

IT Startup - Solo Game Version

(IT Startup - The Card Game)

Welcome to the manual of the “IT Startup - The Card Game” solo version.

Note: in this document we assume that you know the basics of the multiplayer game manual. If you're completely new to the game you should [look up the basic game manual](#) or watch the [quickstart instruction video](#).

Do you prefer a video manual?

There is a [youtube video explaining the solo game version](#).

Feel free to give us feedback - the game is constantly evolving

If you have any feedback about the solo game version. Feel free to [contact us on Facebook](#) or write an e-mail: matt@playitstartup.com

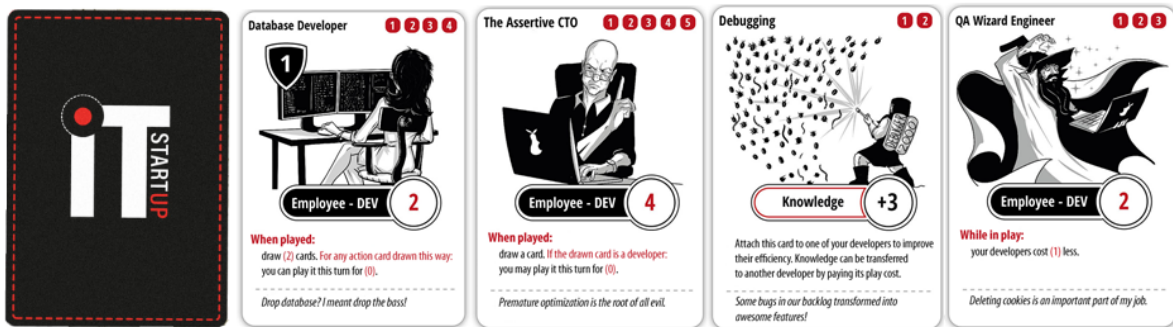
Any suggestions are welcome and appreciated.

Let's get started!

- We assume you have the print & play version of the game prepared and already know how to play the 2-4 player version of the game
- Draw (5) cards and take (5) resources/chips
- Time for the card mullugina (like in the 2-4 player game version)
- Take (5) cards from the deck. Put (4) of the face up on the table and (1) face down. This is now the “**public card area**”.

Public card area

It's the area with (5) cards on the table. In the single player mode it simulates the employees of your opponent (so you can take over one of them). (4) cards in this area are face up, (1) is face down. The face down card is a “**mystery card**”.



What can we do with the “Public card area?”

- Paying (1) resource point lets you take a card from this area. By the end of your turn an empty card is replaced with another card from the deck
- If you decide to take the “mystery card” (the face down card), you can play it this turn for (2) less. **But it comes with a risk:** if the mystery card is an Action Card: you lose some project points (the cards playing cost x2)
- By the end of your turn you may decide to replace (1) card in in the public card area with a new card from the deck
- The mechanic of “adding burnout points” (for example with the “Downer Dave” card) lets you immediately replace any card from the “public card area” with a new card from the deck
- Employees from the “public card area” don’t get burnout points by the end of the turn
- Taking over an employee (if you have a card that lets you do that) may activate it’s “When played” ability (**that applies only in the single player game version**)
- Do you want to take over an employee with the “Rockstar Recruiter” (a HR card that lets you take over an employee if an opponent has at least 4 employees). You can do that if (4) visible cards in the “public card area” are employee cards
- Using the “Outsourcing” card lets you take over an employee for one turn. The employee return to the public card area by the end of your turn (after you counted your projet points for the turn)

How do we win?

Our suggested goal: **try to get 64 project points in 6 turns**. It’s possible, but not always easy. Another suggested goal: **getting 128 points in 10 turns**. You can also try in a “highscore mode”: give yourself X turns and try to get as many project points as possible.

Let’s play!

Note: in this document we assume that you know the basics of the multiplayer game manual. If you’re completely new to the game you should [look up the base game manual](#) or watch the [quickstart instruction video](#).

- In the first turn draw (1) card and take (1) resource chip. In the second turn draw (1) card and take (2) resource chips etc. The maximum amount of resource point per turn is (8) - exactly like in the multiplayer game version
- Play, sell and buy cards
- By the end of your turn you may replace one card from the “public card area” with a new card from the deck (the replaced card goes to the bottom of the deck)
- Count your project points
- Add burnout points to our employees
- If we reach our goal (for example 64 project points in 6 turns) - we win.

...and that's all. Most of the rules are identical as in the multiplayer gamer version (the exceptions were pointed out in this manual).

Have fun!