

# EL PLAN

*the adventure of enterprise*



## RULEBOOK



## IMPORTANT:

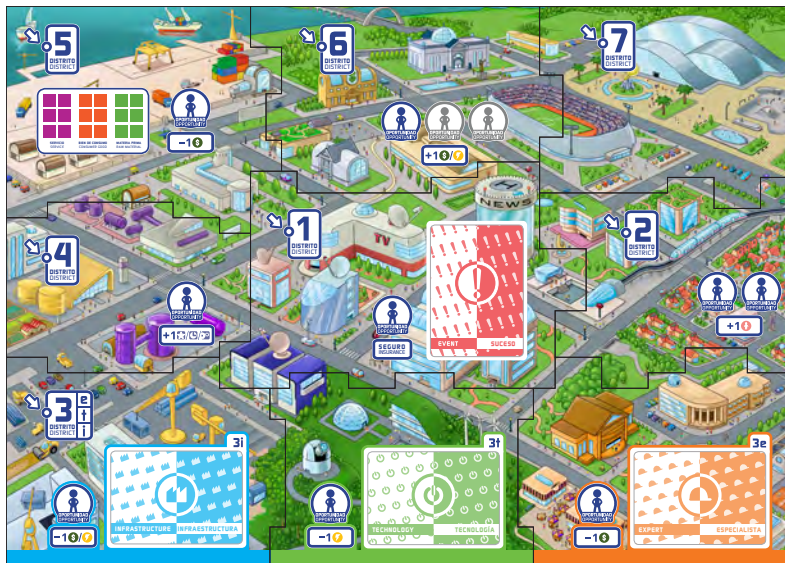
Whenever you see a word in **bold**, you can read its definition in the manual's right-hand column. ....

## PREPARATION

### 1. Preparing the game board

Fit the board together in the centre of the table so that all its **pieces** are facing up (see fig. 1), so that all the players can see it clearly.

Fig. 1



A number of concepts are explained here when they appear in the manual for the first time (see image to the left).

### Game board pieces:



DISTRICT 1



DISTRICT 2



DISTRICT 3



DISTRICT 4



DISTRICT 5



DISTRICT 6



DISTRICT 7



## 2. Placing the cards

Shuffle each deck of cards individually (events, experts, technology and infrastructure) and place them on their corresponding spaces on the board (see fig. 2).

Fig. 2



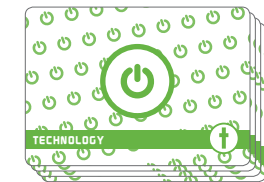
### EVENTS DECK



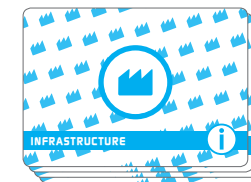
### INVESTMENT DECK



EXPERTS



TECHNOLOGY



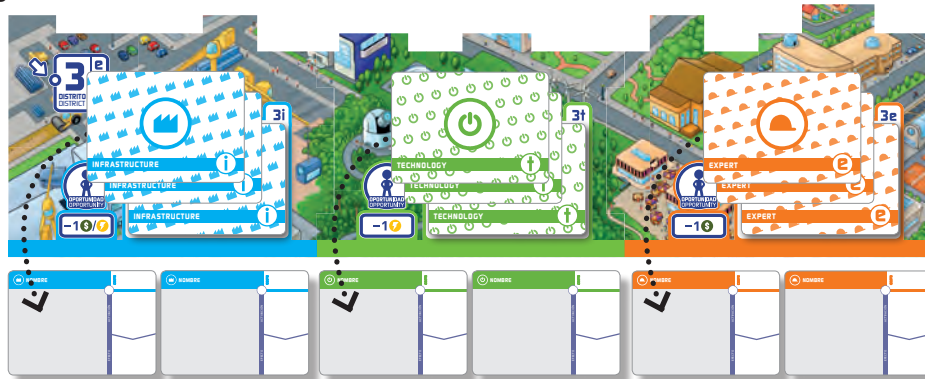
INFRASTRUCTURE



### 3. Placing the investment offers

Turn over the top two cards of each investment deck (experts, technology and infrastructure) and place them so that their top edge is in line with the corresponding area at the edge of the game board (see fig. 3)

Fig. 3



#### Investment offers

The investment cards (infrastructure, technology and experts) that are visible at the start of each period are called the investment offers.

### 4. Drawing the events

Take the top two cards from the events deck and discard them without looking at them (see fig. 4).

Fig. 4



#### Drawing the events

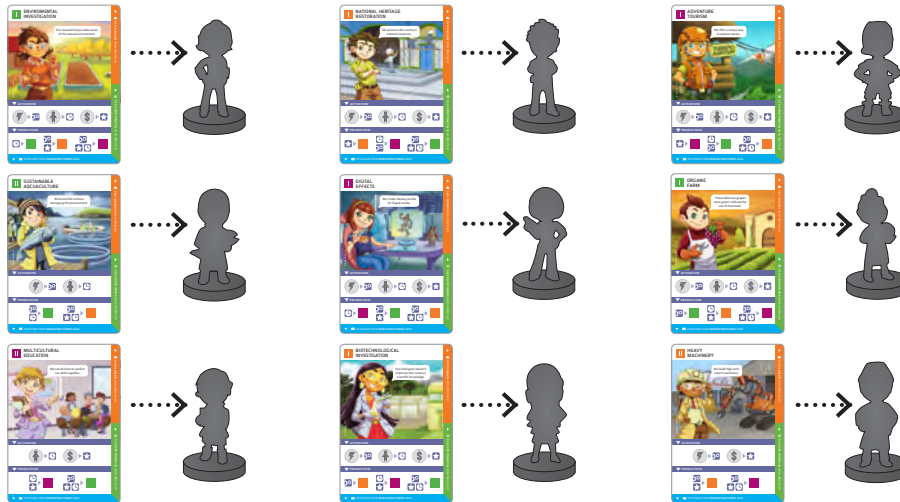
Each event represents a month of the year. The events deck contains 14 cards, so 2 cards must be removed in order to leave one event for each month of the year.



## 5. Dealing the plan cards

Each player chooses one **plan card**. When players are choosing their plan cards, remember that they must be of the same level (I, II or III) and there must be at least one plan of each type in play; the plan types are raw material ■, consumer good ■ and service ■. It is recommended that first-time players start playing at level I.

Each player then takes the entrepreneur that corresponds to their plan card.



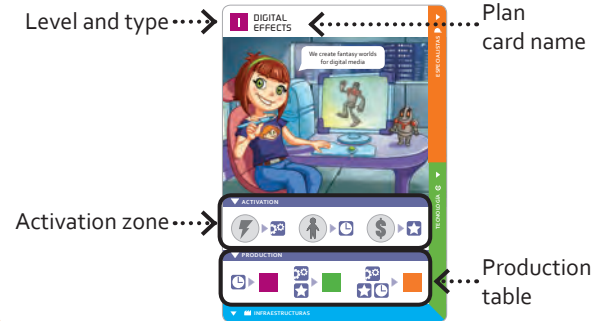
## 6. Dealing the starting resources

Each player receives 2 resource tokens of each type (worker , money and energy ) from the box ( tokens are not resources).

## 7. Turn token and route token

Give the **turn token** to the player who most recently celebrated their birthday.

### Plan cards



### Entrepreneur

These tokens represent you during the game when obtaining a benefit.

### Resource tokens



### Route token



### Turn token





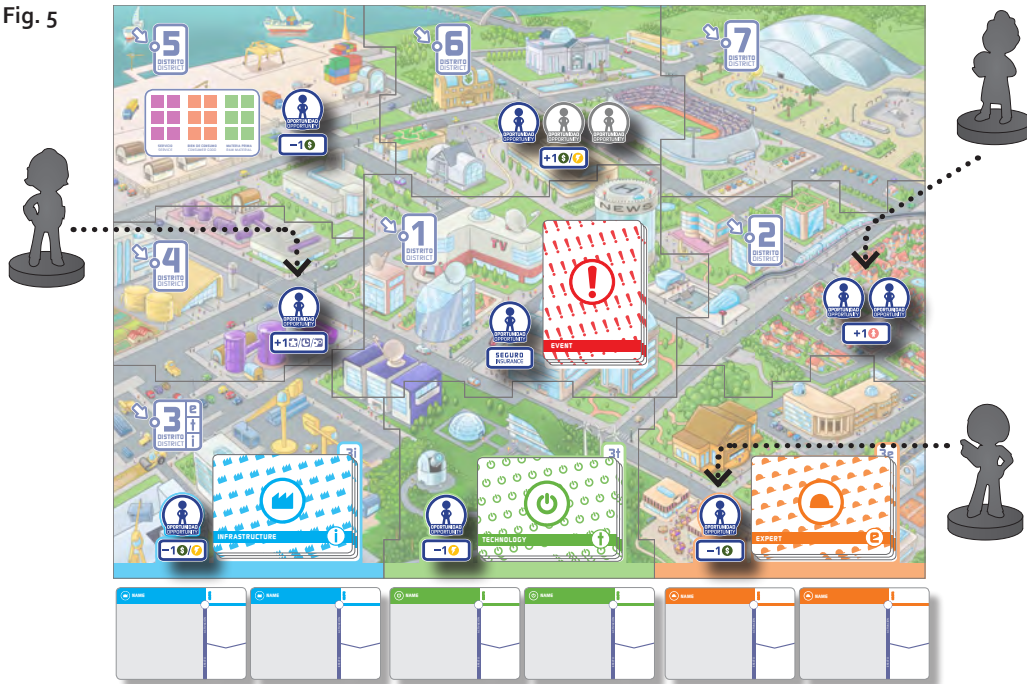
## STARTING PLAY

### 1. Initiating a period

#### Decisions phase

At the beginning of each period, starting with the player in possession of the turn token and moving clockwise, each player places their entrepreneur on one of the available **opportunity** spaces on the board (see fig. 5) in order to receive the benefit of that District. There can only be one entrepreneur on each space. These tokens do not move until the end of the period.

Fig. 5



#### Object of the game

The object of the game is to generate the highest quantity of innovative idea tokens. How to obtain these tokens will be explained in the coming pages.



INNOVATIVE IDEA

#### Period

In EI Plan, turns are called periods; each period has three phases: decisions, route and summary.

#### Decisions phase

This is the first phase of each period; in this phase, players decide in which district they would like to place their entrepreneur in order to obtain the benefits of that district. They can only obtain these benefits while the turn token is on the chosen district. The entrepreneur must remain in position until the end of the period.

#### Turn token

The turn token determines which player takes priority when making choices during a period. At the end of each period, the turn token is passed to another player so everyone can benefit from it.



## OPPORTUNITY SPACES BY DISTRICT



### District 1: Events

While the route token is in District 1, if a player placed their entrepreneur on the opportunity space here, they can choose to ignore the effect of the period's event.



### District 2: Administration

While the route token is in District 2, if any player(s) placed their entrepreneur(s) here, they receive 1 token from the box. Only players who have placed their entrepreneur here can sell their investment cards (see page 10).



### District 3: Investments

**3e** While the route token is in District 3, if a player has placed their entrepreneur on opportunity space 3e, they receive a discount of 1 when acquiring an expert investment.

**3t** While the route token is in District 3, if a player has placed their entrepreneur on opportunity space 3t, they receive a discount of 1 when acquiring a technology investment.

**3i** While the route token is in District 3, if a player has placed their entrepreneur on opportunity space 3i, they receive a discount of 1 or 1 token when acquiring an infrastructure investment.



### District 4: Production

While the route token is in District 4, if a player has placed their entrepreneur here, they receive 1 extra process of their choice (, or ).



### District 5: Market

While the route token is in District 5, if a player has placed their entrepreneur here, they receive a discount of 1 when buying or importing 1 product token.



### District 6: Subsidy

The number of opportunity spaces available in District 6 depends on the quantity of product types (, or ) in District 5: if between 0 and 1 types of product are available, only one space is free to use; if there are 2 types of product available, the second space becomes free; if all 3 types of product are available on the District 5, the third space becomes free to use (see page 8).

While the route token is in District 6, if any player(s) have placed their entrepreneur on the opportunity spaces in this District, they receive 1 or 1 token.



### District 7: Innovation

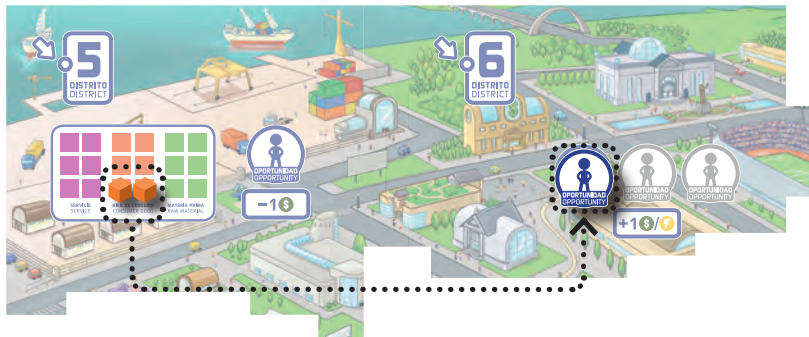
There are no opportunity spaces in this district. Players cannot place their entrepreneur here.



**Note:**

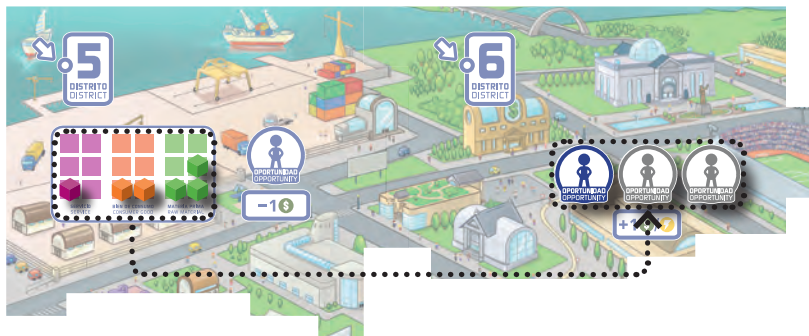
**District 6 spaces:** the number of available spaces depends on the presence of product tokens on the game board (District 5). If there are zero or 1 product tokens available in District 5, only one player can place their entrepreneur in the first opportunity space in District 6 (see fig. 6).

Fig. 6



If there are two types of product in District 5, the second opportunity space in District 6 is open. If there are **3 Products** present in District 5, all three spaces in District 6 are opened (see fig. 7).

Fig. 7



**District 6 opportunity spaces**



↑  
Open space,  
even when there  
are no products  
on the District 5.



↑  
Closed space,  
only opens  
if there are 2  
types of product  
on the District 5.



↑  
Closed space,  
only opens  
if there are 3  
types of product  
on the District 5.

**Types of product tokens**

There are three types of product token:



RAW MATERIAL



CONSUMER GOOD



SERVICE





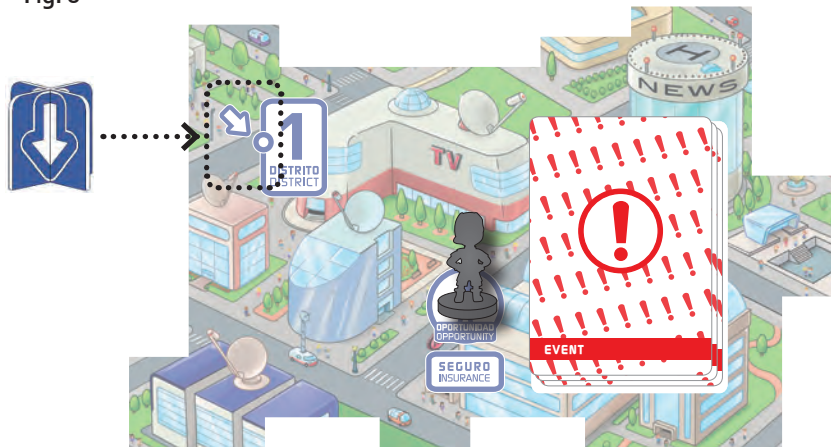
## 2. Route



### District 1: Events

Once all players have placed their entrepreneur on the board, the player in possession of the **route token** places it in the indicated space in District 1 in order to **enable that district** and bring its rules into play (see fig. 8).

Fig. 8



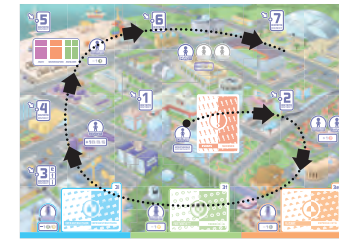
### **DISTRICT 1 RULES:**

When District 1 is enabled, the player in possession of the turn token turns over the first card on the events deck; they then read it aloud to the rest of the players and everybody follows the indications given in the event's effects.

**OPPORTUNITY (District 1):** if, when District 1 is enabled, any player has placed their entrepreneur there, they may ignore the possible negative effect of the period's event.

## Route

The route phase is divided into 7 stages called districts. During the route phase, districts are enabled in sequential order.



## Route token

The route token indicates which district is currently enabled so that players are aware in which stage of the route they are. Only when the route token is on a district can the rules of that particular district be applied.

## Effect of the event

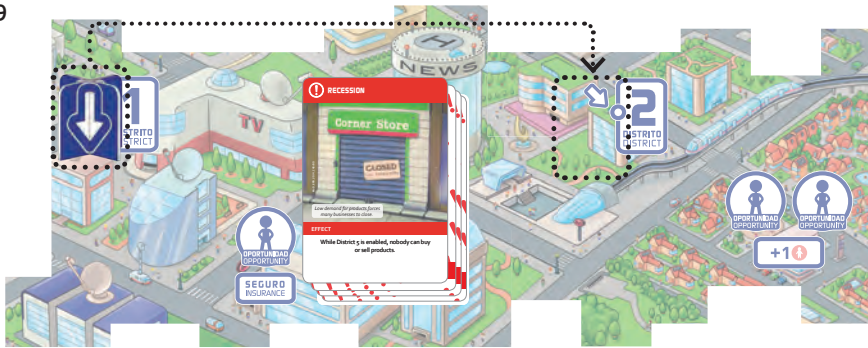
The effects of the events are actions that affect all players equally.



### District 2: Administration

Once the effect of District 1 has been applied to all players, the player in possession of the turn token moves the route token into the indicated space in District 2. When this action is completed, District 1 is **no longer enabled**, District 2 is enabled and its rules come into play (see fig. 9).

Fig. 9



### DISTRICT 2 RULES:

When District 2 is enabled, players can:

1. **Deactivate any active processes and/or investments** in their possession in order to use their resource tokens in a different way.
2. Use their resource tokens to **activate processes** on their plan cards and activate the effects of any investment cards in their possession. To activate a process, players must place the specified resource token in the indicated grey space to the left of the process. To activate the effect of an investment card, players must place all the specified tokens in the indicated space. The tokens used to activate processes or investment effects cannot be removed until the following period, once District 2 is enabled again.

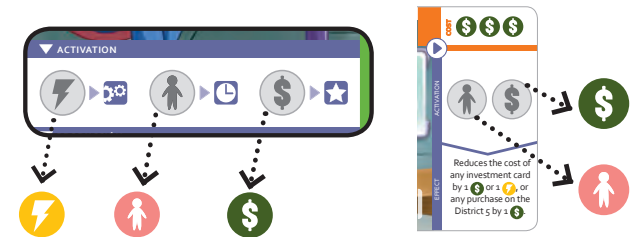
**OPPORTUNITY (District 2):** if, when District 2 is enabled, any player has placed their entrepreneur there, they receive a token from the box. Also, these players can return an investment card to the box in return for half its cost in tokens, rounding up; the minimum that a player can receive is 1 resource token in exchange for an investment card.

### When a district is no longer enabled

When the route token is removed from a district, the district's rules cease to apply.

### Deactivating a process or effect

To do so, players must remove all the tokens from the grey icons on the activation zone of their plan cards or investment cards.



### Activating a process

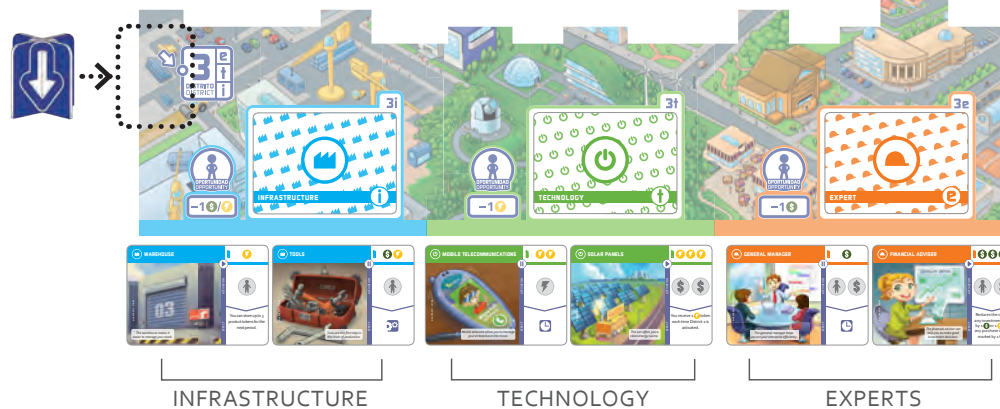
Is the action of placing the required resource tokens by a process and/or effect. Activated processes will be used in District 4 (see page 13).



### District 3: Investment

The player in possession of the turn token moves the route token into the indicated space in District 3; District 3 is then enabled and its rules come into play (see fig. 10).

Fig. 10



### DISTRICT 3 RULES:

When District 3 is enabled, beginning with the player in possession of the turn token and moving clockwise, players can **acquire an available investment** offer (infrastructure, technology or experts) by paying the cost of the card to the box. Players can only acquire one investment card per period. These cards are laid alongside the plan card as shown in the image (see fig. 11 in page 12).

To **activate acquired investment** cards, players must wait until District 2 is enabled during the following period. Investment cards with a ► symbol can be activated as soon as they are acquired, as long as the player has sufficient resources to do so. If they do not, they have to wait until District 2 is enabled during the following period.

### Acquiring an investment offer

This is the action of paying the cost of an investment offer and placing the investment card next to your plan card in order to make it stronger.

#### TYPE

This icon indicates the type of investment.

#### COST

Resource tokens you must pay to the box to acquire the investment.

#### PLAY PAUSE



#### EFFECT

Indicates the processes or effects generated when the card is activated.

#### ACTIVATION

Shows the amount and type of resource tokens necessary to activate the card.

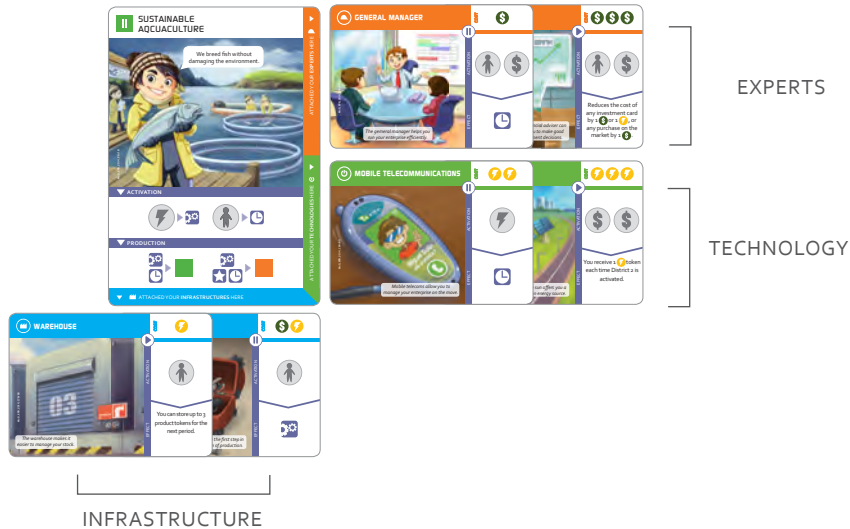
### Activating an investment

In order to activate an investment, players must place the resource tokens indicated on the card in its activation zone. Once they have activated an investment they can enjoy its benefits.



Investment cards are placed by your plan card as indicated in the image (see fig. 11).

Fig. 11



**OPPORTUNITY (District 3):** Once District 3 is enabled, the following occurs:

If a player places their entrepreneur in the opportunity space in **District 3e**, they enjoy a discount of 1 \$ token off the cost of any investments available in the experts section.

If a player places their entrepreneur in the opportunity space in **District 3t**, they enjoy a discount of 1 ⚡ token off the cost of any investments available in the technology section.

If a player places their entrepreneur in the opportunity space in **District 3i**, they enjoy a discount of 1 \$ or 1 ⚡ token off the cost of any investments available in the infrastructure section.

### Opportunity spaces – District 3

District 3, in contrast to the other districts, is divided into 3 sections. For that reason, there are three opportunity spaces.



**OPPORTUNITY:**

A discount of 1 \$ token when investing in an expert card.



**OPPORTUNITY:**

A discount of 1 ⚡ token when investing in a technology card.



**OPPORTUNITY:**

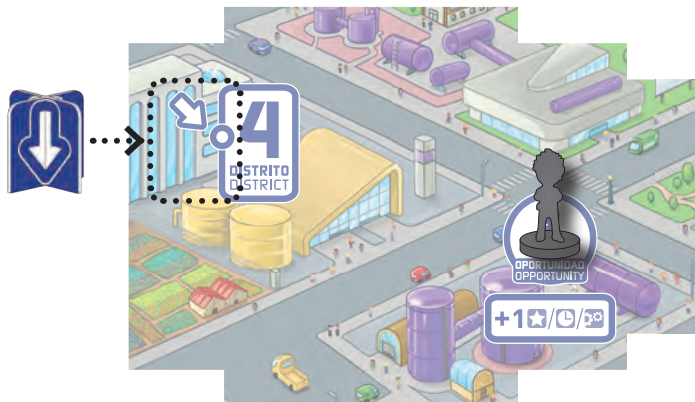
A discount of 1 \$ or 1 ⚡ token when investing in an infrastructure card.



### District 4: Production

Once all players have had the opportunity to acquire an investment card, the player in possession of the turn token moves the route token to District 4; District 4 is then enabled and its rules come into play (see fig. 12).

Fig. 12



### DISTRICT 4 RULES:

When District 4 is enabled, players must verify which of their processes are activated (🕒, ⭐, ⚙️), looking at both their investment cards and plan cards. With these activated processes, and according to their production table, players must decide which and how many product tokens (🟢, 🟠, 🟣) will they generate. Remember that each **process** can only be used ONCE per period.

**OPPORTUNITY (District 4):** if, when District 4 is enabled, any player has placed their entrepreneur there, that player receives an extra process of their choice (🕒, ⭐, ⚙️).

### Processes



PRODUCTION



LOGISTICS



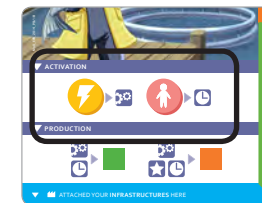
MARKETING

Processes are not tokens in the game.

When activated with resources (👤, 💰, ⚡) they allow to generate products (🟢, 🟠, 🟣).

### Activated processes

A process becomes active when all the necessary tokens have been placed in its activation zone.



### Production table

This table shows the combination of processes necessary to generate a particular product.

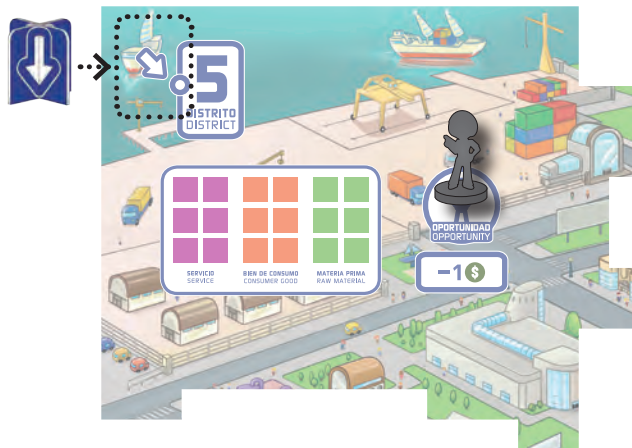







### District 5: Market

Once the rules of District 4 have been applied, the player in possession of the turn token moves the route token to the indicated space in District 5; District 5 is now enabled and its rules come into play (see fig. 13).

Fig. 13



**DISTRICT 5 RULES:** when District 5 is enabled, follow these steps:

- Purchasing:** starting with the player in possession of the turn token and moving clockwise, each player can pay 3 \$ for an available product token ( , ,  ) or pay 5 \$ to import a product token from the box.

**OPPORTUNITY (District 5):** if, when District 5 is enabled, any player has placed their entrepreneur there, that player receives a discount of 1 \$ in the purchase (or import) of 1 product token (valid for 1 product token each period).

### Product tokens



RAW MATERIAL



CONSUMER GOOD



SERVICE

### Purchasing

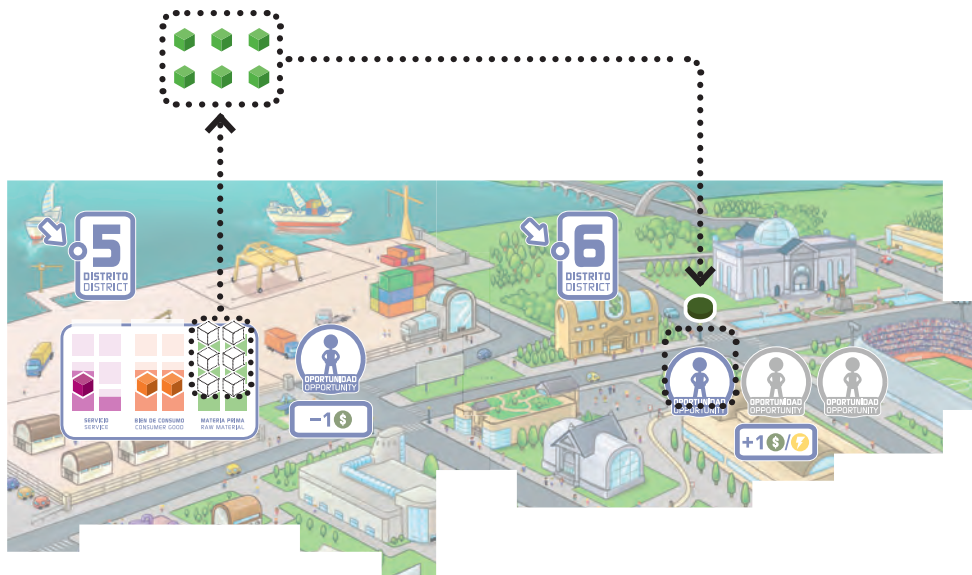
A player can purchase one or more product tokens of the same type. You can only purchase product tokens of one type per period.



2. **Sale:** starting with the player in possession of the turn token and moving clockwise, each player can sell one or more product tokens at a price of 1 \$ or 1 ⚡, as long as they are all of the same type. Players cannot purchase products after selling.

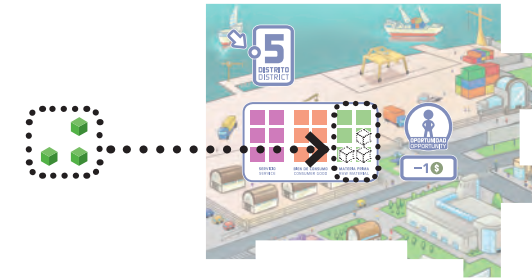
**Exports:** if after a player makes a sale there are 6 or more product tokens of the same type on the game board, 6 of these are removed to the box and 1 \$ token is placed on the first District 6 opportunity space (see fig. 14). If the first District 6 space already has a \$ token on it, the new token is placed on the second District 6 space. If the second District 6 space already has a token, the new token is placed on the third District 6 space. If all spaces has one, the new \$ token is placed in the first space (leaving it with 2 \$ tokens) and so forth.

Fig. 14



### Sale

To sell product tokens, players must leave their product tokens on the board, in the indicated area, receiving in exchange 1 \$ or 1 ⚡ for each product that they sell. Players may sell more than one product per period, but they must be of the same type.



### Exports

When products are exported from the District 5, 1 \$ token must be placed in a District 6 space. The first space always receives the first \$ token and the following spaces are filled after the first space.

### How to export

If there are 8 tokens of the same product type, only 6 are returned to the box and the remaining 2 stay on the game board.

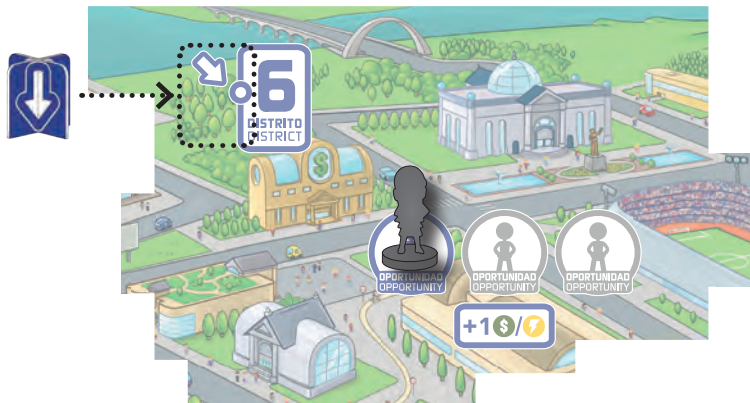


**District 6: Subsidy** .....  
 Once all players have had the opportunity to purchase and sell products, the player in possession of the turn token moves the route token to District 6; District 6 is then enabled and its rules come into play (see fig. 15).

**Subsidy**

A player can receive a \$ or ⚡ token when District 6 is enabled, increasing their resource stockpile.

Fig. 15



**DISTRICT 6 RULES:**

This district does not have any general rules, only specific opportunity rules.

**OPPORTUNITY (District 6):** if, when District 6 is enabled, any player has placed their entrepreneur in one of its spaces, that player receives 1 \$ token or 1 ⚡ token from the box.

If a space has received \$ because of one or more exports, that \$ is given to the player whose entrepreneur is occupying the space.

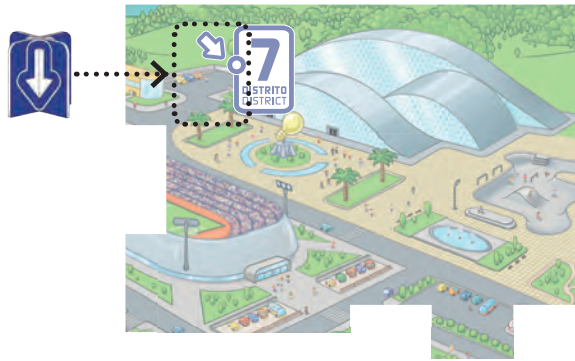





**District 7: Innovation**


Once District 6's rules have been applied, the player in possession of the turn token moves the route token to the indicated space in District 7; District 7 is then enabled and its rules come into play (ver fig. 16).

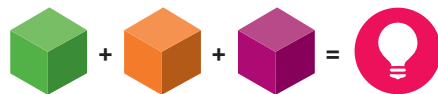
Fig. 16




**DISTRICT 7 RULES:**

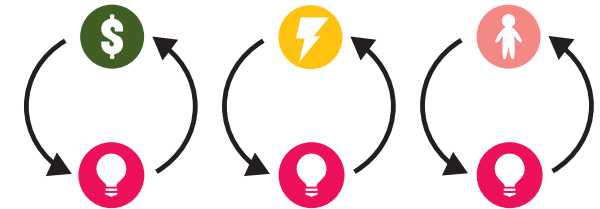
When District 7 is enabled, starting with the player in possession of the turn token and moving clockwise, each player can exchange 3 product tokens of different types for 1  (innovative idea) token.

The  tokens, aside from awarding players victory points at the end of the game, help players to free up occupied resources and activate processes and investment cards (serving as a **wildcard** for a particular kind of resource).



**Using innovative idea tokens during the game**

In District 2, you can use any  tokens in your possession as a wildcard to replace resource tokens to activate processes and investment cards.









### 3. Summary .....

Once District 7's rules have been applied, the player in possession of the turn token removes the route token from the board; the summary phase now begins and its rules come into play.

#### Summary phase rules:

1. **Cutbacks:** if a player has two or more product tokens, they can only keep one of them and must return the rest to the box.
2. Remove the entrepreneurs from the board and return them to their respective players.
3. Draw an event: take the event card from the previous period and return it to the box.
4. Place investment offers: fill any empty investment offer spaces for infrastructure, technology and experts, until each category has 2 offers each.
5. **Move the subsidies:** if there are  tokens left on the District 6's spaces, these must be sequentially reassigned (from left to right) and will be available for players that decide to position their entrepreneurs there during the next period. These players, along with these  tokens, will obtain the corresponding  or  token when Districts 6 become enabled.
6. The player in possession of the turn token passes it clockwise to the next player.
7. A new opportunity phase begins.

#### Summary phase

The summary phase is when players prepare for a new period.

#### Cutbacks

Players cannot keep more than one product token at the end of each period; for example, if a player kept a product token from the previous period, and one more from the current period, that player must discard one of those products.

#### Moving subsidies

The player placed in the first District 6 space will always have more chance of receiving a greater benefit, given that they were the first to spot the opportunity to occupy that space.



## ENDING THE GAME

### Ending the game

The game ends when District 7 is no longer enabled after the twelfth period. When the game ends, the winner must be determined.

### Determining the winner




Players receive:

- 1 point for each  (innovative idea) token they possess.

Who has at least 1  token also receives:

- 1 point for each trio of investment cards (1 expert, 1 technology, 1 infrastructure).

The player with most points wins.

In the event of a tie, the players involved count the number of resource tokens (, , ) in their possession; the player with the most tokens wins the game.

If the players are still tied at this point, the player with most investment cards is declared the winner.

Score sheet:

PLAYER	VICTORY POINTS		TOTAL	TIE BREAK		FINAL
	IDEAS	INVESTMENT TRIOS	TOTAL	RESOURCES	INVESTMENTS	TOTAL

### Investment cards trio









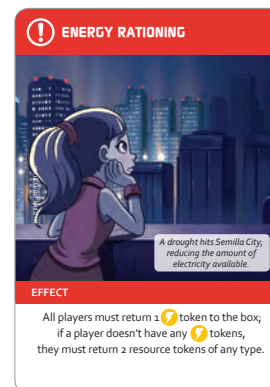


## CARD GLOSSARY



### Sowing season

If there is 1 type of product (    ) in District 5, add 1  token to the first space. If there are 2 types, add 1  token to the first and second spaces. If there are 3 types, add 1  token to the first, second and third spaces.






### Energy rationing

If a player does not have any resource tokens, they cannot take advantage of the benefit of the opportunity space.



### Professional training franchise

Remember that the processes are production, logistics and marketing (    ).



### Stock market crash

If a player does not have any resource tokens, they cannot take advantage of the benefit of the opportunity space.



## CARD GLOSSARY

**ECONOMIC CRISIS**

A crisis means that all enterprises suffer from a lack of resources.

**EFFECT**

All players must return 1 token and 1 token to the box; if a player doesn't have any of these tokens, they must return 2 resource tokens of any type for each token they don't have.

### Economic crisis

If a player does not have any resource tokens, they cannot take advantage of the benefit of the opportunity space.

**FINANCIAL ADVISER**

Cost: \$\$\$

Activation:

The financial adviser can help you to make good investment decisions.

**EFFECT**

Reduces the cost of any investment card by 1 or 1 , or any purchase on the District 5 by 1 .

### Financial adviser

This effect can only be used once per period for buying or acquiring investments, not for both.

**RECESSION**

Low demand for products forces many businesses to close.

**EFFECT**

While District 5 is enabled, nobody can buy or sell Products.

### Recession

No products can be imported either. An insured player can buy, import, sell, and even generate an export.

**INVESTOR**

Cost: \$\$\$

Activation:

The investor supports your enterprise financially.

**EFFECT**

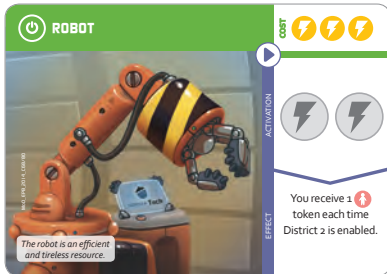
You receive 1 token each time District 2 is enabled.

### Investor

This card must be active before District 2 becomes enabled in order for the player to receive the token.



## CARD GLOSSARY



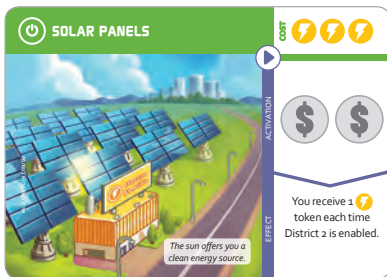
### Robot

This card must be active before District 2 becomes enabled in order for the player to receive the token.



### Risk prevention

If you place 1 here, you receive 1 in return. If you place 2 here, you receive 2 and if you place 3 , you receive 3 .



### Solar panels

This card must be active before District 2 becomes enabled in order for the player to receive the token.



### Laboratory

Only 1 of the 3 processes is provided per period.

## CARD GLOSSARY



### Warehouse

You can save a maximum of 3 product tokens, regardless of whether they are on this card or if they are of the same or different types.

**Mo.0**  
**MOMENTO CERO**®

[www.momentocero.cl](http://www.momentocero.cl)

### CREDITS

**Original concept, game design and graphic design:**  
Momento Cero S.A. team.

**Illustrations:** Karla Díaz, Carlos Eulefi, Jorge Verdugo and Carlos Saavedra.

**Translation:** Edwin Abbett.

**Intellectual property rights (RPI N°xxxxxx):** Momento Cero S.A.

For more information visit [www.juegoelplan.cl](http://www.juegoelplan.cl)



**Market:** Players can buy or sell products.  
**Opportunity:** You receive a discount of 1 money token.



**Subsidy**  
**Opportunity:** You receive 1 money or 1 energy token.



**Innovation:** Players can exchange 3 product tokens of different types for an innovative idea token.



**Production:** Players receive product tokens according to their activated processes.  
**Opportunity:** You receive an extra process.



**Events:** Turn over the first card on the events deck and follow the indications given.  
**Opportunity:** You are insured against negative events.



**Administration:** Players can activate or deactivate their plan cards and/or investments.  
**Opportunity:** You receive 1 worker token.



**Investment:** Players can acquire an available investment offer.  
**Opportunity:** You receive a discount of 1 money or 1 energy token.