



# INCO.MPETENCE

**AN AUSSIE TRADIE  
CO-OP GAME FOR  
4 PLAYERS**

# INDEX

Tabletopia Advice.....	3
Quickstart Guide.....	5
Pieces.....	8
Clarifications.....	9


# Tabletopia Advice

Unless you have a premium account, or are using a third party software to communicate (such as Discord, Teamspeak, Skype, Google Meet, or Zoom), your ability to communicate with your fellow players will be hindered.

If you can't use external software, we offer the following advice for efficient play.

## **Movement**

In the Morning Briefing, type 'M2[Room]' to state where you are going to move, for example, 'M2Living' or 'M2Study'.

## **Trades**

Place the Resources you can use on the left of your Role card, and the Resources you are willing to trade on the right.

During a round, you can use the Trade action to take a Resource from the right side of another player's Role card. When another player takes one of your Resources, you must take one of theirs--it's a Trade!


We recommend that you type 'Traded [Role]', for example, 'Traded Chippie', or 'Traded DD', to help your team members know when to reciprocate.v

## **Smoke-o**

Propose a Smoke-o in a specific room by typing 'SO [Room]?', for example, 'SO Bathroom?', and wait for 'Y' for 'Yes' or 'N' for 'No' from all other players before putting the effects of the Smoke-o into effect.

## **Ending a Round**

When you have done all you'd like in a round, type 'clocking off', or 'CO in chat'. Once all players have done so, one player moves the Deadline counter to the next day and the next round begins.

## **Using the Chat**

Our final, and really just for fun advice, is to consider the chat like a group text between tradies! Use acronyms wrong, call each other mate, and throw in as much Australian slang as you can handle!







# Quickstart Guide

## Setup

1. Each player chooses a Role Card stating their trade. This tells you which Resource you can place onto a worksite. Additionally, take the Player Piece of the corresponding colour.
2. Lay a worksite out on your play area; if this is your first time playing, use 'The House of a Million Kids' (this is the most beginner-friendly work site). Alongside the worksite, place the matching Client Card. This tells you who the client is, and their budget range.
3. Shuffle the appropriately coloured Special Event Card deck with the General Event Card deck and place the resulting pile face-down next to the worksite.
4. Each player draws four Resource tiles from the bag and keeps them next to their Role Card. Keep four piles of four of each Resource tile outside the bag, for if/when an Event card grants them.
5. Place the Deadline counter on Day 1 of the Deadline Tracker, and each player places their Player Piece in a room with no Resources to place.


## Round Structure

Each round of play represents a day of work, of which seven are played out per game (one worksite per game).

1. Draw an Event Card at the beginning of each round and place it face-up next to the worksite. If possible, immediately enact its effects; if not, do so when the card's stated conditions occur.
2. Every Player draws a new Resource tile from the bag (every round after the first round).
3. The Morning Briefing begins. Each player states their intentions for the round, likely what actions they will take (see step 3).
4. Players take any of the following actions (a max of once each, **in this order**):
  - **Move.** Move your Player Piece to any room that shares a wall with the room it currently occupies.
  - **Trade.** Trade any one Resource that you have with another player in exchange for one of theirs.
  - **Work.** Place one of your Resources (of the type you can place) in an empty space of the same type, in a room your Player Piece currently occupies.

The only action that doesn't follow this order is the **Smoke-o**, which can be taken at any time, but only


once per round by any player. This moves everyone to the chosen room instantly. We suggest you ask ‘SO [Room]?’ and wait for ‘Y’ or ‘N’ in chat.

4. Once every player has taken as many actions as they would like to (within the rules), the Deadline counter is moved up the Deadline Tracker by one day, and the next round begins.

If the Deadline Tracker is already at Day 7, the game concludes and scoring commences (unless a previous Event Card has extended or contracted the Deadline).

## Scoring

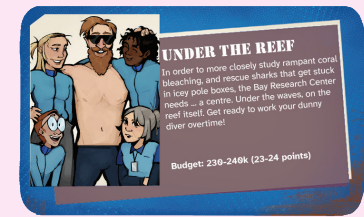
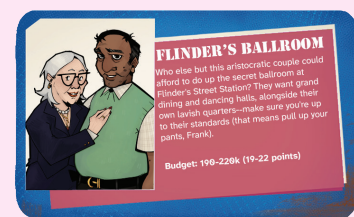
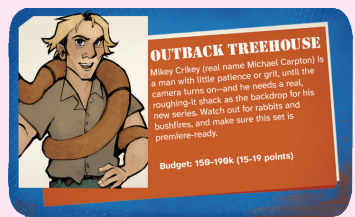
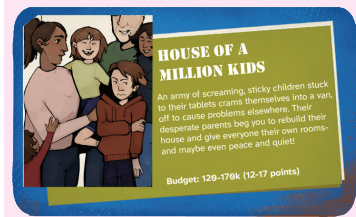
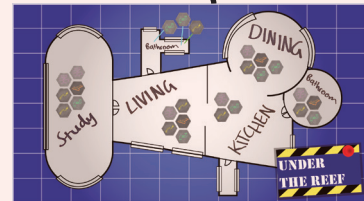
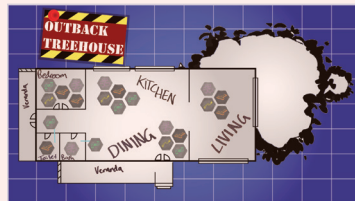
At the conclusion of the final round of a game, count every Resource tile placed in every room of the worksite, and gain one point for each.

Multiply your point total by 10 to find the worth of the final build in thousands of dollars. For example: 15 points x 10 = 150, final worksite value is \$150K.

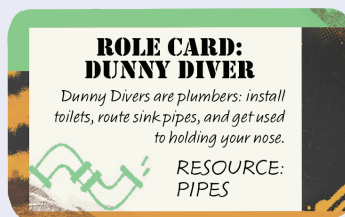
**If the value of your worksite lies within the budget of your client, you win!**

# Worksite Gameboards

# Pieces



## Role Cards



## Player Pieces



## Deadline Counter



## Deadline Tracker

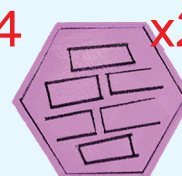


## Resources



x24

Planks



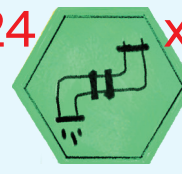
x24

Bricks



x24

Wires



x24

Pipes

## Client Cards

## Bag



## Event Cards

(come in colours corresponding to worksites, and a generic deck)



# Clarifications

## Generic Resource Icon

When you see this icon on a card, it's depicting Resources in a generic sense, not a specific Resource.



## Round Actions -- is there an order?

Nope! Players take as many actions as they can and would like to within a round, and a round ends when all players have done so. These actions occur simultaneously.

## Can there be multiple players in one room?

Absolutely.

## What is the + on the Deadline tracker for?

Some event cards can push forward the deadline, and so this + might become your new deadline!

## We're already within our budget goal. Do I have to keep placing Resources?

Not at all. You can pass a round without taking actions.

## Do I have to use the doors when moving to adjacent rooms?

Nope! The only restriction on movement is adjacency.



