



**A FIFTEEN MINUTE BIDDING GAME FOR 1-6 PLAYERS!**

# Venture Capital

**Goal:** To amass the most profitable portfolio of Startups after 15 rounds, as measured by each card's printed point values and by the category bonus you get for the number of App, Gadget, or Service Startups you acquire.

**Components:** 15 Startup cards. Startup cards can have a point value, or can belong to one or more categories (App, Gadget, or Service), or both. 15 Bidding cards per player, numbered 1-15.

**Setup for 2-6 players:** shuffle the deck of 15 **Startup** cards and place it face down in the center of the table. Each player takes a bidding deck.

**Gameplay for 2-6 players:** the game is played over 15 rounds. Each round, turn over the top card of the Startup deck.

Each player chooses one of their bidding cards and places it facedown on the table. Once all players have selected their bids, reveal the bids. The highest bid wins, and acquires the startup, which goes to their portfolio where it will score points at the end of the game. In the case of a tie for highest bid, the highest non-tied bid wins - so if there's also a tie for second highest bid, someone with an even lower bid will win. If all bids are tied, the Startup is discarded.

All of the played bidding cards are discarded. If it was the 15th Startup card, the game ends and the player with the highest score wins; otherwise, play continues.

**Scoring:** Once all 15 startups have been acquired, the game ends and scores are counted. Cards can have a **value** (the number in the corner) and/or an **industry** (App, Gadget, and/or Service). Your score at the end is the sum of the **Values** on your cards and the **Dominating the Industry** bonus you get for each industry, which is determined by the number of cards you have in that industry, as shown below.

Dual industry cards, such as Bytecoin Miners, count as being in both industries (you don't have to pick just one).

<b>Cards</b>	<b>Points</b>
0	0
1	1
2	4
3	9
4	16
5	25

# Single Player Mode

**Setup:** the same as in the multiplayer game, save that in addition, two shuffled decks of bidding cards are placed face down in the play area. These are the AI decks.

**Gameplay:** Each round, turn over the top Startup card and select your bid. Then turn over the top card of each of the two AI decks. Startups are acquired as per the multiplayer rules.

**Scoring:** the same as in the multiplayer game, save that the two AI deck scores are added together after being calculated. See if you can beat their score!

To increase the difficulty, play with more AI decks.

# Credits

Game Design: Thomas Eliot  
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