

A red necktie is shown against a grey, textured background. The tie is on the left side of the image, and the background is on the right. The tie is a solid red color and has a slight shadow on the right side, giving it a three-dimensional appearance. The background has a fine, woven texture.

SUIT UP
RULEBOOK

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Introduction

Our story begins late one evening in a well-lit cafe. A group of young professionals are gathered around their favorite table, comparing all the friends they have online, and arguing over which of them is the most awesome and well-connected.

The wise, know-it-all barista stops by and wonders if online friends should count when they haven't even met them face-to-face. Unable to prove how many friends they've met in person, they begin to formulate a competition. On the following day, each of them will gather as many friends as they can, spend time with them individually, and, of course, take a selfie with them. Whoever gathers the best group of friends will be considered the greatest of them all.

Suit Up is a strategy board game for 2-4 players that takes 30-60 minutes to play. Each player takes the role of a contender attempting to win over the trust and affection of the best and brightest in the city. You will travel around the city to socialize and gain influence, leverage your influence to make new friends, and with skill and a bit of luck, you will create a strong social network. To win, you must draw the better crowd of friends than any other player.

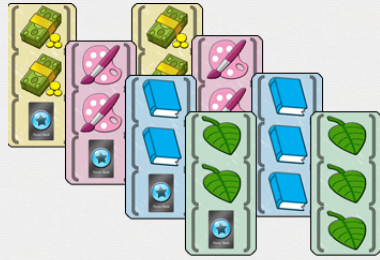
Goal

Your goal is to have the best group of friends - represented by having the highest score at the end of the game. If the highest score results in a tie, then the tied player with the most remaining influence is the winner, followed by first in turn order, if a tie persists (see p19).

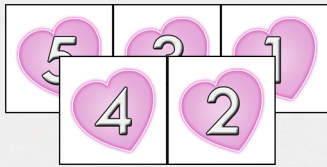
Components



1 Game board



8 Location tokens



5 Score tokens



2 Reference cards



1 Score card



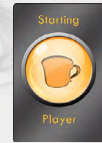
50 People cards



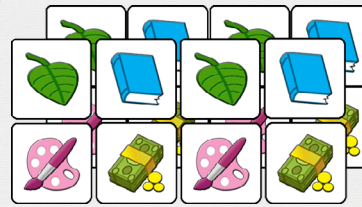
6 Player mats



6 Player tokens



1 Starting Player card



16 Influence tokens
(4 sets of 4)



24 Favor cards



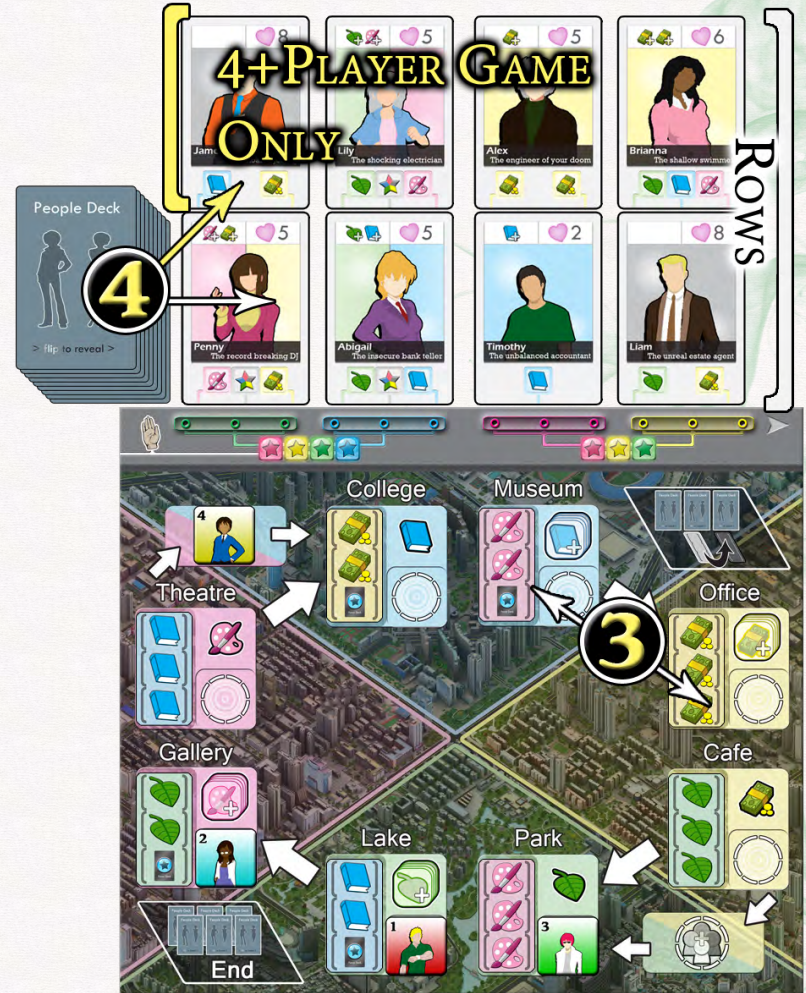
Influence types: (in order)

Leaves, Books, Palettes, Money and Wild/Any.

Each influence type represents a set of common interests (Outdoors, Knowledge, Arts and Wealth respectively).

Game Setup

- 1) Place the Score card face up by the side of the board.
Randomly place a Score token, number side up, by each corner and one in the center of the card.
- 2) Take the Favor cards, shuffle them face-down and place them beside the board to form the Favor deck. Players draw Favor cards from the top of this deck.
- 3) Randomly place the 8 Location tokens, bright side up, one on the long space shown beside each location.
- 4) Shuffle the People cards and place them face down on the table to form the People deck. Players draw People cards and from the top of this deck.
Draw 4 People cards and place them face up alongside the top of the game board.
This forms a **row**.
4 or more players: Add a second row above the first row in the same manner.



Player Setup

- 1) Give 1 face-up People card to each player. The player with the card whose name is first in alphabetical order takes the Starting Player card. Then place all of these People cards in the discard pile next to the People deck.
- 2) Give 2 People cards to each player as their hand. You may *always* look at your cards, but not your opponents.
- 3) Beginning with the player right of the starting player and going counter clockwise, each player selects an unchosen player mat to place in front of them AND places the corresponding Player token on the open space of their choice on the game board.
- 4) Give each player one of each Influence token type to place (10 side down) on the '0' slot of their player mat.
- 5) Each player then adds any influence gained from their archetype's unique ability by moving the token(s) to the appropriate block. That block has a matching symbol (p7).



The Archetypes

An archetype is a representation of your character in the game. Each archetype has 2 unique features: (a) starting influence and (b) an ongoing ability. For your first game we recommend playing without the ongoing abilities.

Athlete: a) Start with 4 leaves.

b) As your move, you may place your token on any open space (your initial location is not considered open).

Intellectual: a) Start with 4 books.

b) When you make a friend, you may choose two People cards in the same row (pay for both before refilling).

Creative: a) Start with 4 palettes.

b) You may use a location token on an adjacent location instead of your own.

Executive: a) Start with 4 money.

b) Once per turn, you may swap a Favor card of yours with a discarded card.

Rebel: a) Start with 1 influence of one type and 3 influence of another.

b) You may spend a Favor card to gain both the influence and the effect.

Caregiver: a) Start with 2 influence of one type and 2 influence of another.

b) All People cards in the rows cost 3 influence per symbol to you.



Player Turn

Turn Order:

Turn order begins with the player who has the Starting Player card, then continues clockwise around the table.

Every round, players will take turns in turn order.

You may spend your Favor cards at the start of your turn (p11).

During your turn you will either:

Move and collect influence and favor from a location (p8-10),

OR

Make a friend by spending influence (p17).

Once you have completed your turn, the next player has their turn. The round ends when all players have taken a turn.

Move

When you choose to move, place your Player token onto an open space of another location, following the rules below.

Each location has one open space for a Player token.

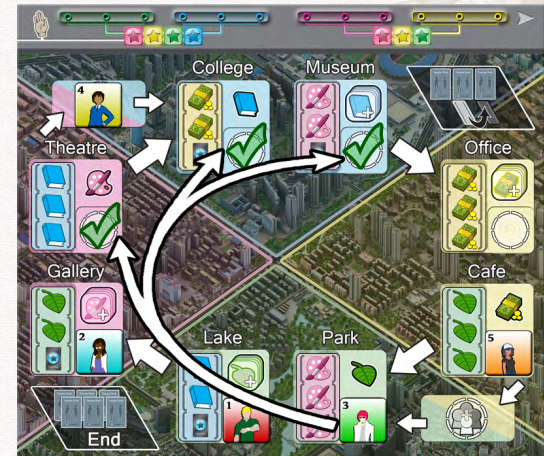
If a space contains a Player token, then it is closed.

You may only move your Player token to one of the next three clockwise open spaces from your current space. Skip over any closed spaces.



Corner Spaces (for 4 or more players):

On the top left and bottom right of the board, there is an additional space that is added to the game with 4 or more players. A player may detour into that space if they choose, and collect the influence and favor shown at one of the adjacent locations, i.e. Top left: Theatre or College
Bottom right: Cafe or Park



Example:

You are playing the Creative and begin at the Park. You may either make a friend, or you may collect more influence. The next location clockwise from you is the Beach, but a player is already there, so you skip it. You also skip the Gallery and the corner space for the same reason. Thus your choices are the Theater, the College, and the Museum.

Collect

The symbols on the game board and Location tokens tell you what you collect when you move to that location.

There are three possible effects (shown below):

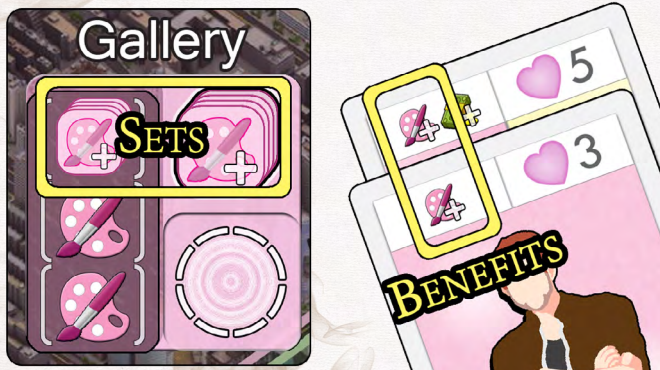
- 1) Gain 1 influence of the influence symbol shown.
- 2) Gain 1 influence for each benefit symbol of the same type shown on your friends (see example below & p16).
- 3) Gain a Favor card from the Favor deck (p11).



Example:

You decide to move to the Theatre where you benefit from two of your friends. You get 2 palettes from your friends' benefits (shown on right) for each set symbol at the location. This location has 2 set symbols (shown on the left).

You gain 6 palettes influence in total - 4 from your friends (and the sets) and 2 from palettes shown on the Location token.



Favor Cards

Favor cards grant you a single use effect or an Influence.

If there are no cards left in the Favor deck, shuffle the used Favor cards to create a new deck.

You may look at your Favor cards at any time.

At the start of your turn, you may play any of your Favor cards, placing them face-up into a used pile beside the Favor deck.

When you do so, you may either:

Gain one influence of the type shown in the top left of the card
OR Activate the appropriate effect below:

- 1) (Leaves) Move a Player token to an open space on the game board.
- 2) (Books) Swap any two Location tokens on the game board.
- 3) (Palettes) Discard two People cards. These may be from either a row and/or your hand.
- 4) (Money) Swap the positions of any two of your Influence tokens on your player mat.

If you spend a favor card when you are at the location shown on the card, you may use it as if it were any favor card instead.



Player Mats

Your player mat keeps track of your influence. It is divided into 2 sections (see below) :

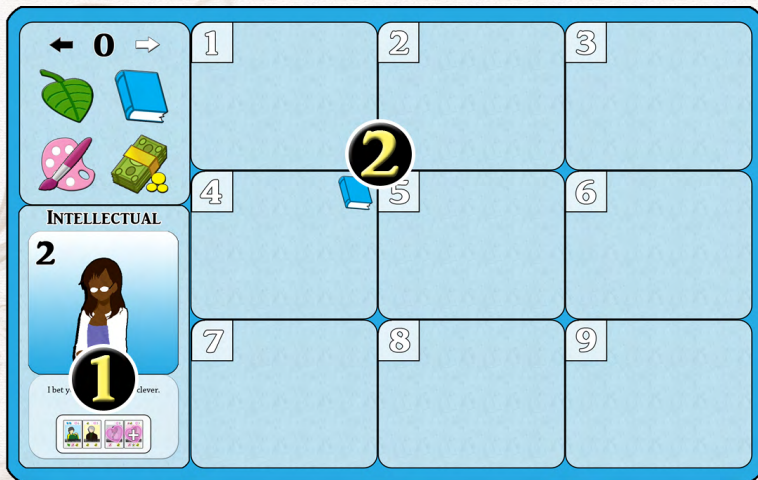
- 1) This is your player and their abilities (p7).
- 2) This chart is used to keep track of your influence and shows your starting influence.

When you gain influence, slide the corresponding token up that number of spaces. When you spend influence, slide it down instead.

If you go above 9, flip your influence token so that the 10 is face up and move the token back to 0, counting from that point.

When you spend influence and go below 10, flip it back.

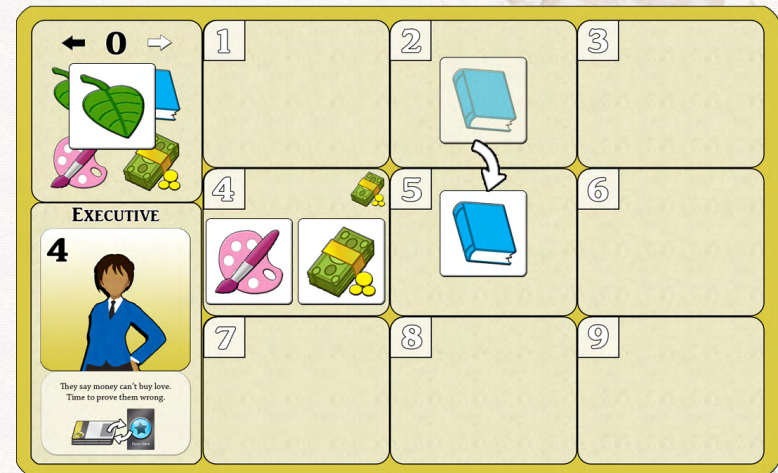
Any influence points gained above 19 are lost.



Example:

Tired of having no friends that share your love of rulebooks, you decide to go to the College. You gain 3 books and move your books token up the track 3 spaces to the 5 space.

If you had started with 9 books instead, you would flip the books token (10 on top) and place it on the 2 slot to represent 12.



End of Round

Game Triggers

Once any player has collected their third friend, they trigger the mid-game condition. At the end of that round, all Location tokens on the game board flip from their bright side to their dark side.

Once any player has collected their sixth friend, they trigger the end-game condition. At the end of the round, final scoring takes place (p19).

Starting Player

At the end of every round, the last player may take the Starting Player card.

Finally, the player with the Starting Player card begins the new round.



Example:

You are the first player to collect your third friend. At the end of the round all of the Location tokens, are flipped.

The only difference between the two sides is that the first influence symbol becomes a set symbol of that type.

People Cards

To gain score, you will need to make friends. To do that, you'll need to spend the influence you've gathered. The important sections of People cards are:

- 1) **Benefit:** This is the influence benefit(s) you get when they are your friend. This is used for end-game scoring (p19) and to gain extra influence from set symbols (p10).
- 2) **Score:** This is the score you get when they are your friend.
- 3) **Cost:** This is the influence type(s) you need to spend in the correct amount (p17) to make friends with this card. *If the same symbol is shown twice, you must pay the amount twice.*



Wild/Any Influence:

People cards may have a multi-colored Star listed in their costs (as shown below). This means that you choose which one of the 4 types of influence you will use to pay this cost.

You may not split this cost between different types of influence.



Make Friends

You may use your turn to make a friend by following these steps:

- 1) Choose a People card either from your hand or from a row. You must be able to pay the cost of your choice.
- 2) Pay the cost of the chosen card (p16):
If it is one of the two right-most cards in a row, the cost is 3 influence of each type shown.
Otherwise, it is 4 influence of each type shown.
- 3) Place the chosen card face up beside your player mat. They are now your friend (p16).

Refill the Display:

If a row in the display has less than 4 cards, shift all remaining People cards to the right to fill any gaps. Then draw People cards face up to fill any remaining gaps.

If there are multiple rows, each row operates independently.

Refill your Hand:

If you have less than 2 People cards in your hand, draw back up to 2 People cards.

Discard:

Discarded People cards are placed face-up above the People deck. When there are no cards left in the deck, these cards are shuffled and placed face-down to create a new deck.



Example:

You are making a friend. Looking at the display above, you choose Brianna (top right). Since Brianna is in the front of that row, you lose 6 books in payment (3 for each books symbol).

After placing Brianna beside your player mat, you shift the remaining 3 People cards in the top row to the right, and then draw a new card from the top of the deck and put it face up on the space that opened up in the top left.

You have successfully leveraged the influence you gained to make a new friend.

Final Scoring

At the end of the game, the following steps occur (p14):

- 1) Players get influence from all of their friend's benefits.
- 2) Players play all of the Favor cards they still have.
- 3) Players then simultaneously make friends with any People cards in their hand (paying the cost of 4 per symbol and add it to their friends).

Flip the game board. Each player uses their Player token to track their score.

- 1) Go through each type of influence and find the player with the most benefits of that type among their friends. They score the amount shown on the Score token beside that influence type on the Score card.

In the case of a tie, the player with the most remaining influence of that type gains the score. If it is still a tie, then the first tied player in turn order gains the score. In either case, the other tied players gain 1 score.

- 2) Each player that has at least one leaves, books, palettes and money benefit among their friends receives the score shown on the token in the middle of the Score card. *Multiple sets do not score multiple times.*
- 3) Finally, each player adds all the score amounts shown on the top right corner of their friend cards to their score.

Winner

The player with the highest score at the end of the game wins. In the case of a tie: the tied player with the most remaining influence wins. If this still results in a tie, then the tied player first in turn order wins.

Credits

Game Designer, Graphics and Rules: Val Teixeira

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Other Playtesters:

There have been many other playtesters, from personal friends, to those at the Dallas Games Marathon, Madness Comics and Games, the Dallas Designer Group, and a plethora of gaming conventions. My heartfelt thanks to all of you that helped make this game a reality.

Keep track of rules updates at:

<http://boardgamegeek.com/boardgame/143146>

Round Order

Players each take a turn in turn order. You may use your **Favor card/s** at the start of your turn or during Final Scoring (p11).

On your turn, you must either:

MOVE & COLLECT:

- 1) **Move:** Move your Player token to any open space at one of the next three clockwise locations, skipping locations without open spaces (p8).
- 2) **Collect:** You gain all influence and/or a Favor card as shown at that location (p10-11).

OR MAKE A FRIEND:

- 1) Select a People card (from your hand or a row).
- 2) Pay the cost of 4 influence per symbol on the bottom of the card or 3 per symbol if it is one of the two right-most cards of a row.
- 3) Place the card face up besides your player mat. They are now your friend.
- 4) Draw cards from the People deck until you have 2 cards in hand, and/or 4 cards in each row (sliding remaining cards to the right first, if needed).

END OF ROUND:

Once all players have taken a turn, the round ends. (p14)

- 1) The last player may take the Starting Player card.
- 2) Once any player has 3 friends, the Location tokens flip.
- 3) Once any player has 6 friends, the game ends.

FINAL SCORING PHASE: (p19)

All players receive influence from their friends benefits.

All players spend any favor cards they have.

All players simultaneously make Friends from their hand, pay the cost and add it to their collection.