

PIONEERS

Rulebook

OVERVIEW

- In a game of Pioneers, players aim to accumulate maximum victory points by completing the 3 goals mentioned on their boards and playing cards that award victory points, directly or indirectly.
- The game is played in 3 stages, each stage similar to the other.
- Each stage comprises of 6 turns. In total players will get a chance to play a total of 18 turns in the game.
- In each turn the player can either choose to play a card, discard a card for 3 coins or discard a card to symbolize completion of a goal.
- In the game of Pioneers, your neighbors (players sitting on your left and right) have a very big role to play. Players engage with their neighbors in the form of using their resources, comparing intellectual property might and winning victory points.
- At the end of stage three, the player who has completed all three goals and has the greatest number of victory points wins the game.

TYPES OF CARDS

There are 6 different types of cards, each differentiated by their colour.

- **Resources (grey)** : these cards provide basic resources needed to purchase other cards or complete goals
- **Assets (blue)** : these cards score victory points.
- **Human Resources (green)** : these cards score victory points depending on the 3 different symbols (management, operations & business development)
- **Advantage Cards (yellow)** : these cards earn coins, give additional resources, enhance trading abilities or earn victory points.
- **Intellectual Properties (red)** : these cards increase patent ownership. This helps at the end of each stage during the conflict resolution.
- **Guilds (purple)** : these cards give additional victory points

BOARDS

ELEMENTS OF A BOARD

Name

The name is written on the top right corner, and represents a financial service provided by Avendus Capital.

Resource Generated

Each board generates a resource (capital, technology, talent, idea, network, training or advisor)

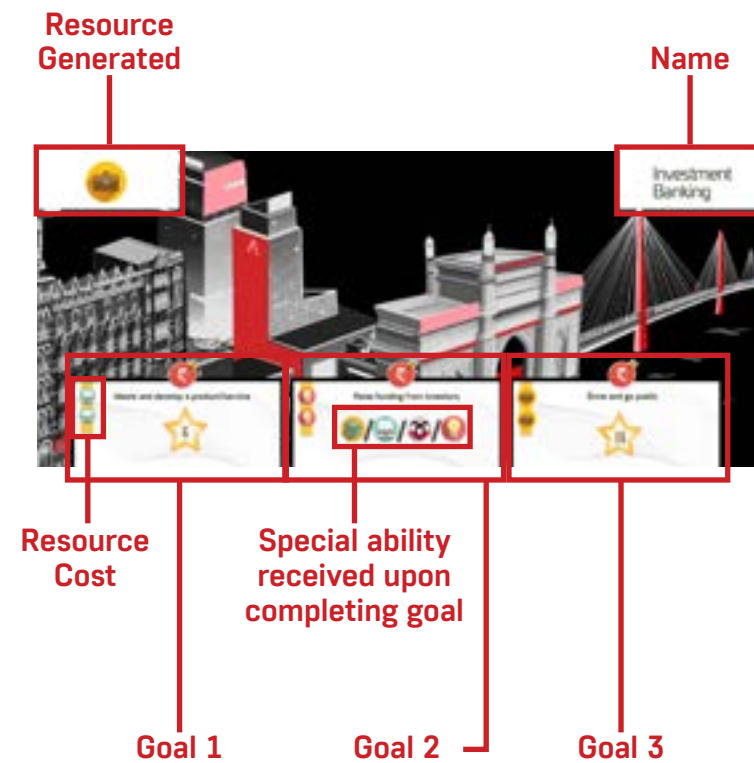
This is represented by the symbol on the top left corner of the board

Goals

Each board has 3 goals.

To complete each goal, the player must pay the resource cost stated on that goal.

Upon completion, the goal provides each player with 5 victory points (goal 1), a special ability (goal 2) and 15 victory points (goal 3)



SETUP

BOARDS

Each board represents a financial service provided by Avendus. (Investment Banking, Asset Management, Wealth Management, or Credit Solutions)

Players choose a financial service they'd like to explore, and take the respective board.

If more than 2 players want the same financial service, the boards will be turned face down, shuffled, and randomly distributed between the players.

CARDS

Set up the card decks:

- There is one deck of cards per stage. (The stage number is written on the back of the card)
- The number of cards in each deck depends on the number of players.
- For 3 player games, use only the cards with the 3+ symbol (written on the lower centre area of a card)
For 5 player games, use all the cards with the 3+, 4+ AND 5+ symbol and so on..
- The stage 3 deck has 10 purple coloured "Guild" cards. These do not have number symbols.
Shuffle all 10 cards, and then randomly keep only the required number:
3 Players: 5 Guilds
4 Players: 6 Guilds
5 Players: 7 Guilds
6 Players: 8 Guilds
7 Players: 9 Guilds
8 Players: 10 Guilds
- Return all unused cards to the box

Note: If you have correctly done this process, there should be 7 cards per player per deck.

COINS

Each player begins the game with 3 value "1" coins which they place on their board.

The rest of the coins are kept in the bank.

INTELLECTUAL PROPERTY TOKENS

These are kept in the bank, and will be used at the end of each stage.

CARDS

ELEMENTS OF A CARD:

Name

This is written on the bottom left corner

Cost

The area in the upper left indicates the cost for playing a card. This could either be coins, resources, or owning a card from a previous stage.

If that area is empty, the card is free to play.

Example: "Auction House" is free, "Employees" costs one coin, "Machinery" costs "Capital" + 2 "Talent" resources OR the ownership of the "Stocks" card



Gains

The top middle area indicates what this card provides. These could be resources, victory points, intellectual properties, or one of many other benefits. (The types of gains are explained in detail on pages 8-9)

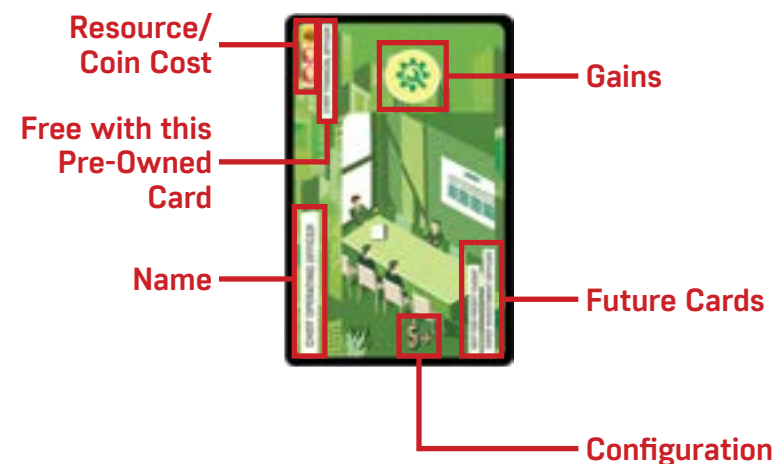
Configuration

The lower middle area indicates which cards to use in a game. This is determined based on the number of players in each game.

For example, the 3+ cards are used in all games of 3 or more players, whereas the 6+ cards are only used in all games with 6 or more players.

Future cards

The lower right corner indicates which cards (if any) may be built for free in the future if a player owns this card.



HOW TO PLAY THE CARDS:

A stage is made up of 6 turns. At the beginning of each stage, each player receives a hand of 7 cards, dealt randomly, from the corresponding deck.

During each turn the players play a single card simultaneously.

A turn takes place as follows:

1. Choose a card from your hand
2. Perform the action
3. Exchange remaining hand of cards with neighbours

1. Choose a card from your hand

Each player looks at their hand without showing it to other players, selects a card they want to play, and places it face down in front of them.

(note: in 4+ player games, there are multiples of certain cards. A player cannot play a card with same name twice)

The remaining cards are placed between themselves and their neighbour.

2. Perform the action

Once every player has selected his or her card, they perform their action simultaneously.

Players can perform ONE of these three actions with the chosen card:

- A. Play the card
or
- B. Complete a goal
or
- C. Discard the card to gain 3 coins

2A. Play the card

Most often, the player will play the card as is. To do so, the player must be able to pay the cost stated on the card, either on their own, or by purchasing resources from their neighbour. (Explained in detail on page 5)

Once played, the grey cards are placed beneath one another starting from the upper left corner of the board. This allows players to quickly see all resources produced by each player.

All other coloured cards are placed face up, in the area in front of the player's board.

In order to save space, stack your cards by colour while leaving the name and gains of each structure visible

2B. Complete a goal

To complete each goal, the player will use a card of their choice as a completion marker.

To do that, the player must pay the price shown on the board and not the one shown on the card. (Player may pay the price using their own resources, or by purchasing them from a neighbour)

The player then plays the card, face down, half hidden under the goal board to show that this goal is now complete. The card then has no other effect.

(Note: It can be useful to play a card you cannot build, but which would be of interest to your neighbour)

The goals must be built in order, meaning from left to right.

There are 3 goals, but these are not associated with stages. It is therefore possible to build multiple goals in a single stage

Each goal can only be completed once per game.

2C. Discard the card to gain 3 coins

A player can choose to discard his or her card to take 3 coins from the bank and add them to his or her treasury.

The cards discarded this way remain face down and form a discard pile in the centre of the table.

(Note: It can be useful to discard a card you cannot build but which would be of interest to your neighbour)

3. Exchange remaining hand of cards with neighbours

After players have performed their action, they give their remaining hand of cards to the player sitting next to them, and receive another hand of cards from the other player sitting next to them.

Note: The direction in which you pass on cards changes in all 3 stages

- During stage 1, the hand of cards is passed to the player sitting to the left (clockwise).
- During stage 2, the hand of cards is passed to the player sitting to the right (counter-clockwise).
- During stage 3, the hand of cards is passed to the player sitting to the left (clockwise).

UNDERSTANDING THE COST OF CARDS:

There are 4 methods of attaining a card:

1. Free
2. Coin Cost
3. Resource Cost
4. Pre-owned Card

1. Free

Some cards have no cost and can be put into play for free.

2. Coin Cost

Some grey cards cost a coin which must be paid to the bank on the turn in which they are acquired.

3. Resource Cost

Some cards have a resource cost. To play them, the player must produce the corresponding resources, AND/OR buy them from one of his or her two neighbours.

A. Producing Resources

The resources each player owns are produced by his/her board, (indicated on the top left corner of the board), the grey cards they own, and some yellow cards.

If a player has the adequate resources required for a card, they may play it.

Note: the resources are not spent during play. They can be used each turn, for the entire game. (the resource cards played are never discarded).

B. Purchasing Resources

If a player does not have the correct/enough resources needed to play a card, they may purchase additional resources from either of their neighbours.

For each resource bought, the player must give 2 coins to the owner of the resource.

The resources a player can buy from their neighbours are :

- The resource initially produced by the board
- The resources from its grey cards

However, it is impossible to buy the resources produced by any yellow cards. These resources are reserved to their owner.

Notes:

- Selling a resource to a neighbour does not prevent a player from using it, during the same turn, for his own construction purposes.
- It is possible, during the same turn, to buy one or more resources from both neighbours
- The resources bought can only be used on the turn in which they are bought.
- Players can never refuse to sell resources.
- To buy resources, the player must have the coins at the beginning of the turn. The coins earned through commerce during a turn cannot be used on that same turn, they can only be spent during the next turn.

4. Pre-Owned Card

Some structures in stage 2 and 3, have the name of a card of the previous stage written on the top left corner.

If the player has played the card named there during a previous stage, he/she can play this card for free, meaning without having to fulfill the resource cost.

GAME PLAY

Once you understand how the cards work, the game play is fairly simple. A game begins with stage 1, continues with stage 2 and ends with stage 3. Victory points are counted only at the end of stage 3.

As explained before:
Each player starts out with 7 cards at the beginning of a stage. They play one turn, pass on the cards to their neighbour and receive another hand from their other neighbour.
Repeat this process until the 6th and final turn of each stage.

6TH TURN:

At this point, each player receives 2 cards from their neighbour. They choose one to play, discard for 3 coins, or build a wonder with and then the second (unselected) card is discarded
Note: Players do not get 3 coins for discarding the second (unselected) card.

END OF A STAGE/IP CONFLICT RESOLUTION:

After the 6th and final turn of each stage the players then proceed to the resolution of Intellectual Property conflicts.
Each player compares the total number of Intellectual Property Symbols present on their IP cards (red cards) with each of their two neighbours.

- If a player has a higher total than a neighbour, they take an IP token corresponding to the stage just played (Stage 1: +1, Stage 2: +3, or Stage 3: +5)
- If a player has a lower total than that of their neighbour, they take a Defeat token (-1 victory point)
Note: The stage played does not matter for Defeat tokens. It will be -1 for Stages 1, 2 and 3)
- If a player has an equal total to that of their neighbour, no token is taken.

Each player therefore gets, depending on the situation, 0, 1 or 2 tokens which are placed on his or her goal board.

After the IP Conflict Resolution, players move on to the next stage.

If it is the end of the third stage, the game is over, and players then proceed to calculating their victory points.

CALCULATING POINTS

There is a score booklet in the box to help you count points.

Count the victory points in this order:

1. Goals Completed

Each player adds the victory points from all goals completed on their board

2. Coins

For every 3 coins in their possession at the end of the game, players score 1 victory point. Leftover coins score no points.

3. Intellectual Property Tokens

Each player then adds their Victory and Defeat tokens (this total can be negative!)

4. Advantage Card Points

Some Advantage Cards from stage 3 grant victory points

5. Assets

Each player adds the victory points of their assets. This amount is indicated on each asset card.

6. Guilds

Each Guild is worth a number of victory points depending on the players cards and/or the cards of his/her neighbours

7. Human Resources

The Human Resource cards have one of 3 symbols (Management, Operations and Business Development)

With these cards, players can earn victory points in two different ways: from sets of identical symbols and from sets of all 3 different symbols.

Note: the victory points earned by both methods are cumulative.

Sets of identical symbols:

- 1 symbol : 1 victory point
- 2 identical symbols : 4 victory points
- 3 identical symbols : 9 victory points
- 4 identical symbols : 16 victory points

For example: 'Player A' has 6 HR cards with the following symbols: 3 management, 2 business development, 1 operations.

They score 9 points for the family of 3, 4 points for the set of 2, and finally 1 point for the business development symbol, for a total of 14 victory points.

Note:

There are 4 types of green cards for each symbol, therefore the maximum number of victory points for each symbol family is 16.

This maximum can be increased with the "Business Network India" Guild Card, one of the Asset Management Goal Boards, and one of the Credit Solutions Goal Boards.

In these cases, 5 identical symbols would earn 25 victory points and 6 identical symbols would earn 36 victory points.

Sets of 3 different symbols:

For each group of all 3 different symbols, the player scores 7 victory points.
(This is in addition to any victory points they may have scored through sets of identical symbols)

Continuing the above example: 'Player A' has 6 cards, but only one set of all 3 different symbols. Therefore 'Player A' will score 7 additional points for a final total of 21 victory points.

Each player totals their victory points and the player who has completed all the goals, as well as has the highest total of points is declared the winner.

In case of a tie, the player with the most coins is the winner. A tie on coins is not broken further.

Note: Completing all 3 goals is necessary. A player may have the highest total victory points, but if they have not completed all 3 goals, they will not be declared the winner.

CONTENTS

- 8 Goal boards
- 56 Stage 1 cards
- 56 Stage 2 cards
- 56 Stage 3 cards
- 53 Intellectual Property tokens
- 53 value "1" coins
- 31 value "3" coins
- Rulebook
- Score booklet

CREDITS

Aventus is a leader in bringing together ideas, innovation and people. Our solutions are creative and customised, and this project speaks to our unique approach.

We partnered with a Game Designer in New York, an Indian Illustrator, and a Production House in Mumbai to bring you "Pioneers"

Based on a game by Antoine Bauza.

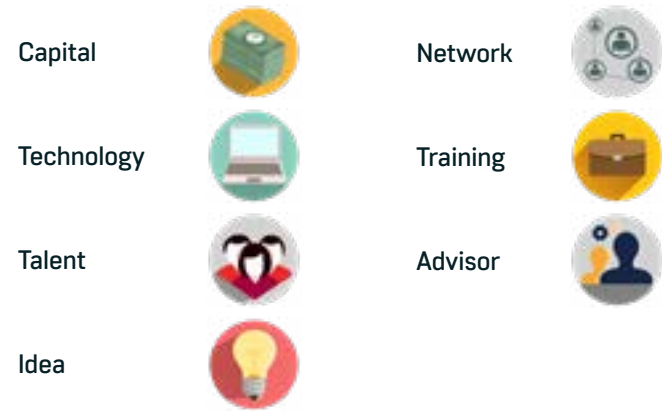
Game Design & Art Direction: Nashra Balagamwala

Illustration: Medha Srivastava

Production: Engrave (Nimish Andani and Shibani Xxx)

SYMBOLS

RESOURCES



Note: The player can use either one of these resources during a given turn. Neighbouring players may purchase either one of these resources regardless of which one the owner uses.



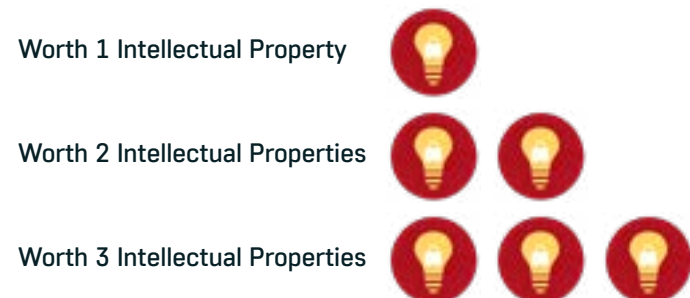
This card produces 2 of the same resource, and both can be used in the same turn

VICTORY POINTS

The number of Victory Points is written inside the star



INTELLECTUAL PROPERTY CARDS



INTELLECTUAL PROPERTY TOKENS



ADVANTAGE CARD SYMBOLS

Note: Coins are received immediately, whereas victory points are awarded at the end of the game, while calculating points.

Purchase resources from neighbour for 1 coin instead of 2 coins. Arrow indicates which side neighbour you can use these advantage card with.



Receive 1 coin for each green card played by yourself, as well as your 2 neighbours.



Receive 1 coin for each grey card played by yourself, as well as your 2 neighbours.



Receive 2 coins and 1 victory point for each grey card played by yourself



Receive 1 coin and 2 victory points for each grey card played by yourself



Receive 1 coin and 2 victory points for each yellow card played by yourself



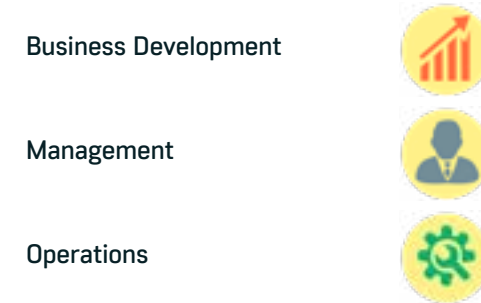
Generates these resources. You may only use one resource per turn



Receive 1 coin and 1 victory point for each goal completed.



HUMAN RESOURCE SYMBOLS



GUILD SYMBOLS

Provides one Victory Point for each grey card owned by neighbours



Provides one Victory Point for each yellow card owned by neighbours



Provides one Victory Point for each blue card owned by neighbours



Provides one Victory Point for each red card owned by neighbours



Provides one Victory Point for each green card owned by neighbours



Provides one Victory Point for each purple card owned by neighbours



Provides one Victory Point for each Defeat Token (-1 IP token) owned by neighbours



Provides one Victory Point for each Goal completed by neighbours



Provides one Victory Point for each Purple and Grey card played by you



Provides one of these 3 Human Resource Symbols. You may choose which symbol at the end of the game.



BOARD/GOAL SPECIAL ABILITIES

Receive 2 Intellectual Property tokens



Once per age, player can play a card from his hand for free



Look through discarded cards, pick one and play it for free



Produces these resources. You may only use one resource per turn

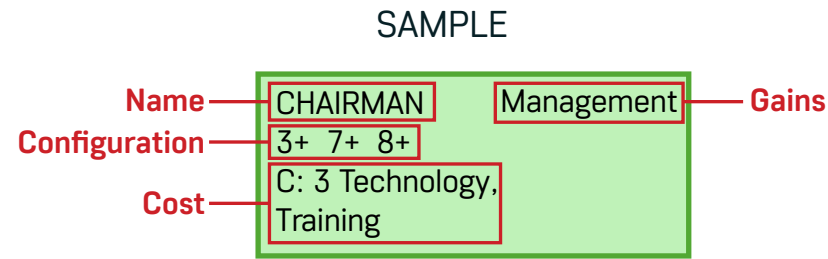


Provides one of these 3 Human Resource Symbols. You may choose which symbol at the end of the game.



CARDS LIST AND CHAINS

STAGE 1	STAGE 2	STAGE 3
BANK ACCOUNT 3+ 4+ Capital	STOCKS 3+ 4+ C: 1 coin 2 Capital	FINANCIAL SERVICES SUMMIT C: 2 Idea, Talent, Technology, Capital
COMPUTER 3+ 5+ Technology	COMPUTER SYSTEM 3+ 4+ C: 1 coin 2 Technology	CHAMBER OF COMMERCE C: 2 Idea, 2 Technology
EMPLOYEE 3+ 5+ Talent	EMPLOYEES 3+ 4+ C: 1 coin 2 Talent	INDIAN STARTUP CLUB C: Network, Training, Advisor
INTELLECTUAL PROPERTY 3+ 4+ Idea	CONCEPT PROPOSAL 3+ 4+ C: 1 coin 2 Idea	CONFEDERATION OF INDIAN INVESTORS C: 3 Talent, Network, Advisor
CONTACTS 3+ 6+ Network	CONTACTS 3+ 5+ 8+ Network	INDIAN TRADE ORGANIZATION C: 3 Talent, Training
WORK EXPERIENCE 3+ 6+ Training	WORK EXPERIENCE 3+ 5+ 8+ Training	COUNCIL OF SUSTAINABLE AND SOCIAL INVESTMENT C: 2 Idea, Technology, Network
MENTORSHIP PROGRAM 3+ 6+ Advisor	MENTORSHIP PROGRAM 3+ 5+ 8+ Advisor	THE INDIAN ENTREPRENEUR GUILD C: 3 Capital, Advisor, Training
RECRUITING AGENCY 6+ C: 1 coin Capital Talent		THE STARTUP 10000 C: 2 Capital, 2 Idea, Advisor
INFORMATION TECHNOLOGY 4+ C: 1 coin Technology Talent		BUSINESS NETWORK INDIA C: 3 Capital, Technology, Network
IDEATOR 3+ 8+ C: 1 coin Talent Idea		WOMEN ENTREPRENEUR GUILD C: 2 Talent, Training
COMPUTER FARM 3+ 8+ C: 1 coin Technology Capital		
INVESTMENT PLATFORM 5+ C: 1 coin Capital Idea		
ARTIFICIAL INTELLIGENCE 6+ C: 1 coin Idea Technology		



STAGE 1	STAGE 2	STAGE 3
GLOBAL OFFICE SETUP 4+ 5+ 7+ 8+	FORUM 3+ 6+ 7+ C: 2 Talent	E-COMMERCE PLATFORM 3+ 4+ 8+ C: Network, Idea, Capital
CONFERENCE 3+ 7+	STOCK MARKET 3+ 7+	TRADESHOW 3+ 6+ C: Training, Talent
AUCTION HOUSE 3+ 6+ 8+	INSURANCE 3+ 5+ 6+ C: 2 Capital	DIGITAL WALLET 3+ 6+ 8+
	DIGITAL WALLET 3+ 6+ 8+	SPONSORED EVENT 4+ 7+
		MARKETPLACE 4+ 6+ C: 2 Talent, Advisor

CARDS LIST AND CHAINS

STAGE 1	STAGE 2	STAGE 3
GOLD 4+ 7+ 3 Victory Points	GOODWILL 3+ 7+ C: 3 Technology 5 Victory Points	FACTORY 3+ 6+ C: 2 Talent, Idea, Advisor, Network, Training 7 Victory Points
INVESTMENTS 3+ 7+ C: Technology 3 Victory Points	CUSTOMER DATA 3+ 6+ C: Capital, Talent, Training 3 Victory Points	MACHINERY 3+ 4+ 8+ C: Capital, 2 Talent 5 Victory Points
CASH 3+ 5+ 8+ 2 Victory Points	LAND 3+ 5+ 6+ C: Training, Idea, 2 Technology 6 Victory Points	OFFICE BUILDING 3+ 7+ C: Capital, Tech, Talent, Idea, Network, Training, Advisor 8 Victory Points
INVENTORY 3+ 6+ 2 Victory Points	STOCKS 3+ 7+ C: Capital, 2 Idea 4 Victory Points	REGISTERED TRADEMARK 3+ 7+ 8+ C: Capital IP
		REGISTERED CERTIFICATIONS 3+ 5+ C: Idea IP
		GST REGISTRATION 3+ 4+ 8+ C: Talent IP
		BLOCKCHAIN IP 3+ 7+ C: 3 Technology 2 IP
		BIG DATA AND ANALYTICS IP 3+ 7+ C: Technology, 3 Idea 3 IP
		PRODUCT DESIGN PATENT 4+ 6+ 7+ C: Capital, 2 Idea 2 IP
		ARTIFICIAL INTELLIGENCE IP 4+ 5+ 6+ C: 3 Technology, Idea 3 IP
		FRANCHISE DISTRIBUTION MODEL 3+ 4+ 7+ C: Idea, 2 Capital, Network 3 IP
CHIEF EXECUTIVE OFFICER 3+ 5+ C: Network Management	SERVICE DESIGN PATENT 3+ 5+ 8+ C: Idea, Talent, Capital 2 IP	SHIPPING PORT 3+ 5+ 7+ C: Idea, 2 Technology
	HUMAN RESOURCE HEAD 3+ 4+ C: 2 Idea, Training Management	BOARD OF DIRECTOR 3+ 6+ C: 2 Talent, Network, Advisor Management
	INTERNET OF THINGS IP 3+ 6+ C: 2 Capital, Idea 2 IP	NOT FOR PROFIT EVENT 3+ 5+ 8+ C: Capital, 3 Talent 3 IP
CHIEF FINANCE OFFICER 3+ 7+ C: Training Operations	CHIEF OPERATIONS OFFICER 3+ 5+ 8+ C: 2 Talent, Advisor Operations	CHIEF INVESTMENT OFFICER 3+ 7+ C: 2 Idea, Training, Network Operations
	IT INFRASTRUCTURE 3+ 5+ 8+ C: 2 Talent, Network 4 Victory Points	VEHICLES 3+ 5+ 8+ C: Idea, Technology, 2 Capital 6 Victory Points
CHIEF MARKET-ING OFFICER 3+ 4+ C: Advisor Business Development	PRODUCT DESIGN HEAD 3+ 6+ C: Capital, Advisor Business Development	BUSINESS DEVELOPMENT HEAD 3+ 4+ C: 2 Capital, Advisor, Training Business Development
	NATIONAL SALES HEAD 3+ 7+ 8+ C: Capital, Advisor Business Development	CHAIRMAN 3+ 7+ 8+ C: 3 Technology, Training Management
		CHIEF STRATEGY OFFICER 3+ 5+ 8+ C: Capital, Advisor, Network Operations

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Next is the only level

3-8 Players



30 Min Gameplay

