

The diagram illustrates the progression of a prototype through three stages, each represented by a colored box with a corresponding label and a progress indicator.

- Product** (Red box): The first stage, labeled "Product". It features a smartphone icon displaying "COGNO AI Prototype (v0.1)".
- Developing** (Light Blue box): The second stage, labeled "Developing". It features a laptop icon displaying "COGNO AI Prototype (v0.2)".
- Completed** (Light Green box): The third stage, labeled "Completed". It features a laptop icon displaying "COGNO AI Prototype (v0.3)".

Arrows indicate the flow from Product to Developing to Completed.

Below the diagram, the following information is provided:

- Builder: _____ 1 DEV, 1 DA
- Maintainer: _____ NONE
- Time: _____ ⌚ 1 Revenue: _____ \$2

Prototype
Artificial Intelligence

Product

Developing

Completed

Builder _____ 1 DEV, 1 DA
 Maintainer _____ NONE
 Time _____ ① 1 Revenue _____ \$2

Prototype
Artificial Intelligence

Product

Developing

Completed

Builder _____ 1 DEV, 1 DA
Maintainer _____ NONE
Time ⌚ 1 Revenue \$2

Flagship
Artificial Intelligence

Product

Developing

COGNIO AI
Cognitive Processing (AI)

Completed

Builder _____ 2 DEV, 1 DA
Maintainer _____ 1 DA
Time _____ ⌚ 2 Revenue _____ \$4

Flagship
Artificial Intelligence

Product

Developing

Completed

Released

Builder _____ 2 DEV, 1 DA
Maintainer _____ 1 DA
Time _____ ⌚ 2 Revenue _____ \$4


Product

Unicorn
Artificial Intelligence

Developing

Completed

Builder _____ 2 DEV, 2 DA
Maintainer _____ 1 DEV, 1 DA
Time ⌚ 3 Revenue _____ \$7

Prototype	
Beauty	
Product	
	
Completed	Developing
Builder _____ 1 DES, 1 MKT	
Maintainer _____ NONE	
Time _____ ⌚ 1 Revenue _____ \$2	

Product

Beauty

Developing

Completed

Builder _____ 1 DES, 1 MKT

Maintainer _____ NONE


Time ⌚ 1 Revenue _____ \$2

Prototype	
Beauty	
Product	
Completed	
Builder _____	1 DES, 1 MKT
Maintainer _____	NONE
Time _____	⌚ 1 Revenue \$2

Developing

The diagram illustrates the product lifecycle for 'Evergreen Beauty'. The lifecycle is represented by a large rectangle divided into four colored sections: 'Flagship' (pink, top), 'Product' (light blue, left), 'Developing' (light green, right), and 'Completed' (light orange, bottom). In the center of the 'Completed' section is a white bottle with a green cap and a label that reads 'EVERGREEN BEAUTY' with a leaf icon. The 'Product' section contains a small blue box with the text 'Product'.

Builder _____ 1 DEV, 1 DES, 1 MKT
 Maintainer _____ 1 MKT
 Time _____ ⌚ 2 Revenue _____ \$4

Flagship Beauty	
Product	
	
Completed	Developing
Builder _____ 1 DEV, 1 DES, 1 MKT Maintainer _____ 1 MKT Time _____ ⌚ 2 Revenue _____ \$4	

Unicorn Beauty

Product

Developing

Completed

Builder _____ 2 DES, 2 MKT

Maintainer _____ 1 DES, 1 MKT

Time _____ ⌚ 3 Revenue _____ \$7

Prototype	
Ride Hailing	
Product	
Completed	
Builder _____	1 DEV, 1 CS
Maintainer _____	NONE
Time _____ ⌚	1 Revenue _____ \$2


Developing

Prototype	
Ride Hailing	
Product	
Completed	
Builder _____	1 DEV, 1 CS
Maintainer _____	NONE
Time _____ ⌚	1 Revenue \$2

Developing

Prototype	
Ride Hailing	
Product	
Completed	
Builder _____	1 DEV, 1 CS
Maintainer _____	NONE
Time _____	⌚ 1 Revenue _____ \$2

Developing

Flagship	
Ride Hailing	
Product	
	
Builder _____	1 DEV, 1 DES, 1 CS
Maintainer _____	1 CS
Time _____	⊙ 2 Revenue _____ \$4

Flagship Ride Hailing	
Product	
Builder _____ 1 DEV, 1 DES, 1 CS	
Maintainer _____ 1 CS	
Time _____ ⌚ 2 Revenue _____ \$	

<h2 style="margin: 0;">Unicorn</h2> <h3 style="margin: 0;">Ride Hailing</h3>	
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; margin-bottom: 10px;"> Product </div> <div style="border: 1px solid black; height: 150px; width: 100%; position: relative;"> <div style="position: absolute; top: 10px; right: 10px; background: white; padding: 2px 5px; transform: rotate(90deg); font-size: 0.8em;">Developing</div> </div>	<div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; margin-bottom: 10px;"> Completed </div> <div style="padding-top: 20px;"> <p>Builder _____ 2 DEV, 1 DES, 1 CS</p> <p>Maintainer _____ 1 DEV, 1 CS</p> <p>Time _____ ⌚ 3 Revenue _____ \$7</p> </div>

Product

PrototypeBlockchain

Completed

Developing

Builder _____ 1 DEV, 1 DA
Maintainer _____ NONE
Time _____ ⌚ 1 Revenue _____ \$2

PT: Block Technology Center

Version 0.1

Product

PrototypeBlockchain

Completed

Developing

Builder _____ 1 DEV, 1 DA
Maintainer _____ NONE
Time _____ ⌚ 1 Revenue _____ \$2

PT: Block Technology Center

Version 0.1

Product

PrototypeBlockchain

Completed

Developing

Builder _____ 1 DEV, 1 DA
Maintainer _____ NONE
Time _____ ⌚ 1 Revenue _____ \$2

PT: Block Technology Center

Version 0.1

Product

FlagshipBlockchain

Completed

Developing

Builder _____ 1 DEV, 2 DA
Maintainer _____ 1 DA
Time _____ ⌚ 2 Revenue _____ \$4

PT: Block Technology Center

Version 0.1

Product

FlagshipBlockchain

Completed

Developing

Builder _____ 1 DEV, 2 DA
Maintainer _____ 1 DA
Time _____ ⌚ 2 Revenue _____ \$4

PT: Block Technology Center

Version 0.1

Product

UnicornBlockchain

Completed

Developing

Builder _____ 1 DEV, 2 DA, 1 MKT
Maintainer _____ 1 DEV, 1 DA
Time _____ ⌚ 3 Revenue _____ \$7

PT: Block Technology Center

Version 0.1

Product

PrototypeMedia Company

Completed

Developing

Builder _____ 1 DEV, 1 DES
Maintainer _____ NONE
Time _____ ⌚ 1 Revenue _____ \$2

PT: Block Technology Center

Version 0.1

Product

PrototypeMedia Company

Completed

Developing

Builder _____ 1 DEV, 1 DES
Maintainer _____ NONE
Time _____ ⌚ 1 Revenue _____ \$2

PT: Block Technology Center

Version 0.1

Product

PrototypeMedia Company

Completed

Developing

Builder _____ 1 DEV, 1 DES
Maintainer _____ NONE
Time _____ ⌚ 1 Revenue _____ \$2

PT: Block Technology Center

Version 0.1

Product

FlagshipMedia Company

Completed

Developing

Builder _____ 1 DEV, 1 DES, 1 MKT
Maintainer _____ 1 CS
Time _____ ⌚ 2 Revenue _____ \$4

PT: Block Technology Center

Version 0.1

Product

FlagshipMedia Company

Completed

Developing

Builder _____ 1 DEV, 1 DES, 1 MKT
Maintainer _____ 1 CS
Time _____ ⌚ 2 Revenue _____ \$4

PT: Block Technology Center

Version 0.1

Product

UnicornMedia Company

Completed

Developing

Builder _____ 1 DEV, 1 DES, 2 MKT
Maintainer _____ 1 CS, 1 MKT
Time _____ ⌚ 3 Revenue _____ \$7

PT: Block Technology Center

Version 0.1

Product

PrototypeEnterprise Software

Completed

Developing

Builder _____ 1 DEV, 1 DES
Maintainer _____ NONE
Time _____ ⌚ 1 Revenue _____ \$2

PT: Block Technology Center

Version 0.1

Product

PrototypeEnterprise Software

Completed

Developing

Builder _____ 1 DEV, 1 DES
Maintainer _____ NONE
Time _____ ⌚ 1 Revenue _____ \$2

PT: Block Technology Center

Version 0.1

Product

PrototypeEnterprise Software

Completed

Developing

Builder _____ 1 DEV, 1 DES
Maintainer _____ NONE
Time _____ ⌚ 1 Revenue _____ \$2

PT: Block Technology Center

Version 0.1

Product

FlagshipEnterprise Software

Completed

Developing

Builder _____ 1 DEV, 1 DES, 1 MKT
Maintainer _____ 1 DEV
Time _____ ⌚ 2 Revenue _____ \$4

PT: Block Technology Center

Version 0.1

Product

FlagshipEnterprise Software

Completed

Developing

Builder _____ 1 DEV, 1 DES, 1 MKT
Maintainer _____ 1 DEV
Time _____ ⌚ 2 Revenue _____ \$4

PT: Block Technology Center

Version 0.1

Product

UnicornEnterprise Software

Completed

Developing

Builder _____ 2 DEV, 1 DES, 1 MKT
Maintainer _____ 1 DEV, 1 MKT
Time _____ ⌚ 3 Revenue _____ \$7

PT: Block Technology Center

Version 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Developer
DEV

Employee

Hire _____ \$2 Salary _____ \$3
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Designer
DES

Employee

Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Designer
DES

Employee

Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Designer
DES

Employee

Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Designer
DES

Employee

Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Designer
DES

Employee

Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Designer
DES

Employee

Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Designer
DES

Employee

Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Blocks Technology CenterVersion 0.1

Founder Award
Progression


Action

2 IPO Points

P.T. Blocks Technology CenterVersion 0.1

Marketer
MKT

Employee



Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Marketer
MKT

Employee



Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Marketer
MKT

Employee



Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Marketer
MKT

Employee



Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Marketer
MKT

Employee



Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Marketer
MKT

Employee

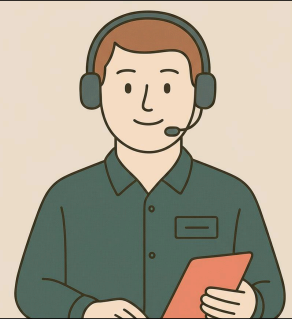


Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Customer Support
CS

Employee

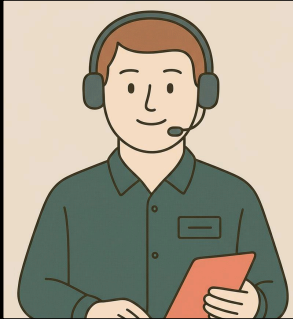


Hire _____ \$1 Salary _____ \$1
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Customer Support
CS

Employee

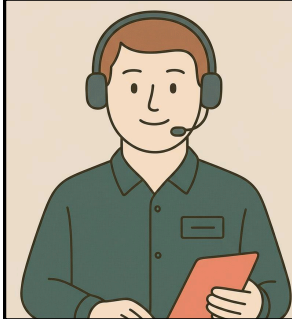


Hire _____ \$1 Salary _____ \$1
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Customer Support
CS

Employee

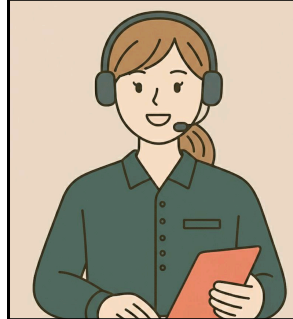


Hire _____ \$1 Salary _____ \$1
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Customer Support
CS

Employee

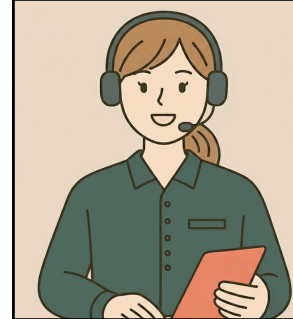


Hire _____ \$1 Salary _____ \$1
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Customer Support
CS

Employee

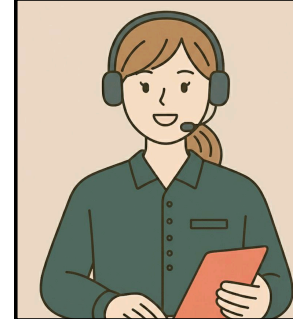


Hire _____ \$1 Salary _____ \$1
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Customer Support
CS

Employee



Hire _____ \$1 Salary _____ \$1
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Data Analyst
DA

Employee



Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Data Analyst
DA

Employee



Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Data Analyst
DA

Employee



Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Data Analyst
DA

Employee

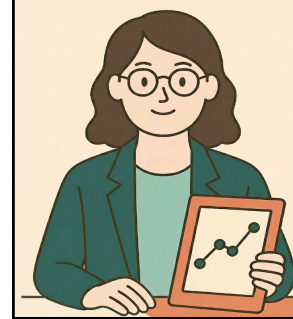


Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Data Analyst
DA

Employee

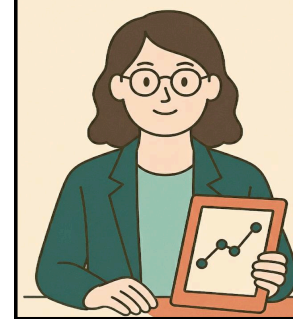


Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Data Analyst
DA

Employee




Hire _____ \$1 Salary _____ \$2
Build _____ 1 Maintain _____ 1

P.T. Brink Technology CenterVersion 0.1

Term Sheet
Progression

Action




2 IPO Points

P.T. Bionix Technology Center Version 0.1

Outsourcing
Defensive

Action




Gain 1 Time Card

P.T. Bionix Technology Center Version 0.1

Outsourcing
Defensive

Action



Gain 1 Time Card

P.T. Bionix Technology Center Version 0.1

Collect Debt
Offensive

Action




Collect \$4 from 1 player

P.T. Bionix Technology Center Version 0.1

Collect Debt
Offensive

Action




Collect \$4 from 1 player

P.T. Bionix Technology Center Version 0.1

Collect Debt
Offensive

Action




Collect \$4 from 1 player

P.T. Bionix Technology Center Version 0.1

Poach
Offensive

Action




Take 1 employee from 1 player

P.T. Bionix Technology Center Version 0.1

Poach
Offensive

Action




Take 1 employee from 1 player

P.T. Bionix Technology Center Version 0.1

Poach
Offensive

Action




Take 1 employee from 1 player

P.T. Bionix Technology Center Version 0.1

Hostile Takeover
Offensive

Action




Take 1 product from 1 player
Maintainers included.

P.T. Bionix Technology Center Version 0.1

Eliminate Competition
Offensive

Action




Take 1 player's completed
product and discard it.
Maintainers included.

P.T. Bionix Technology Center Version 0.1

Market Optimism
Neutral

Event




Each player gains 1 additional Time
card.

P.T. Bionix Technology Center Version 0.1

Consulting Fees
Neutral

Event



Each player must pay \$1 or discard 1
card.

P.T. Bionix Technology Center Version 0.1

Small Grant
Neutral

Event




The player with the fewest completed
product gains \$3.

P.T. Bionix Technology Center Version 0.1

Market Shakeup
Neutral

Event




Players do not receive Time cards this
round.

P.T. Bionix Technology Center Version 0.1

Trend Shift
Neutral

Event




Shuffle and reassign Sum cards among
industries.

P.T. Bionix Technology Center Version 0.1

Market Boom
Bull Market

Event




Gain \$1 for each industry you have a
completed product.

P.T. Bionix Technology Center Version 0.1

Investor Hype
Bull Market

Event



Roll dice to pick an industry. If you have
a completed product in that industry,
gain \$2.

P.T. Bionix Technology Center Version 0.1

Money

\$1

PT. Blank Technology Center

Version 0.1

Money

\$1

Money

\$1

PT. Blank Technology Center

Version 0.1

Money

\$1

Money

\$1

PT. Blank Technology Center

Version 0.1

Money

\$1

Money

\$1

PT. Blank Technology Center

Version 0.1

Money

\$1

Money

\$1

PT. Blank Technology Center

Version 0.1

Money

\$2

Money

\$1

PT. Blank Technology Center

Version 0.1

Money

\$2

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$2

PT. Blank Technology Center

Version 0.1

Money

\$5

PT. Blank Technology Center

Version 0.1

Money

\$5

PT. Blank Technology Center

Version 0.1

Money

\$5

PT. Blank Technology Center

Version 0.1

Money

\$5

PT. Blank Technology Center

Version 0.1

Money

\$5

PT. Blank Technology Center

Version 0.1

Money

\$5

PT. Blank Technology Center

Version 0.1

Money

\$5

PT. Blank Technology Center

Version 0.1

Money

\$5

PT. Blank Technology Center

Version 0.1

Money

\$5

PT. Blank Technology Center

Version 0.1

Money

\$5


PT. Blank Technology Center

Version 0.1

Talent Surge

Bull Market

Event




Hire 1 employee for free.

PT. Bisnis Teknologi CerdasVersion 0.1

Tech Breakthrough

Bull Market

Event



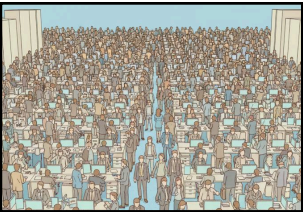
All completed Flagship or Unicorn products earn \$1 revenue this round.

PT. Bisnis Teknologi CerdasVersion 0.1

Employee Award

Most Maintainers

Award



2 IPO Points

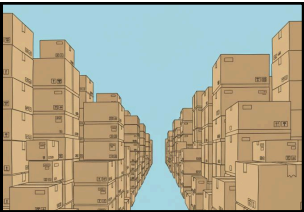
Awarded to player with the most maintainers. Minimum of 5 maintainers.

PT. Bisnis Teknologi CerdasVersion 0.1

Product Award

Most Products

Award



2 IPO Points


Awarded to player with the most products. Minimum of 3 products.

PT. Bisnis Teknologi CerdasVersion 0.1

Industry Award

Most Industries

Award



2 IPO Points

Awarded to player operating in the most industries. Minimum of 3 industries.

PT. Bisnis Teknologi CerdasVersion 0.1

The Founder's GAMBIT

The Founder's Gambit is a strategic business board game where players hire employees, build products, and race to IPO while navigating market shifts, competition, and hostile maneuvers.



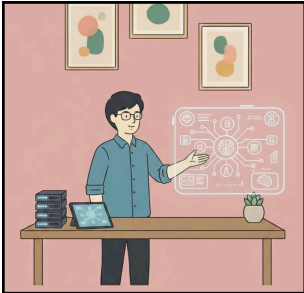
thefoundersgambit.com
PT. Bisnis Teknologi Cerdas

PT. Bisnis Teknologi CerdasVersion 0.1

Artificial Intelligence

Technology Sector

Industry



Prototype _____ 0 IPO Point

Flagship _____ 1 IPO Point

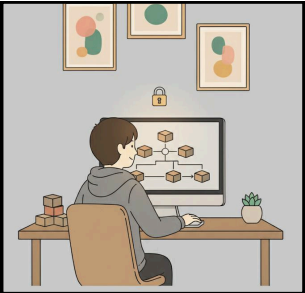
Unicorn _____ 2 IPO Points

PT. Bisnis Teknologi CerdasVersion 0.1

Blockchain

Technology Sector

Industry



Prototype _____ 0 IPO Point

Flagship _____ 1 IPO Point

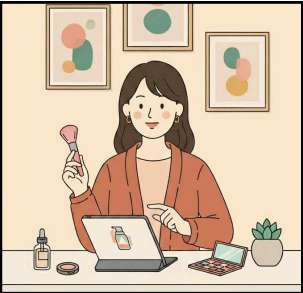
Unicorn _____ 2 IPO Points

PT. Bisnis Teknologi CerdasVersion 0.1

Beauty

Consumer Sector

Industry



Prototype _____ 0 IPO Point

Flagship _____ 1 IPO Point

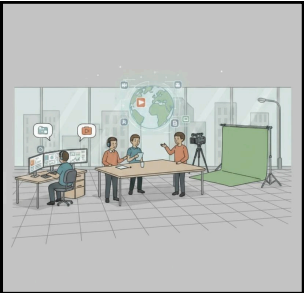
Unicorn _____ 2 IPO Points

PT. Bisnis Teknologi CerdasVersion 0.1

Media Company

Consumer Sector

Industry



Prototype _____ 0 IPO Point

Flagship _____ 1 IPO Point

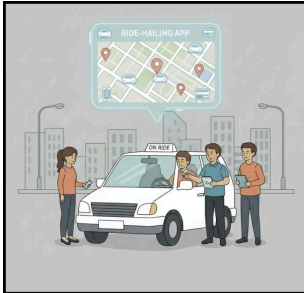
Unicorn _____ 2 IPO Points

PT. Bisnis Teknologi CerdasVersion 0.1

Ride Hailing

Consumer Sector

Industry



Prototype _____ 0 IPO Point

Flagship _____ 1 IPO Point

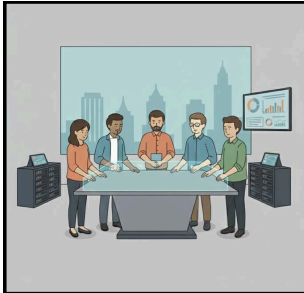
Unicorn _____ 2 IPO Points

PT. Bisnis Teknologi CerdasVersion 0.1

Enterprise Software

Enterprise Sector

Industry



Prototype _____ 0 IPO Point

Flagship _____ 1 IPO Point

Unicorn _____ 2 IPO Points

PT. Bisnis Teknologi CerdasVersion 0.1

Money

\$2

PT. Bisnis Teknologi CerdasVersion 0.1

Money

\$2

PT. Bisnis Teknologi CerdasVersion 0.1

Money

\$2

PT. Bisnis Teknologi CerdasVersion 0.1

Money

\$2

PT. Bisnis Teknologi CerdasVersion 0.1

Dice Roller

Standard 2d6 Roll

Game



Scan to roll two six-sided dice instantly

PT. Bisnis Teknologi CerdasVersion 0.1

Rulebook

How to Play

Game




Scan to access the complete rules

PT. Bisnis Teknologi CerdasVersion 0.1

Outsourcing
Defensive

Action




Gain 1 Time Card

PJT, Black Technology CenterVersion 0.1

Grant
Defensive

Action




Collect \$5 from the bank

PJT, Black Technology CenterVersion 0.1

Grant
Defensive

Action




Collect \$5 from the bank

PJT, Black Technology CenterVersion 0.1

Grant
Defensive

Action




Collect \$5 from the bank

PJT, Black Technology CenterVersion 0.1

Exclusive Contracts
Defensive

Action




Stop a player from taking or discarding your product or employee.

PJT, Black Technology CenterVersion 0.1

Exclusive Contracts
Defensive

Action



Stop a player from taking or discarding your product or employee.

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

2[•] or 12

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

3^{••} or 11

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

4^{•••} or 10

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

5^{••••} or 9

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

6^{•••••} or 8

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

^{••••••}7

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

2[•] or 12

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

3^{••} or 11

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

4^{•••} or 10

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

5^{••••} or 9

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

6^{•••••} or 8

PJT, Black Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

^{••••••}7

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Time

PJT, Black Technology CenterVersion 0.1

Payday Off
Bull Market

Event

No salaries paid this round.

PJT, Black Technology CenterVersion 0.1

Market Crash
Bear Market

Event

No industry generates revenue this round.

PJT, Black Technology CenterVersion 0.1

Unfavorable Regulation
Bear Market

Event

Roll dice to pick an industry. If you have a completed product in that industry, pay \$2.

PJT, Black Technology CenterVersion 0.1

Layoffs
Bear Market

Event

Each player discards 1 employee.

PJT, Black Technology CenterVersion 0.1

Systemic Disruption
Bear Market

Event

Roll dice to pick an industry. Products in that industry earn \$0 this round.

PJT, Black Technology CenterVersion 0.1

Cost of Living Up
Bear Market

Event

All salaries +\$1 this round.

PJT, Black Technology CenterVersion 0.1