

# The Collectible Business Card Game: IndieCade Edition

a Copenhagen Game Collective production ([www.cphgc.com](http://www.cphgc.com))

## Introduction

Imagine if *Apples to Apples* and *Magic: the Gathering* had a drunken hookup and fathered an illegitimate lovechild – an indie conference game, intentionally subversive and specially tailored to game industry insiders and aficionados who love to gossip and argue.

Well, you'd get The Collectible Business Card Game, a collectible card game played with real business cards. And you can play it right here at IndieCade 2009!

How does it work? First, collect business cards from your fellow attendees. Any real-life business card is legal – except your own! Second, sit down with two or more friends and play a short, simple card game. Use your cards to found a startup game company and hire better talent than your competitors. It's all about negotiation and discussion.

## How to Play

### **I. Collect**

Collect real business cards from your fellow IndieCade attendees! Or, come by the play lounge during Happy Hour (Friday and Saturday) to play with one of our demo decks.

### **II. Play**

#### **Goal**

Found a game startup using the personnel in your deck of business cards. The player who builds the most “promising” company – that is, the player who accumulates the most points – wins.

#### **Setup**

CBCG is designed for 3 to 6 players. You may want a pencil and paper to keep track of points.

Each player shuffles their deck of cards, and starts by drawing seven cards (from the *bottom* of their deck). You may or may not want to keep the cards hidden within your hand, since some cards can be easily identified by their color and shape.

#### **Play**

The game consists of six rounds:

Round 1: Play a Founder

Round 2: Hire a Game Designer

Round 3: Hire a Programmer

Round 4: Hire an Artist

Round 5: Hire an “X Factor”

Final Round: Pitch your game concept!

#### **Rounds 1-5**

To begin the round, each player draws a card (except in Round 1) from the *bottom* of their deck.

Then, each player selects a card from their hand that qualifies for the job title specified in the round. For example, in Round 1, each player chooses a CEO, manager, or some visionary that can act as a founder. Every player places their card face-down into a common envelope (or any container that will hide the cards from plain view).

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Once all cards have been played, remove the cards from the envelope and place them face up in the middle of the table. Players must now collectively rank the cards in terms of who would make a “better” hire. For example, in Round 1, the players rank the played personnel in terms of who would make a better founder.

***There are no specified procedures for resolving disagreements*** – you’re on your own! Furthermore, it’s up to the players to decide who qualifies for the specified job position (e.g. who qualifies as a “founder”). Feel free to make up creative arguments and justifications. And of course, you don’t need to tell the truth about which card you played...

Once players have settled on an ordering, points are assigned. Every player receives points according to their rank: the lowest ranking card receives 1 points, the second lowest ranking card receives 2 point, the third lowest ranking cards receives 3 points, and so on.

Example: *In a five-player game, the player who played the highest ranking card would receive 5 points. The player who plays the second highest ranking card would receive 4 points. The other players would receive 3, 2, and 1 points respectively.*

If two or more players happen to play the same card, the card is ranked normally, and then the players in question evenly divide the sum of the points, rounding down.

Example: *In a five-player game, two players both play Joe Manager. Joe Manager is ranked “worst” of all the people played, and so he occupies the fourth and fifth best positions in the ranking. The total points awarded for Joe Manager is  $2 + 1 = 3$ , and therefore each player who played Joe Manager receive  $3 / 2 = 1$  point.*

### **Round 5: What’s an “X Factor”?**

In Round 5, the “X Factor” can be any possible person of any position or job title; this person represents a final “special spice” that will give your company its competitive edge.

### **Final Round: Pitch your game concept!**

Each player pitches the game that their company is producing. A good presentation should explain why their hired personnel are well suited to creating such a game.

After all the pitches have been given, the players “vote” for the most “promising” game project. But if you’re going to be a hip successful game startup, you also need to show that you have good taste! So, players are rewarded for voting for “popular” game projects.

To vote, all players count to three and then simultaneously point to the person who they believe presented the most promising game project (or, the person they think everyone else will choose). *Players are not allowed to point to themselves.*

Each player receives one point for each person who pointed to them. In addition, each player receives one point for every additional person that voted for the same person.

Example: *In a five-player game, two players vote for Doug, and three players vote for Lau. Doug receives 2 points, and Lau receives 3 points. In addition, the two players who pointed to Doug receive 1 point each, and the three players who pointed to Lau receive 2 points each.*

The player with the most points total (over all six rounds) wins!

### **Additional Rules:**

1. You are not allowed to play with your own business card!
2. Any ability or rule written on a business card *must be followed*.