as follows :

**1st Open Letter****2nd Open Letter****3rd Open Letter**

# 6

## Game Mechanics:

Players will have «ONE» OR UP TO «THREE» Moves during their turn, and with three Action options in any order, even being able to repeat the Actions, during your Game Turn.

Players will not necessarily be required to complete the Three Plays during their turn, but a Playwill always be Mandatory.

### - 1st Option - Action - «Allocation of Cards in Trading Decks» :

The Player Allocating a Card from the hand in the Deck, «Pulls» the Token once, or even twice depending on the Card Used.

And when you get «Pull» beyond the second advance. Conquer the Token Definitely for your Deck and Receive \$30.00 Deposited into your Bank/Account.

Ex:



Each Deck equals \$10.



When the Player Conquers the Token of Sector Definitely, The Cards Used will be discarded alongside the ThirdDeck Market Card (Vacation).

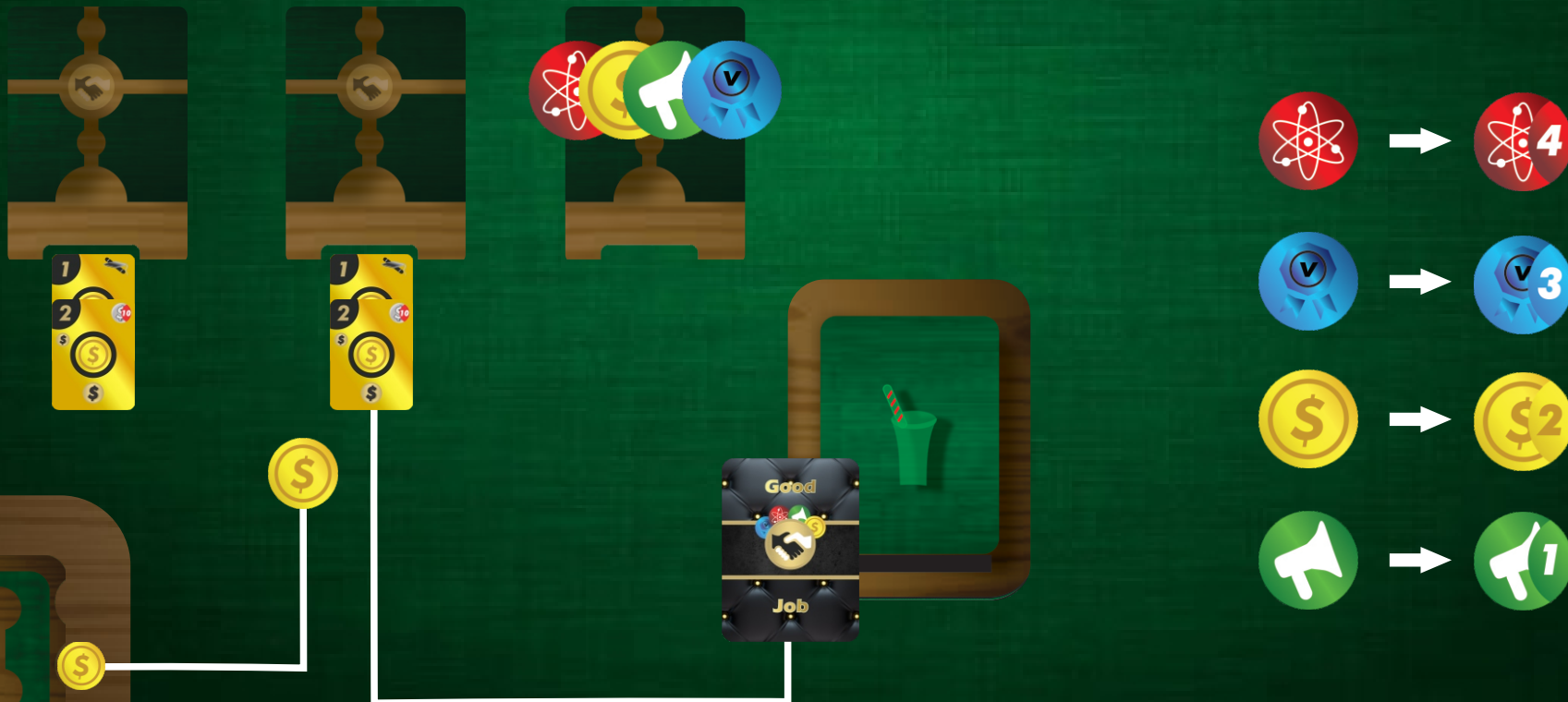
«The Conquered Tokens must remain Facing DOWN».



### Conquering the Sector Token :

And when the player manages to Conquer the Sector Sheet Definitively Three Situations will occur :

- All Deck Cards will be discarded in the «Vacation» Deck;
- The Conquered Tokens are in the Player's Possession, and should not be Revealed, but may be Observed by the Player who Holds them;
- The Player must replace the Trading Deck with another Sector Token without observing the value of the Token and without Exceeding the limit of Three Chips of the same Type.



**Cards :**

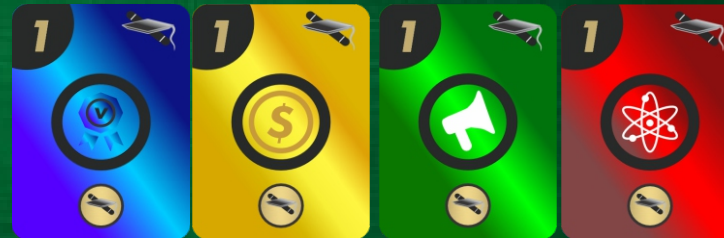
Divided into Four Sectors of Activity ( Marketing / Technology / Quality Control / Financial ) will be used by being Placed in Trading Decks for Sector Tokens and Money Achievements.

**The Cards of each sector are divided into 5 types :**

- INTERNS;
- OPERATIONAL;
- MANAGERS;
- EXECUTIVES / BOARD;
- OUTSOURCED.

**Characteristics and Functionality of the Cards :****1 INTERN :**

- Does not have Hiring Cost;
- They are the only Cards that can be «Promoted».

**2 OPERATIONAL :**

- Hiring Cost (\$10.00);
- Each Card has a type of Functionality / Specialty;
- You can pull up to Twice the Sector Sheet.





**Cards :**

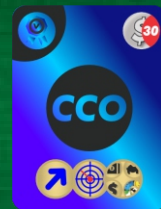
**4 MANAGERS :**

- Hiring Cost \$20.00;
- Possesses all Four Functionalities / Specialties;
- Always Pull Sector Token Twice.



**BOARD OF DIRECTORS / EXECUTIVES (Ccs):**

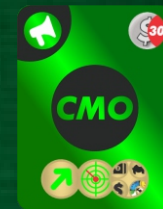
- Hiring cost \$ 30.00;
- You can change the two Market Demand Sheets;
- OR Can Draw Sector Token Twice;
- OR Can Reveal Sector Sheet.



**CCO**  
CHIEF  
CONTROL  
OFFICER



**CTO**  
CHIEF  
TECHNOLOGY  
OFFICER



**CMO**  
CHIEF  
MARKETING  
OFFICER



**CFO**  
CHIEF  
FINANCIAL  
OFFICER

**3 THIRD PARTIES :**

- Hiring cost \$ 20.00;
- Can be used for any form Sector.



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**Market Demand :**

The Demand Tokens have two sides with two types of Demand each (Commercial and Productive), indicating Precisely the Market / Companies Trend at that time.

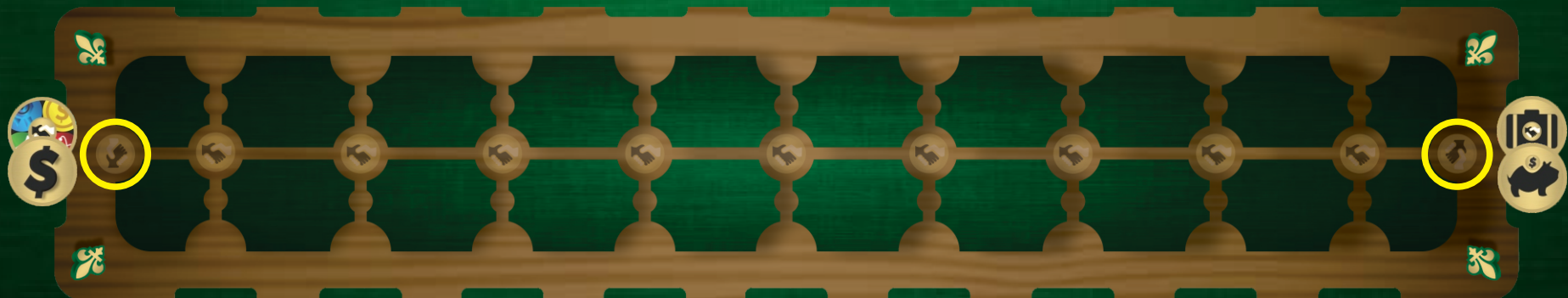


**COMMERCIALS**

**PRODUCTIVE**

As explained earlier, these Tokens will be allocated by the Players in the Decks at the Head of the Deal Table. Respective Negotiation.

**Ex:**



**TIP - The choice of the Demand Sheet may take into account the formation of the initial Hand of Cards of the Players.**

**Market Demand :**

The Demand Token will indicate, depending on the Allocated Card, how many times you can Draw the Sector Token in a Trading Deck.

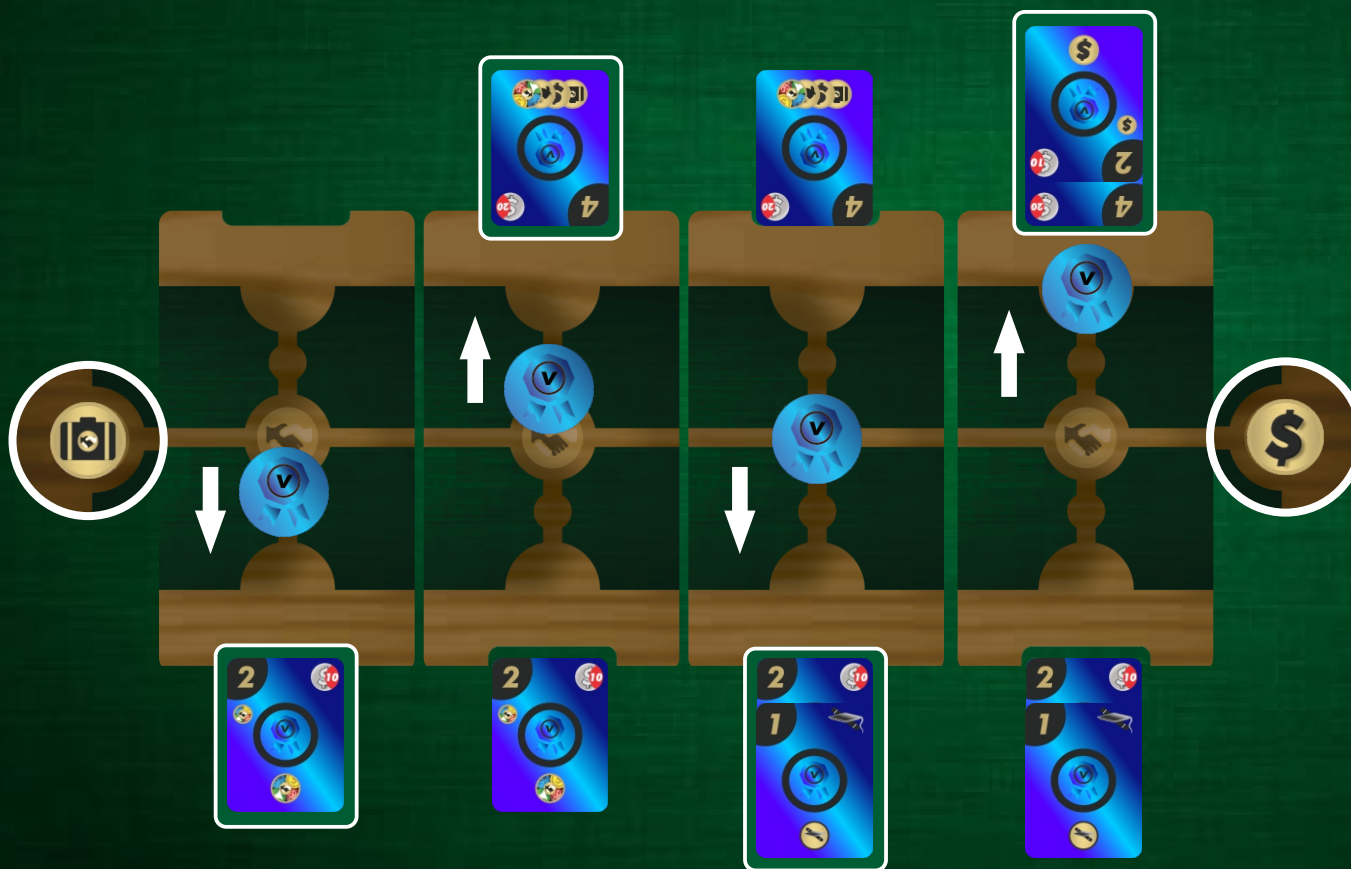
**Ex:**



**Duels :**

Players will be able to enter «Negotiation Duels» through Sector Tokens when allocating Cards in the Same Trading Deck.

**Ex:**



Players will play the Sector Sheet in a Species of «Tug of War», pulling the Sector Sheet one or even Two Times According to Charter and Market Demand.

### 2nd Option -Action- «Contracts» :

The 2nd Option of Actions / Moves, Allows Players to go to the Market to look for Professionals, for that they will have Two Hiring Forms, Observing Some Criteria Explained Below.

- Hire paying the Value of the Charter;
- Dismiss a Card from the Hand and Hire it at no Cost (Exchange).

When starting the game, open three cards in the Deck Market.

The Player has Three Hiring Options,

One Contractor, One Executive, and One Accountant.

#### Hire Paying By Card Value:

The Player observes in the Corner Superior Right of the Charter, the value.  
(Discounted at Panel «\$».



#### Hiring «Dismissing» a Card from the Hand :

The Player Discards a Card from Hand in the "Vacation" Deck.

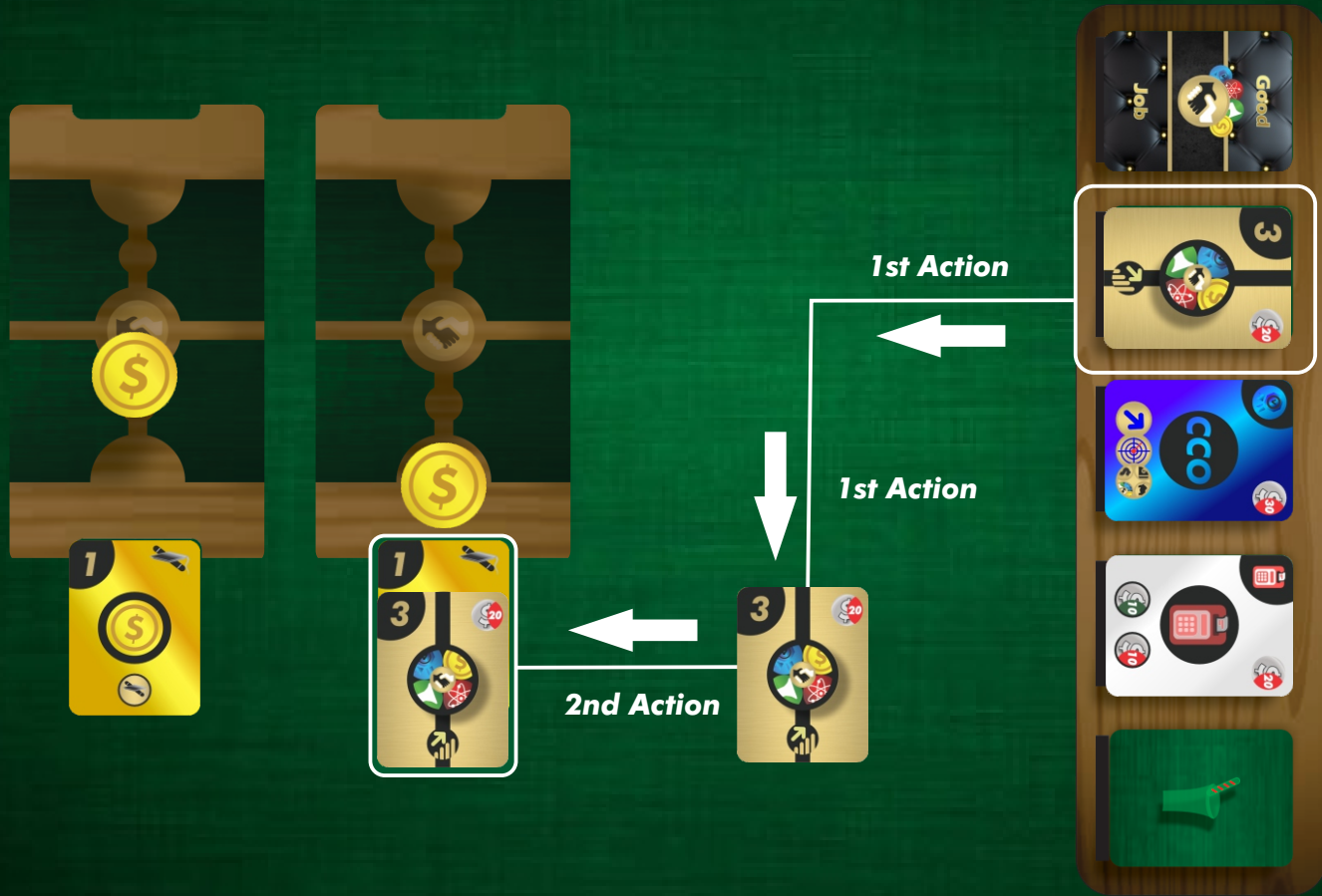
The card will be discarded face down, and Hires a Free Card.



**Hiring :**

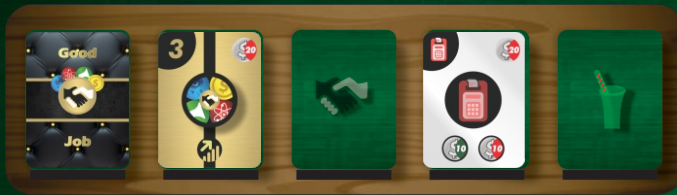
The «Contracted» Card, if the Player still has Game Actions, can be used right after its contracting.

**Ex :**



**Hiring :**

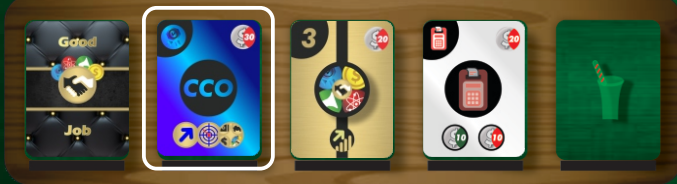
**When the Player Hires a Card, the Deck Market will be empty., And when starting the Player's Next Round Opponent, the Deck will be Filled until Completing the Market Deck with Three Cards.**



**The Round Ends with an Empty Deck ( Hired Card ).**



**The Next Round on the Opponent's Turn, The Cards that «Spare» They will be repositioned from left to right, and open to Number of Cards to Reposition up to Three Cards in the Deck Without Discarding Any Cards.**



**NOTE - During the Player's Turn, Cards Do Not Move., and that Player May Make another Signing, if there are actions on your Game Turn.**

**For Example, The Player decides to Make Three Hires in your Game Turn.**

**IMPORTANT - THE CARD «MAY» BE «EXCHANGED», NO SAME SHIFT IN WHICH SHE WAS CONTRACTED.**

## No Hiring :

When, at the end of a player's turn, there is no signing ( tions ), the last card in the Deck Market will be discarded. in the «Vacation» Deck, and the Previous Two move to the Next Decks, Opening a New Card.





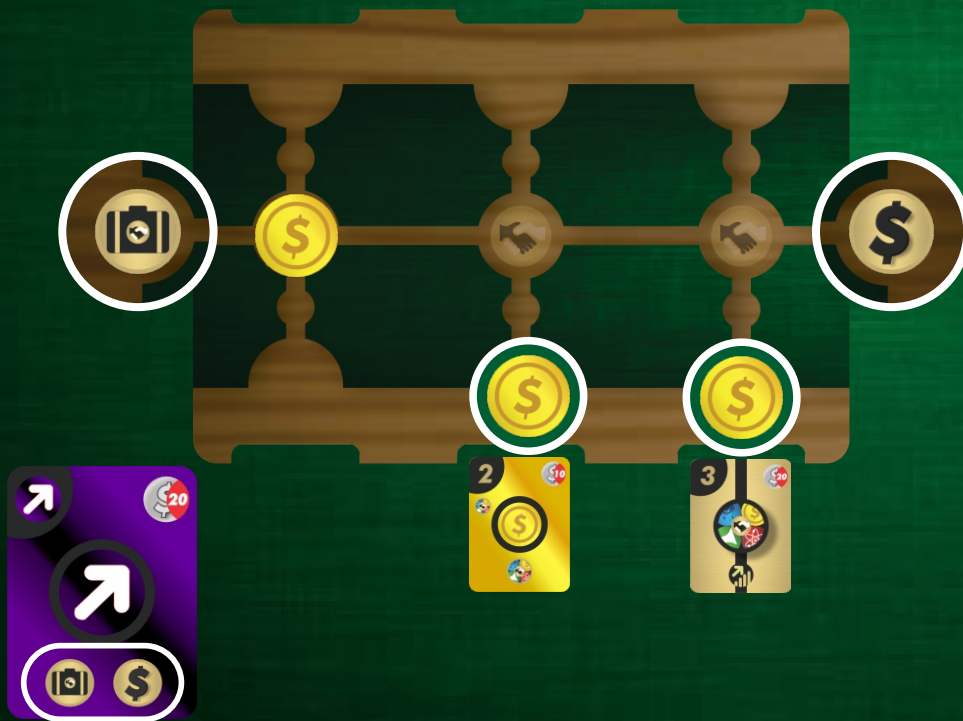
### 3rd Player Option «Special Cards / Deck Analysis» :

Some Cards Have Functions that will be used when Allocated in the Deck Analysis that is, These Cards Do Not enter the Trading Decks.

#### SELLER :

- Hiring cost \$ 20.00;

- Deck Analysis : Allows Pulling Chips in Decks With Cards Allocated from a Certain Sector, and May Apply in More



The SELLER, when being allocated in the Analysis Deck, allowed Draw Two Yellow Tokens, once each, because they are Adjacent to each other, and With Player Cards Deployed.

Note that where there is no Player Allocated Card, the Action Cannot Occur.

#### Criteria :

No Respective Demand Form / Does Not Pull;

A Respective Demand Form / Pull Once;

Two Respective Demand Tokens / Pull Twice.

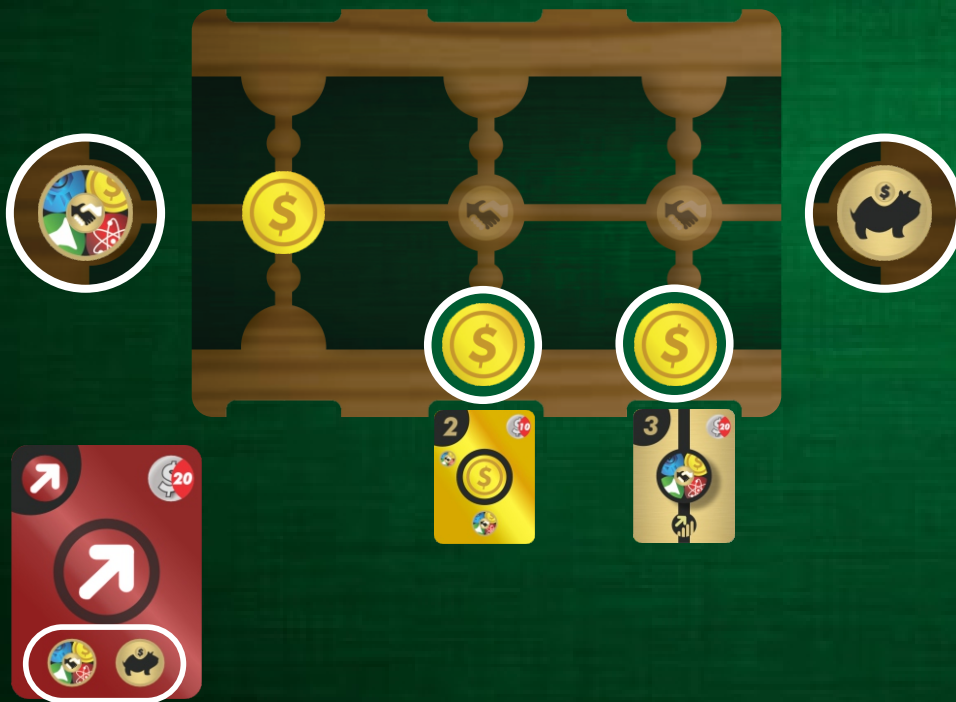
So pay attention to the Demand Sheets «COMMERCIALS».



**Special Cards / Deck Analysis :****MANAGER :**

- Hiring cost \$ 20.00;

- Deck Analysis : Allows you to Draw Chips Once or Twice in Decks With Cards Allocated from a Certain Sector, and It may apply to more Chips from the same Sector when they are Adjacent to each other.



The **MANAGER**, when allocated in the Analysis Deck, allowed Draw Two Yellow Tokens, once each, because they are Adjacent to each other, and With Player Cards Deployed.

Note that where there is no Player Allocated Card, the Action Cannot Occur.

**Criteria :**

**No Respective Demand Form / Does Not Pull;**

**A Respective Demand Form / Pull Once;**

**Two Respective Demand Tokens / Pull Twice.**

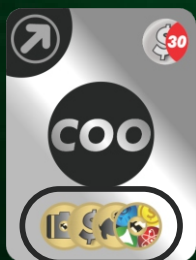
**So pay attention to the Demand Sheets «PRODUCTIVE».**



**Special Cards / Deck Analysis :**

**COO / CHIEF OPERATOR OFFICER :**

- Hiring cost \$ 30.00;
- Deck Analysis : Allows Pulling Chips in Decks With Cards Allocated from a Certain Sector, and May Apply in More



The COO, when placed in the Deck Analysis, will ALWAYS allow Pull the Twice Sheet.

In the example on the side he pulled the chips Yellow, TWICE each, because they are Adjacent to each other, and With Letters From Player Allocated.

Note that where there is no card allocated of the Player, the Action Cannot Occur.

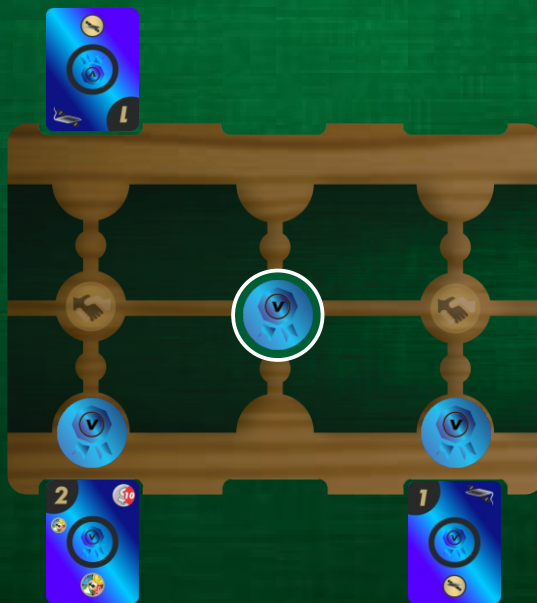
**COO, Valid for Any File Demand.**



**Special Cards / Deck Analysis :**

**Letters from Executives ( CMO / CTO / CFO / CCO ) :**

- Hiring cost \$ 30.00;
- Deck Analysis : Allows Revealing Sector Sheet - (And more Sheets when they are Adjacent to each other);  
**OR** Allows Changing One or Both Demand Forms;  
**OR** Allows Drawing Up To Twice Tokens Of The Respective Sector, and as long as there is an Allocated Card (And more Tokens when are adjacent to each other, and as long as there are allocated cards).

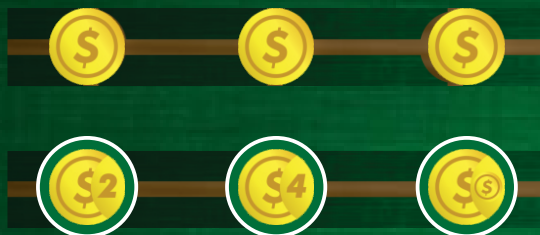


## Special Cards / Deck Analysis :

### SUPERVISOR :

- Hiring cost \$ 20.00;

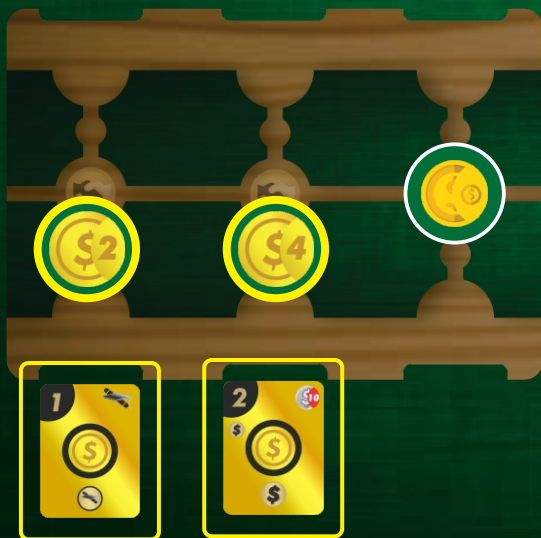
- Deck Analysis : Allows you to Reveal any Sector Sheet, with Cards Deployed or not., and you can reveal All the Tokens of the same Sector when they are adjacent to each other.



If Any Sheet or More Is Already Revealed in the Player Adjacency situations, the others may be revealed normally.

When the sheet is revealed, and if you don't have No Allocated Card of the same Token value, ( The Deck Will Be Locked Until You Allocate A Card From The Deck Sheet Value - «Stuck Negotiation» - and also for Situations With Cards Already Allocated and Deck Analysis ( Salesperson / Manager / COO / Executives )).

In the case of Neutral Chips, Players may Allocate Cards Normally.



In the example on the side, the opposing player has resolved use your Supervisor to Reveal the Three Tokens Yellow / Financial Adjacent.

The Player With The Yellow Cards / Financial, You must allocate during the remainder of the game a Operational Card (2) in the First Deck., and an Operational Card Manager ( 4 ) on Second Deck. To be able to conquer the Sector Sheets.

## CONTROLLER :

- Hiring cost \$ 20.00;
- Deck Analysis : Allows Revealing Sector Token allocated any **AND** with Allocated Cards. Disposal may occur of these Allocated Card(s), the following situations occur :
- When Revealing the Sector Sheet(s), any Deck that does not have any Allocated Cards Respective to the Sheet Value, will be discarded / dismissed;
- If the Sector Sheet Is Generic, The Player Who Has The Lower Cards Than The Opponent, Will Have His Cards Discarded and Dismissed, and if the values of the Cards and Token Tie, nothing Happens;
- If Both Players do not have Cards of the same Sector Sheet Value, Both Players will have their Cards Discarded and Fired;
- At the end of the audit, the game continues normally.

It can be used in more Decks with Chips from the same sector, when they are adjacent to each other and with allocated cards.



In the example on the side, the Player of Card «4» has the Cardan Advantage Deck, but the Auditor's Card Reveals the Sheet with Value «2»,

Your Opponent's Card is an Operational ( 2 ), that is, of the SAME VALUE OF THE CARD.

So even though the Card is Superior ( 4 / Manager ), this Face will be «Discarded» / «Dismissed», and Becoming a Labor Process.

The Sequence of Play will continue., However without the Conquest of the Token.

**NOTE - THE AUDITOR CAN ONLY BE USED ON DECK(S) WITH LETTER(S) ALLOCATED.**

## CONTROLLER :

Ex :

The diagram shows a Negotiation Duel on a board with four columns. Each column has a top card, a middle letter, and a bottom card. The left player has a 'V' letter in the second sector, and the right player has a 'V' letter in the third sector. Both have '1' value cards in the second sector. A scale icon indicates a tie. Below the board are four 'Q' cards representing the controller's options.

**In that case, both Players has the letter with the value Respective to the Sector Sheet. But the Disadvantaged Player in the Negotiation Duel you will have your Dismissed Letter(s)**

**Ties, Both Players will have their cards allocated Fired.**

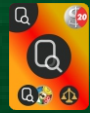
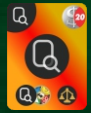
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CONTROLLER :

Ex :

The left side of the abacus board features two vertical columns. The top row of each column has a blue card with a '1' and a scale icon. The second row from the top has a blue token with a 'V' and a scale icon. The third row has a blue token with a 'V' and a scale icon. The bottom row has a blue card with a '\$' and a scale icon. A vertical wooden bar is positioned between the two columns.

The right side of the abacus board features two vertical columns. The top row of each column has a blue card with a '1' and a scale icon. The second row from the top has a blue token with a 'V' and a scale icon. The third row has a blue token with a 'V' and a scale icon. The bottom row has a blue card with a '\$' and a scale icon. A vertical wooden bar is positioned between the two columns.





**Special Cards / Deck Analysis :**

**ATTORNEY :**

- Hiring cost \$ 20.00;
- Deck Analysis : There are two Game Situations that may result in Dismissals with Labor Lawsuits :
- Adversary Achieve Sector Token Definitely in Duels;
- Use of Auditor's Charter.



For each Fired Card in a Deal Deck, «Advance» a Deck to the Process Sheet on the Player's PlayBoard., The maximum limit of Processes that the Player can accumulate will be three Processes. Who Can Prescribe until the End of the Game, that is, all Three Become Just Cause.

**However, if Dismissal(s) occur, which lead to exceeding the limit of three Processes, the Process Form must be turned over to the Red side, and MUST be resolved ALWAYS IN THE PLAYER'S TURN, and until the END of that same Player's TURN.**

The Lawyer's Card, when placed in the Analysis Deck, allows you to win a lawsuit (Just Cause), or try to win All up to the Limit of three Processes., In this case, throw the Process Sheet, Black Side with the Scale, the «Cause» wins /«Just Cause», if the Red «X» comes out, the Cause has not won, and nothing Happens.

But if Player still has Actions on His Turn, may use another letter of attorney if you have or even Hire at the Deck Market.



-  → win all the Processes
-  → Nothing happens

**NOTE :**  
The Limit of Red Processes, never exceed 3 Processes, even when there are More Fired Cards.

The Player may choose to Pay (\$30), one or more Processes on your Turn if so Wish (does not count as Play).

## Special Cards / Deck Analysis :

### ATTORNEY :

Ex :



The Player who won the Duel, Discards his/her Card(s) in the Vacation Deck, The Defeated Player, Advances the Process Token i n theOpponent's Sector Token Deck according to quantity of Losing / Dismissed Cards.

All cards involved will be discarded in the Vacation Deck.

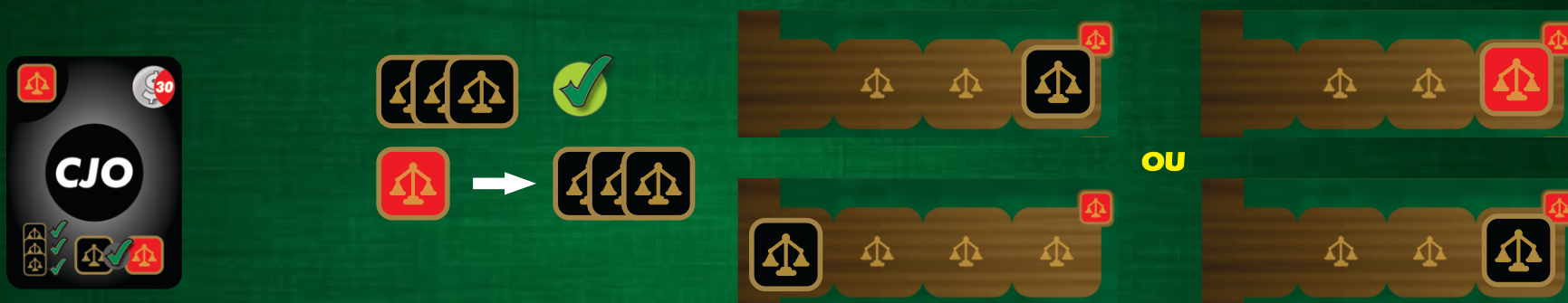
**Special Cards / Deck Analysis :**

**CJO / CHIEF LEGAL OFFICER:**

- Hiring cost \$ 30.00;

- Deck Analysis : Allows you to Win ALL Labor Lawsuits, which arise as a result of Dismissals in Disputes in the Decks of Negotiation.,

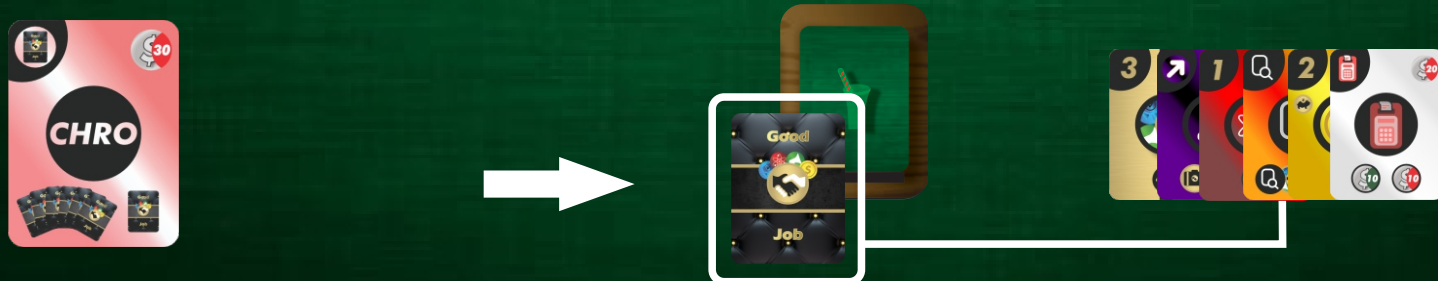
**OR** Return Indemnities in Processes.



**CHRO / CHIEF HUMAN RESOURCES OFFICER :**

- Hiring cost \$ 30.00;

- Deck Analysis : Observe the SIX First Cards discarded from the discard pile, being able to Re-hire / Buy One Letter For Free.

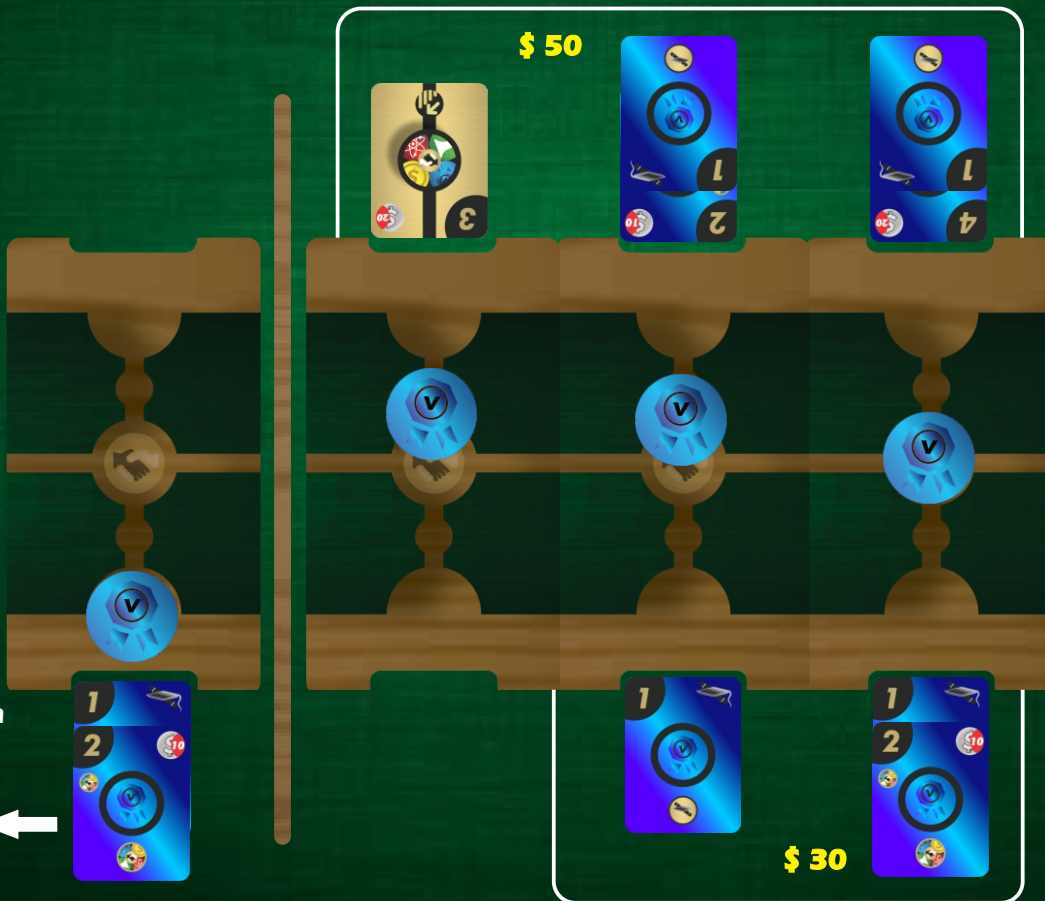


**Special Cards / Deck Analysis :**

**COUNTER :**

- Hiring cost \$ 20.00;

- Deck Analysis : Allows Player(s) to Receive \$ 10.00 for each Card Placed in their Deal Deck, **OR** make Player(s) Pay \$ 10.00 for Each Card(s) Placed in their Deck(s) Negotiation.



When there are more than a sheet of the same sector and shape allocated Adjacent on all the Trading Decks with Allocated Cards and from both the players.

In the adjacent example, the Player can do Players «Call» \$ 10 for Each Allocated Card

"OR"

Receive \$ 10 for each Letter Allocated in Your Trading Decks.

Player gets \$ 10 for each Allocated Card

Two Cards = \$ 20

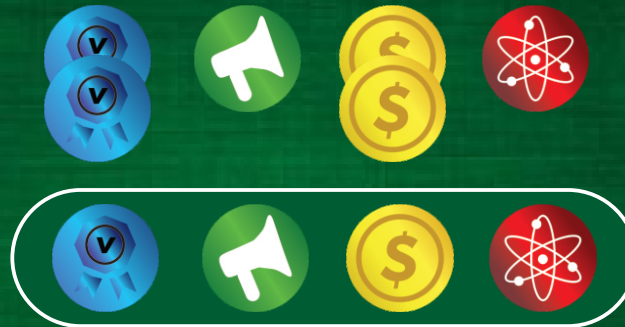


**Special Cards / Deck Analysis :**

**COACHING / TEACHER :**

- Hiring cost \$ 30.00;

- Deck Analysis : Allows the Player to receive four Sector Tokens (one of each), straight to his Reserve.



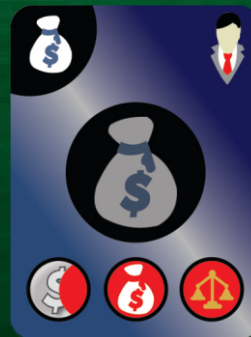
**INVESTOR / PARTNER :**

- No Contraction Cost;

- Deck Analysis : Hire at no cost;

Pays off a Loan;

Pays a Process and or Indemnity.



**Special Cards / Deck Analysis :**

**«PROMOTED INTERN» :**

- Deck Analysis : This Card **ONLY WORKS IN CONJUNCTION** with the Intern Card ( 1 ) / ( **counts as an Action** ).

The Player allocates the Intern Card ( 1 ) in the Analysis Deck, and then allocates the Promotion Card in the Deck Analysis .  
Negotiation with the Sector Sheet corresponding to the Intern's Card, ( **this Action counts as a Play** ).

The Promoted Card can count as an Operational Card ( 2 ), or as a Manager Card ( 4 ). The Twice Sector Sheet.

And in Cases of Revealed Sector File, the Promoted Letter will be considered «2 / Operational» and or «4 / Manager».

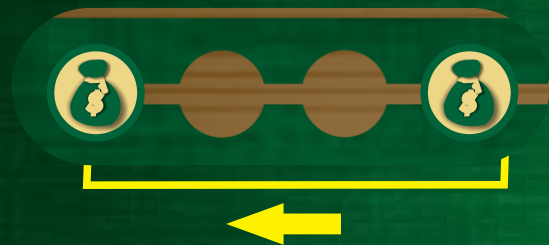


**OBS** - After winning the Sector, and / or in cases of dismissal in the Deal Deck, the Card of Promotion **ALWAYS** comes back to the Player's Hand

**Loans :**

Players in their Turn and **NOT** counting as a Game action, can make a Loan, as follows :

- The Player advances the «Loan» Token one Deck;
- The Player Can Make a Hiring, **OR** Pay a Process / Indemnity;
- The Player will be able to Accumulate up to the Limit of Three Loans at a time;
- If you have paid off one or more loans, you will be able to make them again.

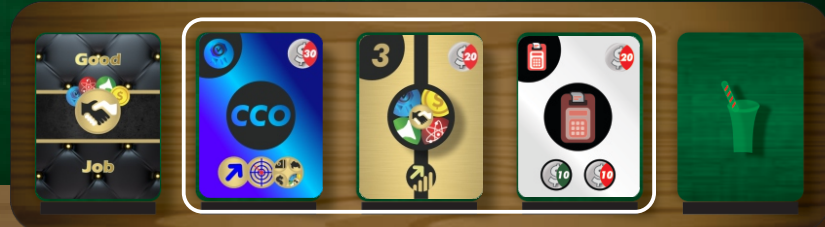


To pay off the loan, Move Three Decks Back Next to the «Bench»

**End of Season :**

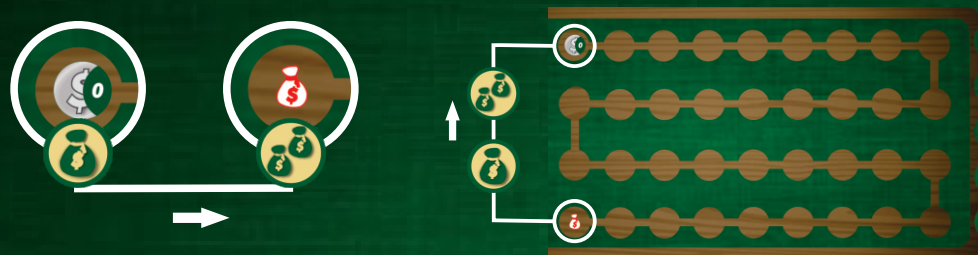
When all the Deck Market Cards run out, the Season is Ended, obeying the following Procedures :

- Discard a «Good Job» Token;
- Re-shuffle All Used Cards in both Players' Deck Analysis, along with All Cards Discarded in the «Vacation» Deck;
- Starting with the Player of the Turn, Complete the Hand of Players up to the limit of Nine Cards;
- The Allocated Cards remain in Disputes;- Deal Three Open Cards in the Deck Market.



**Bank / Account :**

When Any Player Completes and Passes the Last Deck \$, He Must «FLIPP» The Bank Token to the side with two«Bags» of «\$».



**NOTE:** If the form returns to the last Deck Due to Payments, the Player must Flip to the side with a Bag \$ only.

**DETAIL -** When the Player Reaches the Last Deck, notice that there is a bag \$, in this case referring to Loan., THEREFORE, If there are Loans, they must be **MUST BE PAID.**

**Season Three Finale and End game :**

When the Match reaches the Three Season Finale, it ends immediately. Players no more may use **NONE** of Your Letters, **INCLUDING** Letters from Lawyers, Investors, Etc.

The Cards that «Remain» in the Hands of the Players, will all be Discarded, without Causing Labor Lawsuits., and If there are Red Processes, the Player must pay the indemnity **WITHOUT** the right to use the Letters of Attorneys and CJO.

Loans must be repaid, also **WITHOUT** using the Investor Charter.

**End of Match :**

- At the end of three seasons;
- Or If It Is Impossible To Allocate A Sector Sheet;
- Or If Any Player Goes Bankrupt, ( When the Player is unable to Honor any Payment ).

When Unable to Allocate a Sector Token, the Game ends obeying the same Criteria as occur when finishing the End game of Season 3.

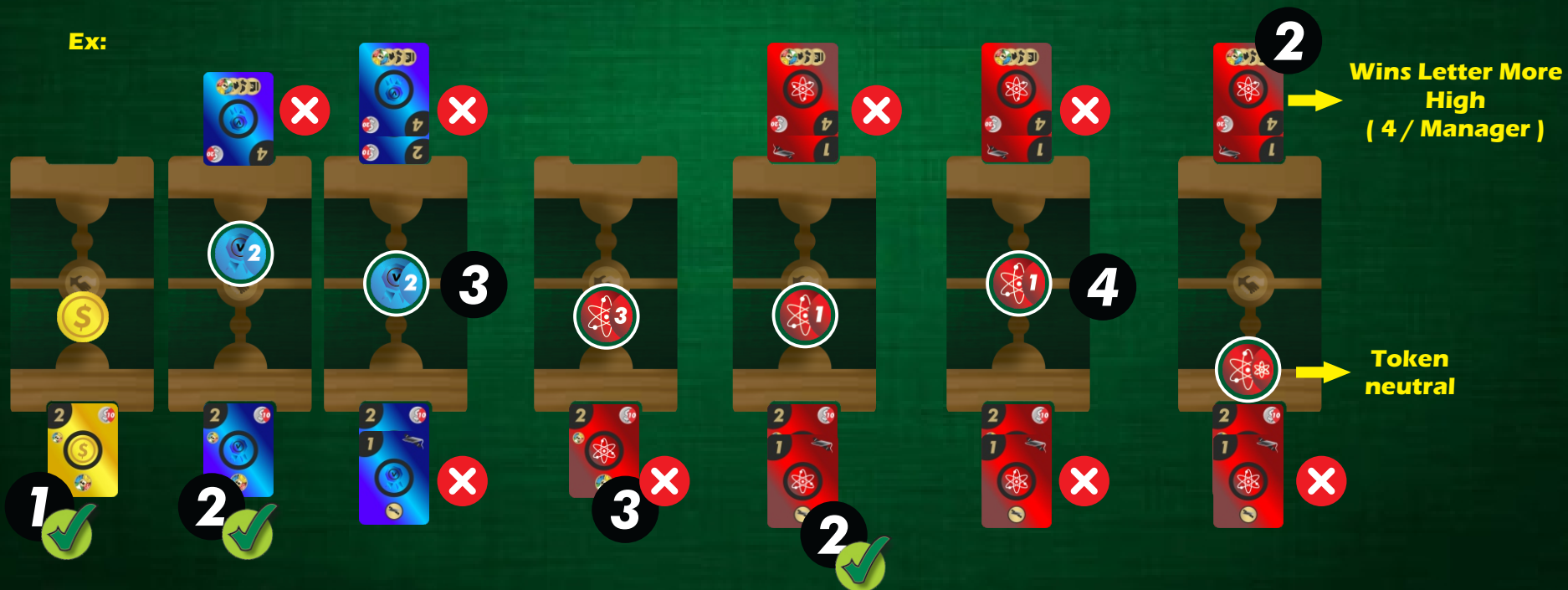


**End of Match :**

**If there are Decks with Allocated Cards or in Negotiation Duels between Players at the end of the game, follow the following Criteria starting with the First Deck to the Right of the Turning Player.**

- 1 - Player with Card Allocated without Dispute wins the Token receiving \$ 10.00;**
- 2 - Duels between Players, reveals the Sector Sheet in Dispute, and whoever wins receives \$ 10.00, and the Loser Discards your Letter(s) (not seen as Processes);**
- 3 - If the Sector Sheet Revealed is Different from the Allocated Cards, these will be Discarded;**
- 4 - Ties in Duels, both Player Cards must be discarded.**

**Ex:**



**End of Game / Deck Resolution :**


















*The Order of Trading Decks obeys the same Startup Formation rule, that is, by the Tips of the Table, Toggled choice between Players.*

**Ex :**



**Winner :**

To determine the winner, the tokens of conquered sectors and the accumulated value of each Player. For Each Set of Three Identical Sector Tokens Earned will add up to \$10.00 for the Bank / Account from the company.

\$ 0	←				
\$ 10	←				
\$ 10	←				
\$ 20	←				
\$ 30	←				
\$ 30	←				

At the end, who ever gets the most \$ wins the match. If the Bank accounts of the Companies, or better, of the Players, are tied, the one with the least amount will win. Accumulated Labor Lawsuits., and if it is still tied, whoever has the fewest Professional Cards in the hand.

Otherwise, both Win. Have a good time.

**Game Designer - Good Job  
«The Startups Game» :**

**Wilson Criscuolo.**