

Money

\$1

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Version 0.1

Money

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\$5


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Version 0.1

Talent Surge

Bull Market

Event




Hire 1 employee for free.

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Tech Breakthrough

Bull Market

Event



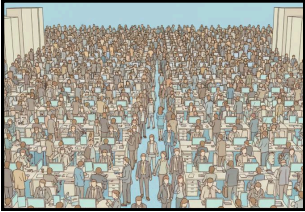
All completed Flagship or Unicorn products earn \$1 revenue this round.

PT. Bisnis Teknologi CerdasVersion 0.1

Employee Award

Most Maintainers

Award



2 IPO Points

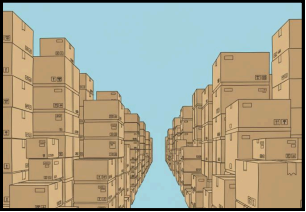
Awarded to player with the most maintainers. Minimum of 5 maintainers.

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Product Award

Most Products

Award



2 IPO Points


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

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Industry Award

Most Industries

Award



2 IPO Points

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

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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.



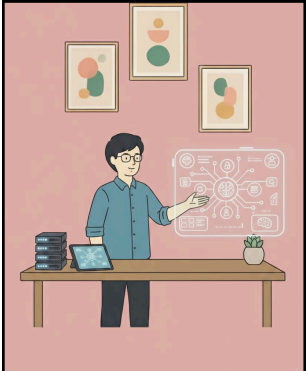
thefoundersgambit.com
PT. Bisnis Teknologi Cerdas

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Artificial Intelligence

Technology Sector

Industry

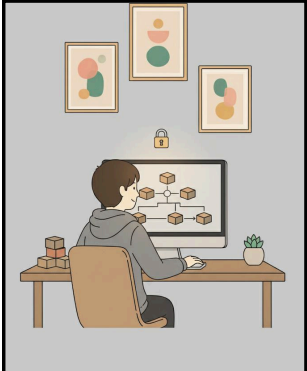


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Blockchain

Technology Sector

Industry

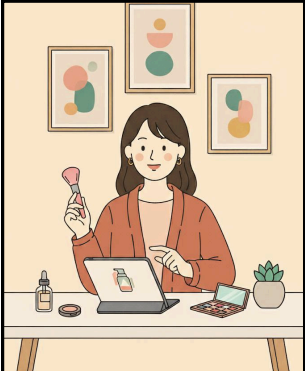


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Beauty

Consumer Sector

Industry




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Media Company

Consumer Sector

Industry

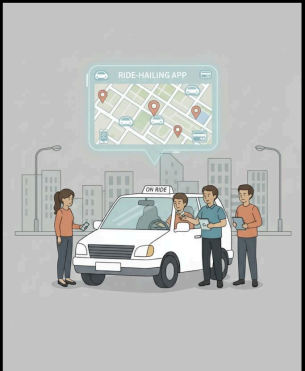


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Ride Hailing

Consumer Sector

Industry

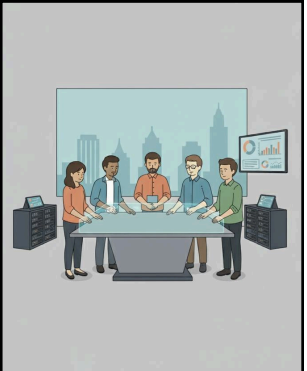


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Enterprise Software

Enterprise Sector

Industry



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Money

\$2

PT. Bisnis Teknologi CerdasVersion 0.1

Money

\$2

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Money

\$2

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Money

\$2

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Dice Roller

Standard 2d6 Roll

Game



Scan to roll two six-sided dice instantly

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Rulebook

How to Play

Game




Scan to access the complete rules

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Outsourcing
Defensive

Action




Gain 1 Time Card

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Grant
Defensive

Action




Collect \$5 from the bank

PT. Blank Technology CenterVersion 0.1

Grant
Defensive

Action




Collect \$5 from the bank

PT. Blank Technology CenterVersion 0.1

Grant
Defensive

Action




Collect \$5 from the bank

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Exclusive Contracts
Defensive

Action




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

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Exclusive Contracts
Defensive

Action



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

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Stack Industry or Sum Cards Here

Sum

2[•] or 12

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Stack Industry or Sum Cards Here

Sum

3^{••} or 11

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Stack Industry or Sum Cards Here

Sum

4^{•••} or 10

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Stack Industry or Sum Cards Here

Sum

5^{••••} or 9

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Stack Industry or Sum Cards Here

Sum

6^{•••••} or 8

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Stack Industry or Sum Cards Here

Sum

7^{••••••}

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Stack Industry or Sum Cards Here

Sum

2[•] or 12

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Stack Industry or Sum Cards Here

Sum

3^{••} or 11

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Stack Industry or Sum Cards Here

Sum

4^{•••} or 10

PT. Blank Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

5^{••••} or 9

PT. Blank Technology CenterVersion 0.1

Stack Industry or Sum Cards Here

Sum

6^{•••••} or 8

PT. Blank Technology CenterVersion 0.1


Stack Industry or Sum Cards Here

Sum

7^{••••••}


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Time




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Time




PT - Black Technology CenterVersion 0.1

Time




PT - Black Technology CenterVersion 0.1

Time




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Time




PT - Black Technology CenterVersion 0.1

Time



PT - Black Technology CenterVersion 0.1


Time



PT - Black Technology CenterVersion 0.1

Payday Off
Bull Market

Event




No salaries paid this round.

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Market Crash
Bear Market

Event




No industry generates revenue this round.

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Unfavorable Regulation
Bear Market

Event




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

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Layoffs
Bear Market

Event




Each player discards 1 employee.

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Systemic Disruption
Bear Market

Event




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

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Cost of Living Up
Bear Market

Event



All salaries +\$1 this round.


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Prototype

Artificial Intelligence

Product

Completed 0 IPO Point



Developing

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


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Prototype

Artificial Intelligence

Product

Completed 0 IPO Point



Developing

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


PT-Basic Technology CenterVersion 0.1

Prototype

Artificial Intelligence

Product

Completed 0 IPO Point



Developing

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


PT-Basic Technology CenterVersion 0.1

Flagship

Artificial Intelligence

Product

Completed 1 IPO Point



Developing

Replaces lower tier

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


PT-Basic Technology CenterVersion 0.1

Flagship

Artificial Intelligence

Product

Completed 1 IPO Point



Developing

Replaces lower tier

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


PT-Basic Technology CenterVersion 0.1

Unicorn

Artificial Intelligence

Product

Completed 3 IPO Points



Developing

Replaces lower tier

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


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Prototype

Beauty

Product

Completed 0 IPO Point



Developing

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


PT-Basic Technology CenterVersion 0.1

Prototype

Beauty

Product

Completed 0 IPO Point



Developing

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


PT-Basic Technology CenterVersion 0.1

Prototype

Beauty

Product

Completed 0 IPO Point



Developing

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


PT-Basic Technology CenterVersion 0.1

Flagship

Beauty

Product

Completed 1 IPO Point



Developing

Replaces lower tier

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

PT-Basic Technology CenterVersion 0.1

Flagship

Beauty

Product

Completed 1 IPO Point



Developing

Replaces lower tier

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


PT-Basic Technology CenterVersion 0.1

Unicorn

Beauty

Product

Completed 3 IPO Points



Developing

Replaces lower tier

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


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Prototype

Ride Hailing

Product

Completed 0 IPO Point



Developing

Builder _____ 1 DEV, 1 CS
Maintainer _____ 1 CS
Time _____ 1 Revenue _____ \$2


PT-Basic Technology CenterVersion 0.1

Prototype

Ride Hailing

Product

Completed 0 IPO Point



Developing

Builder _____ 1 DEV, 1 CS
Maintainer _____ 1 CS
Time _____ 1 Revenue _____ \$2


PT-Basic Technology CenterVersion 0.1

Prototype

Ride Hailing

Product

Completed 0 IPO Point



Developing

Builder _____ 1 DEV, 1 CS
Maintainer _____ 1 CS
Time _____ 1 Revenue _____ \$2

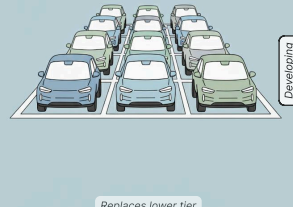
PT-Basic Technology CenterVersion 0.1

Flagship

Ride Hailing

Product

Completed 1 IPO Point



Developing

Replaces lower tier

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

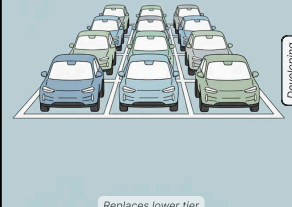
PT-Basic Technology CenterVersion 0.1

Flagship

Ride Hailing

Product

Completed 1 IPO Point



Developing

Replaces lower tier

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

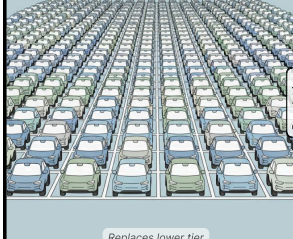
PT-Basic Technology CenterVersion 0.1

Unicorn

Ride Hailing

Product

Completed 3 IPO Points



Developing

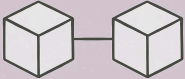
Replaces lower tier

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

PT-Basic Technology CenterVersion 0.1

Product

Completed 0 IPO Point

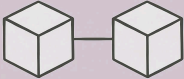


Developing

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

Product

Completed 0 IPO Point

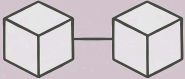


Developing

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

Product

Completed 0 IPO Point

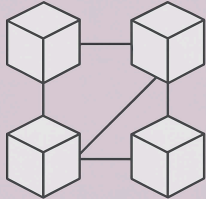


Developing

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

Product

Completed 1 IPO Point



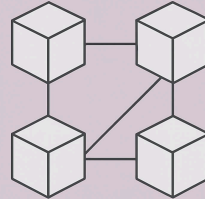
Replaces lower tier

Developing

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

Product

Completed 1 IPO Point



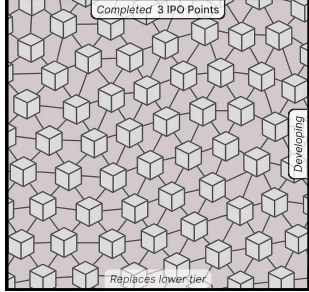
Replaces lower tier

Developing

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

Product

Completed 3 IPO Points




Replaces lower tier

Developing

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

Product

Completed 0 IPO Point




Developing

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

Product

Completed 0 IPO Point




Developing

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

Product

Completed 0 IPO Point




Developing

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

Product

Completed 1 IPO Point




Replaces lower tier

Developing

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

Product

Completed 1 IPO Point




Replaces lower tier

Developing

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

Product

Completed 3 IPO Points




Replaces lower tier

Developing

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

Product

Completed 0 IPO Point




Developing

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

Product

Completed 0 IPO Point




Developing

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

Product

Completed 0 IPO Point




Developing

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

Product

Completed 1 IPO Point




Replaces lower tier

Developing

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

Product

Completed 1 IPO Point



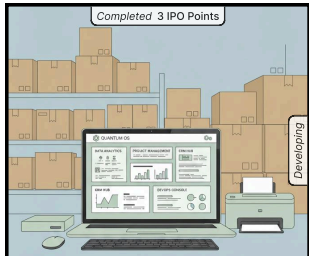
Replaces lower tier

Developing

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

Product

Completed 3 IPO Points



Replaces lower tier

Developing

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

Developer

DEV

Employee

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

Developer

DEV

Employee

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

Developer

DEV

Employee

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

Developer

DEV

Employee

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

Developer

DEV

Employee

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

Developer

DEV

Employee

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

Developer

DEV

Employee

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

Developer

DEV

Employee

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

Developer

DEV

Employee

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

Developer

DEV

Employee

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

Designer

DES

Employee

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

Designer

DES

Employee

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

Designer

DES

Employee

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

Designer

DES

Employee

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

Designer

DES

Employee

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

Designer

DES

Employee

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

Designer

DES

Employee

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

Founder Award


Progression

Action

2 IPO Points

Marketer
MKT

Employee



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

Marketer
MKT

Employee



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

Marketer
MKT

Employee



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

Marketer
MKT

Employee



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

Marketer
MKT

Employee



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

Marketer
MKT

Employee



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

Customer Support
CS

Employee



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

Customer Support
CS

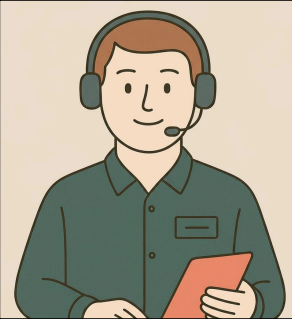
Employee



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

Customer Support
CS

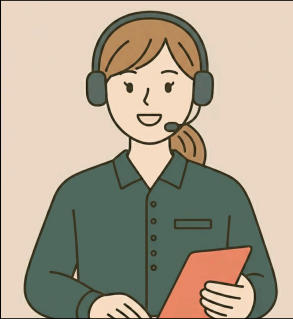
Employee



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

Customer Support
CS

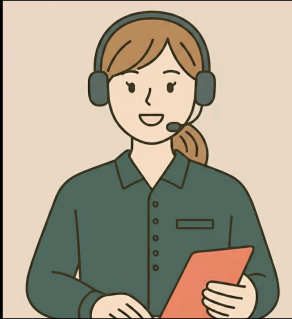
Employee



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

Customer Support
CS

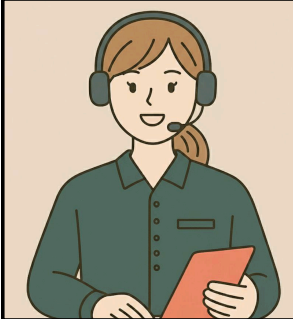
Employee



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

Customer Support
CS

Employee



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

Data Analyst
DA

Employee



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

Data Analyst
DA

Employee



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

Data Analyst
DA

Employee



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

Data Analyst
DA


Employee



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

Data Analyst
DA


Employee



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

Data Analyst
DA


Employee



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

Term Sheet
Progression

Action




2 IPO Points

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Outsourcing
Defensive

Action




Gain 1 Time Card

PTT - Board Technology Center Version 0.1

Outsourcing
Defensive

Action




Gain 1 Time Card

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Collect Debt
Offensive

Action




Collect \$4 from 1 player

PTT - Board Technology Center Version 0.1

Collect Debt
Offensive

Action




Collect \$4 from 1 player

PTT - Board Technology Center Version 0.1

Collect Debt
Offensive

Action




Collect \$4 from 1 player

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Poach
Offensive

Action




Take 1 employee from 1 player

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Poach
Offensive

Action




Take 1 employee from 1 player

PTT - Board Technology Center Version 0.1

Poach
Offensive

Action




Take 1 employee from 1 player

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Hostile Takeover
Offensive

Action




Take 1 product from 1 player
Maintainers included.

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Eliminate Competition
Offensive

Action




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

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Market Optimism
Neutral Market

Event




Each player gains 1 additional Time card.

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Consulting Fees
Neutral Market

Event




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

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Small Grant
Neutral Market

Event




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

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Market Shakeup
Neutral Market

Event




Players do not receive Time cards this round.

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Trend Shift
Neutral Market

Event




Shuffle and reassign Sum cards among industries.

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Market Boom
Bull Market

Event




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

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Investor Hype
Bull Market

Event



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

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