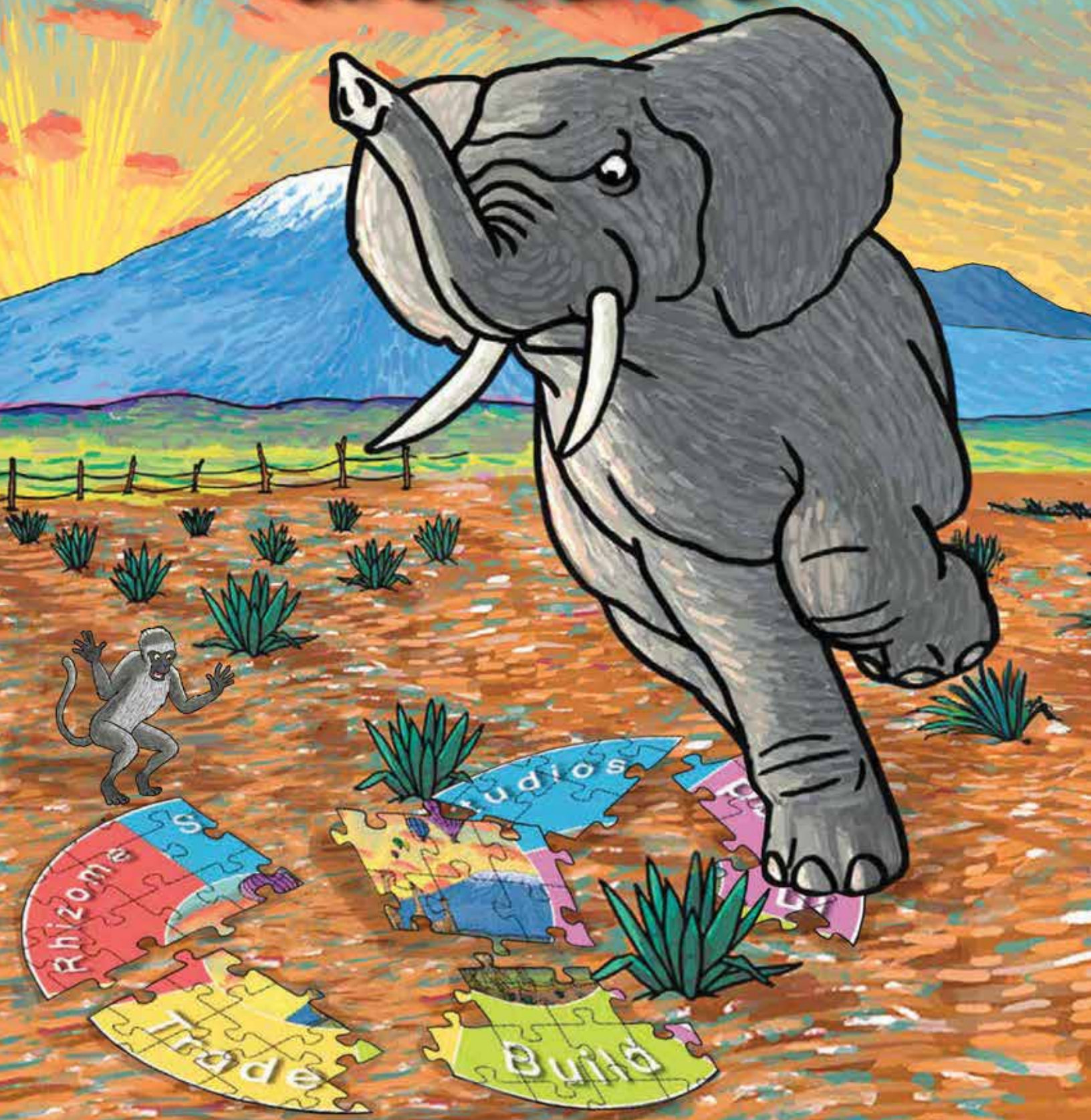


Where Business is a Dangerous Game

TANZA



GAME OBJECTIVE

Trade. Build. Expand. Beat the competition to the Watering Hole. Claim victory.



COMPONENTS



1 - Game Board



6 - Player Pawns



2 - Dice (d6)



42 - Business Markers
(7 each of 6 colors)



40 - One Dollar Bills



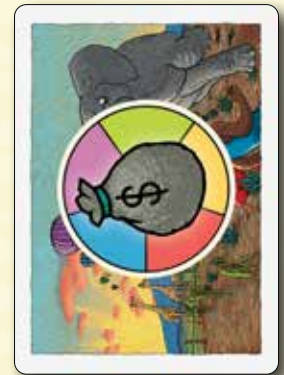
12 - Half Dollar Coins



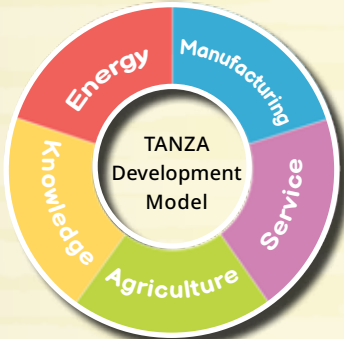
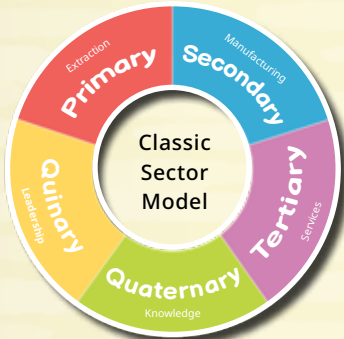
25 - Five Dollar Bills



15 - Ten Dollar Bills



15 - Self-Fund Cards



Organizational Concept

15 - Business Cards



3 - Energy Sector



3 - Knowledge Sector



Business Cardback



3 - Manufacturing Sector



3 - Service Sector



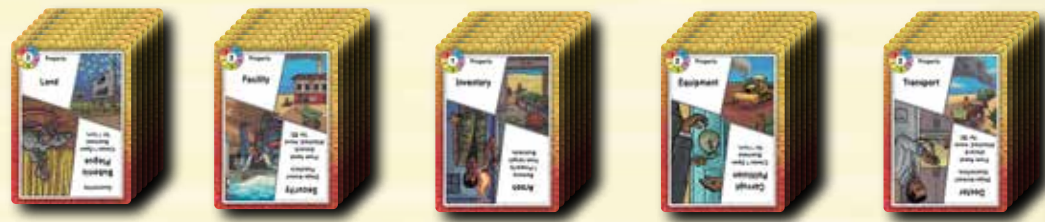
3 - Agriculture Sector

80 - Flip Strategy Cards - Build Mode (Green/Yellow/Purple Side)



20 Money Cards

4 - Loan 4 - Venture Capital 4 - Angel Investor 4 - Barter 4 - Grant



35 Property Cards

7 - Land 7 - Facility 7 - Inventory 7 - Equipment 7 - Transport



Flip Strategy Cards Card Back



25 Worker Cards

10 - Skilled 15 - Unskilled

COMPONENTS

80 - Flip Strategy Cards - Tactics Mode (Red Side)



6 - Animal Attack



6 - Quarantine



6 - Police



6 - Poacher



6 - Security



6 - Corrupt Politician



6 - Agent



6 - Arson



6 - Ranger



6 - Doctor



10 - Training



5 - Tax Audit



5 - Tax Refund



Flip Strategy Cards
Card Back

20 - Power Play Cards



4 - State's Iron Grip

4 - Courtroom Gambit

4 - Side Hustle

2 - Fire Sale

2 - Territorial Tension

2 - Flash Demand

2 - Back Track

Power Play Cardback

60 - Event Cards



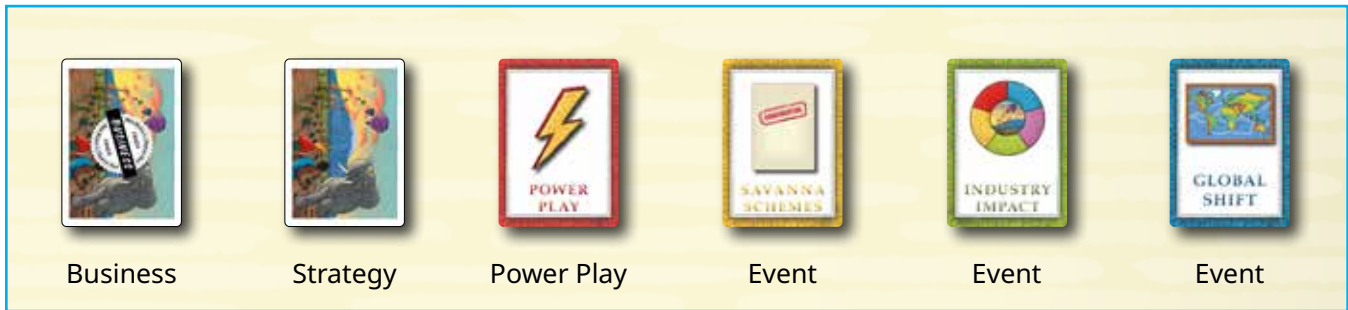
SETUP



1. Shuffle Decks

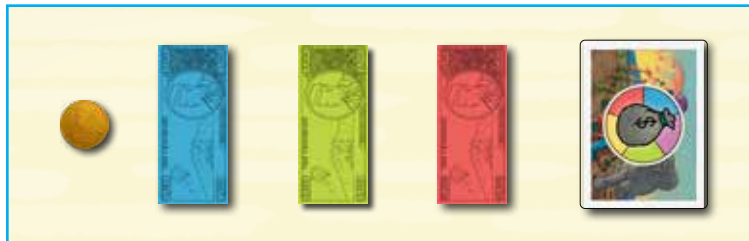
- **Business Cards** (15)
- **Strategy Cards** (80)
- **Power Play Cards** (20)
- **Event Cards** (60) — 20 each **Savanna Schemes** / **Industry Impact** / **Global Shift**

Keep decks separate!



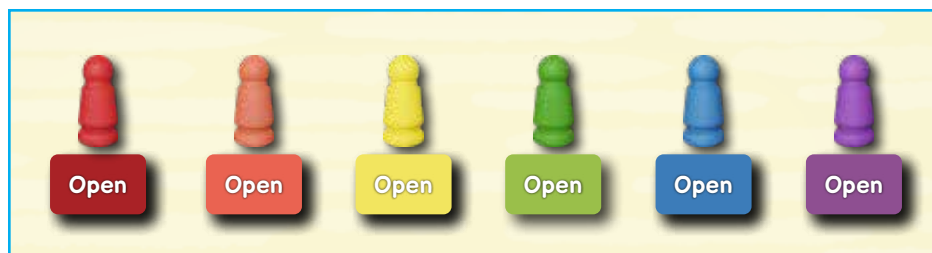
2. Bank

- Place **TANZA Cash** where everyone can reach it, or select Banker: \$0.50 coins, \$1, \$5, \$10.
- Place **Self-Fund** deck near cash, face-down.



3. Place Player Tokens

- Pick pawn.
- Grab your matching Open/Closed markers.



4. Board Set-up & Initial Distribution

- **Strategy** deck face-down in the center of the game board.
- Space for discards (face-up).
- Place your pawn on matching oval on outer ring.
- Deal 1 **Business** card face-up to each player.
- Deal 5 **Strategy** cards face-down to each player.
- Distribute \$3 to each player.
- Distribute Open/Closed markers to each player.



5. Market Place

- Display remaining **Business** cards face-up in Market Place.
- Place **Power Play** deck face-down.




VICTORY CONDITION

Choose one of these ways to win (new players should try Race Mode first!):


- **Race Mode Win:** The first player to reach the Watering Hole wins.
- **High Score Mode Win:** When the first player reaches the Watering Hole, finish the current round. Then all players total their Cash + Business Points. Highest total wins.
- **Bean-Counter Mode Win:** When the first player reaches the Watering Hole, complete the current round. Then all players total their Cash + Business Points + Sector Wheel Bonus. Highest total wins.

Business Points + Sector Wheel Bonus


④




②



③ + 2



①



The business points are in the white center of the sector wheel.

To locate the sector wheel bonus points, match the color of the business card to the color on the sector wheel outer ring.

- **Savanna Sweep Win:** Any player who opens all three businesses in the same sector wins instantly, regardless of mode. (This can happen at any time!)



Tie-Breaker: Most Cash wins.

EVENTS

There are 3 types of Event cards in TANZA. When you land on an Event Icon, draw the top Event card and read it aloud.

- **Savanna Schemes:** NGOs and Corporations influencing local life. Only the landing player follows the instructions.
- **Industry Impact:** A change affecting one specific sector. Any player with an open business in that sector must follow the instructions.
- **Global Shifts:** A major change affecting the whole region. All players with open businesses must follow the instructions.

POWER PLAYS

Power Play cards in TANZA are purchased from the Market Place and allow players to gain advantage or crush competitors.

- **Expansion & Exploitation Plays:** These plays maximize advantage—opening extra businesses, boosting earnings, salvaging value, or bending rules to accelerate growth.
- **Sabotage & Suppression Plays:** These plays crush competitors—forcing closures, reversing progress, blocking actions, and disrupting plans to stop rivals before they gain momentum.

THE MARKET PLACE

Players may purchase 2 types of cards from the Market Place in TANZA—Power Play cards and Business cards. Both can be purchased in the same round.

- **Buy Power Play Card:** Pay \$2 (or discard 2 cards from your hand) per Power Play card (**2 per turn**). Buy the top card from the face-down Power Play deck (unseen). Play it immediately or hold it.
- **Buy Business Card:** Pay \$2 (or discard 2 cards from your hand) and select 1 Business card from the Market Place (**1 per turn**).

BUILD MODE

Players may have up to 3 businesses at a time (unless they have the Power Play Side Hustle card that increases this limit). Numbers on the sector wheel are the card value. This value = income per turn + self-fund cost (pay to Bank for Self-Fund card). Available options:

- **Buy Business Card:** Pay the cost and wait until next turn to start building the business.
- **Open Business:** Play the required **Money** (or Self-Fund), **Property**, and **Worker** cards. Cards can be added at any time after waiting one turn, but must be in the stated order on the card. Some businesses require more than 1 property to be opened. Unskilled Worker can be upgraded to Skilled Worker with a Training Card (Tactics).
- **Place Open Marker:** After opening a Business, place an Open marker above it. Flip to Closed when impacted by Tactics or Events.
- **Self-Fund Money Option:** Can't draw the Money card you need? Pay the Business value to the Bank, draw a Self-Fund card, and play it as a Money card. This keeps you in the game when luck isn't on your side. NOTE: Side Hustle Power Play cards MUST self-fund to keep Money cards available for other players.

	Business	Money	Property	Worker
Open				
Open				
Open				
Open				

TACTICS MODE

Tactics Mode introduces conflict, protection, and momentum swings in the race to the Watering Hole. Tactics cards fall into three groups: Special Tactics, Setback Tactics, and Defend Tactics.

Special Tactics

Poacher Card

- Steal 1 attached Money, Property, or Worker card from an open Business or 1 card from a player's hand. Stolen card can be played immediately or placed in your hand. Discard the poacher card.
- Steal a Setback card played against you or on a rival's Business which removes the effect. Setback can be used immediately on another player or placed in your hand. Discard the poacher card.
- **Cannot Steal** played Defend cards on rival's businesses.

Tax Refund Cards — Tax Shield or Tax Windfall

- **Tax Shield:** Play instantly when targeted by a Tax Audit. Cancel the audit; your Business remains open.
- **Tax Windfall:** Play on your turn to gain \$2 per Open Business (max \$6).

Setback Tactics

Setback cards sabotage a rival's Open Business. Ones that remove a required card force it closed until replaced. Others (Tax Audit, Quarantine, Corrupt Politician) close the Business temporarily without removing cards. The player turns the Open token to Closed until the condition is resolved (payment made, turn passes, etc.).

- **Tax Audit:** Targets 1 Open Business. Player pays the Business card value in cash to the Bank and/or discarded cards from hand (\$1 per card). Business closed until paid.
- **Quarantine:** Targets 1 Open Business. It remains closed for 1 turn.
- **Animal Attack:** Remove a Worker from an Open Business. It remains closed until worker is replaced.
- **Corrupt Politician:** Targets 1 Open Business. Business closes for one turn.
- **Arson:** Remove a Property from an Open Business. It remains closed until property is replaced.

Defend Tactic

The Defend cards prevent or cancel Setbacks. There are 2 types of defenders—Public Servants and Private Contractors. Only Private Contractors attach to businesses.

Public Servants

Playable immediately when a Setback occurs. Does not attach to Business. No cost to use.

- **Police** – Counters Arson and Corrupt Politician.
- **Ranger** – Counters Poacher and Animal Attack.

Private Contractors

These cards may provide an **Instant Response** or be attached to a business for **Ongoing Protection**.

- **Doctor** – Counters Quarantine and Animal Attack.
- **Agent** – Counters Tax Audit and Corrupt Politician.
- **Security** – Counters Poacher and Arson.

1. Instant Response (pull from hand) — No Cost to Use

- Play immediately when a matching Setback card is played against you.
- Cancel the Setback.
- Discard the **Doctor/Agent/Security** card after use.

2. Ongoing Protection (attached) — Attachment Fees

- Pay \$2 to attach a **Doctor/Agent/Security** card to one of your Open Businesses.
- Automatically blocks matching Setbacks.
- Pay \$2 to relocate defender to protect a different Open Business that is being attacked.
- Remains until removed by the owner.

TRADE

Trade includes exchanging cards, cash, or future favors.

- Permitted trades include cards from incomplete Businesses, including the Business card, any attached Money, Property, or Worker cards, and cards from hand.
- Cards not to be traded include Open Business cards (Business, Money, Property, and Worker), Power Play cards or any Tactics cards that are currently attached.

HOW TO PLAY

First Player

- All roll 2d6 – highest starts (reroll ties).
- **Turns** proceed **clockwise** around the table.
- **Pawns** move **counter-clockwise** on board.



First Round Only (*Easy Start*)

NO Buys / **NO** Tactics / **NO** Events — Build Mode only.

1. **Free Mulligan** (Optional): After reviewing your 5 Strategy cards, you may swap your starter Business once for free. Return it to the Market Place and draw a new one.
2. **Roll**: Roll 2d6. Total = number spaces to move.
3. **Move**: Start on your color space on the outer ring. Move counter-clockwise until you return to your color space, then slip down to the next inner ring, following your pawn's color path, and repeat until you reach the Watering Hole. If your landing space is occupied, jump ahead of the pawn.
4. **Build & Open Business**: Play the required **Money**, **Property**, and **Worker** cards from your hand.
5. **End**: Draw up to 5 cards from Strategy deck (only if holding fewer than 5). Power Plays / Poacher may push you over—okay, no discard required. Pass clockwise.

When the round ends, proceed to Normal Turns.

Normal Turn (*Every Round After*)

1. **Money**: Collect value of your open Businesses.
2. **Roll and Move**: Roll 2d6. Move pawn.
3. **Event Icon**: If you land on one, draw and resolve the top Event card. If the Event card requires player(s) to move and they land on another Event, this does not trigger drawing another Event card.
4. **Actions**: Buy Business or Power Play Cards from Market Place / Build Businesses / Play Tactics Cards which may trigger instant response from other players / Trade. **Unlimited actions. No order.**
5. **End**: Draw to 5 cards from Strategy deck. If holding more than 5 cards, do not draw. If draw pile is depleted, shuffle discard pile and place as draw pile. Pass clockwise.



TECHNICAL GLOSSARY

Action Card – Any card played to affect the game state. Card text governs.

Agent – Defend card. Cancels Tax Audit or Corrupt Politician. May be played instantly or attached to an Open Business (\$2).

Animal Attack – Setback. Remove one Worker from an Open Business. Business is Closed until replaced.

Arson – Setback. Remove one Property from an Open Business. Business is Closed until replaced.

Attached Defender – Doctor, Agent, or Security attached to an Open Business for ongoing protection (\$2). Cannot be removed by Poacher.

Bank – Central supply of TANZA Cash.

Bean-Counter Mode – Victory condition. When a player reaches the Watering Hole, finish the round. Highest total of Cash + Business Points + Sector Wheel Bonus wins.

Business Card – Represents a Business. Requires the listed Money, Property, and Worker cards to Open. Purchase from Market Place for \$2 or discard 2 cards from hand. Play next turn.

Business Points – Printed point value on a Business card.

Closed Business – A Business that does not generate income or score.

Corrupt Politician – Setback. Target Business is Closed for one turn.

Counter-Clockwise Movement – Default direction of pawn movement.

Doctor – Defend card. Cancels Quarantine or Animal Attack. May be played instantly or attached (\$2).

End of Turn – Draw to 5 cards. Pass play clockwise.

First-Round Start Rule – First round only: no Buys, no Tactics, no Events. One free Business Mulligan.

High Score Mode – Victory condition. When a player reaches the Watering Hole, finish the round. Highest Cash + Business Points wins.

Market Place – Area where Business Cards and Power Play Cards may be purchased.

Money Card – Required to Open a Business unless Self-Fund is used.

Open Business – A Business with all required cards attached and an Open Marker placed.

Open Marker – Marker placed on an Open Business. Flip to Closed when affected by a Setback.

Player Order – Turn order proceeds clockwise.

Poacher – Action card. Steal one attached Money, Property, or Worker from an Open Business, or one card from an opponent's hand. May cancel and take a Setback played against you. Cannot remove Attached Defenders.

Power Play Card – Special card purchased from the Market Place for \$2 or by discarding 2 cards from hand. May be played immediately or held.

Private Contractors – Doctor, Agent, Security. May be played instantly or attached to a Business.

Property Card – Required to Open a Business as listed on the Business card..

Public Servants – Police and Ranger. Instant response only. Cannot be attached.

Quarantine – Setback. Target Business is Closed for one turn.

Race Mode – Victory condition. First player to reach the Watering Hole wins immediately.

Ranger – Defend card. Cancels Poacher or Animal Attack. Instant use only.

Savanna Sweep – Immediate win. Open all three Businesses in the same sector.

Sector Wheel Bonus – Bonus points added in Bean-Counter Mode based on Business card sector color match.

Security – Defend card. Cancels Poacher or Arson. May be played instantly or attached (\$2).

Self-Fund – Pay the Business value to the Bank to use a Self-Fund card as a Money card.

Setback Card – A card that disrupts an Open Business by removal or closure.

Tax Audit – Setback. Target Business closes until the owner pays the Business value in cash and/or discards cards (\$1 per card).

Tax Refund – Cancel a Tax Audit instantly or gain \$2 per Open Business (max \$6).

Token – Player pawn used for board movement.

Trade – Exchange of cards, cash, or future favors. Open Businesses and Power Play Cards may not be traded.

Watering Hole – Final board space. Triggers end-game resolution unless an immediate win applies.

Worker Card – Required to Open a Business as listed on the Business card.

Where Business is a Dangerous Game

TANZA

Trade • Build • Expand

In Chaos, it's Seize or Be Savaged!

