


TECH GRID POKER 1-PAGE RULES SUMMARY

DOMAINS (SUITS):


There are four suits in the game that are referred to as domains (information, technology, science, services). The four domain symbols are: 

GAME SETUP:

1. **3x3 BOARD** – Shuffle the cards. Deal 9 cards face up to the table into three rows of three cards forming a 3x3 square. This is the *market*. Market are cards *in play*. Market cards are uncontrolled *Neutral* cards. (Optional) If playing with 5 or 6 players, it is suggested to use two Tech Decks.
2. **DEAL CARDS TO PLAYERS** – Deal 7 cards to each player.
3. **DECK & DISCARD** – The other cards form a *deck* placed at the side of the board. The discard pile will be next to it.
4. **FIRST PLAYER** – Randomly determine a first player and give them a token to note that they are the first player.
5. **COMPANY** – Starting with the first player, each player creates a company by selecting two cards from their hand and placing them into *play* in front of them. You may describe how the concepts on the two cards could form a company. All players then discard 2 cards from their hand (called *hand cards*) into the discard pile.

PHASES IN A ROUND:

Each round is composed of phases. Starting with the first player and going clockwise each player may:

1. **USE COMPANY EFFECTS PHASE** – Each player may use the game effect from one of the cards in their company.
2. **USE HAND CARD EFFECTS PHASE** – Each player may use game effects from one of their hand cards. Then, discard that card and redraw it afterwards.
3. **GRID POKER PHASE** – Players then form grid poker hands using company and hand cards. The best row & column hands score. Poker hands better than a three-of-a-kind score 2 points . The winners discard a card from the board replacing them with a card from the top card of the deck face-up. Winning hand cards are redrawn. Losing hand cards may be either returned to hand or discarded and redrawn.
4. **COMPANY IMPROVEMENT PHASE** – You may replace one of your company cards with a hand card.
5. **END OF ROUND PHASE** – The first player marker is passed to the player on the left (clockwise). All players discard down to 4 cards (or 3 cards in a 5-6 player game). If any player has less than 3 cards in hand, they draw a card.
6. **GAME END CHECK PHASE** – Check for the end of the game. After four rounds, the game ends.

USE COMPANY EFFECTS PHASE:

1. **USING COMPANY EFFECTS** – Starting with the player who has the first player marker, each player may choose to and resolve a game effects from one of the cards that comprise their company in play once per turn. Then, the next player may choose to use a company card effect. Company effects are optional. You can keep track of used cards by tilting them.
2. **CHAINING ABILITIES** – Chaining abilities can occur. An ability from one player may create the opportunity for another player to use new game effects. For example, a replaced company card could be used the turn it comes into play. If multiple effects need to be resolved, the active player chooses the order. Effects cannot interrupt another effect in progress.
3. **DECK RUNNING OUT OF CARDS** – If the deck runs out of cards, or a player needs to reveal more cards than are in the deck, resolve as much as possible. Then, shuffle the discard into the deck and perform the rest of the effect. For example, to reveal 4 cards in a deck with only 2 cards, reveal the 2 cards. Shuffle the discard to create a new deck. Then, reveal an additional 2 cards. If there are still not enough cards in the deck to reveal the requested number of cards reveal as many as possible.

USE HAND CARD EFFECTS:

1. **USING HAND CARD EFFECTS** – Starting with the first player, each player may use the game effect from one card in their hand. The player *reveals* the card and corresponding effect they wish to use. Resolve the effect by applying the game text on the revealed card. After resolution, discard the card and draw a new card.
2. **CORNER CASES** – If a game effect has multiple effects, but any of them are unresolvable, do as much as possible. Market and company cards are all *in play*. Game effects include company effects, hand card effects, and game play operations. Game effects last until the end of the round if not specified on the card. It is possible that a company card effect will be used again because of a copy effect from a hand card. Controlled cards are your company cards. Market cards are *neutral* cards. Whenever an effect causes “all players” to do something, the active player starts first. Then, the effect passes to the next player on their left.

TECH GRID POKER 1-PAGE RULES SUMMARY CONTINUED

GRID POKER PHASE:

1. GRID POKER PHASE –

1a. **POKER HANDS** – Company cards and cards in hand are used to make poker hands. Starting with the first player, all players may commit up to two cards from their hand (face-down) by placing them next to either a row or column of cards. Next, starting with the first player, all players may place their two company cards next to a column/row signifying that they will use those cards to form a poker hand. Multiple players may use the same rows and columns. Multiple rows and columns may be used among all players. Players may choose to abstain from using hand cards and/or their company cards to form poker hands. They may still participate in grid poker with only one poker hand formed from either their hand cards or company cards. You may use markers or chips to signify plays.

1b. **ROW & COLUMN EXCLUSIVITY** – If company cards are used for a poker hand with a row, then hand cards must be used in columns and vice versa. So, if company cards are used in a column, hand cards must be used in rows.

1c. **REVEAL CARDS** – After all players have placed their cards, player-hand cards are revealed.

1d. **BEST ROW & BEST COLUMN** – Determine the best poker hand formed from among the rows. Repeat for the columns. The winners score one point for poker hands up to a three-of-a-kind. For hands better than a three-of-a-kind, a player scores two points 🏆. The player who won from among the rows discards a *market card* from among the three *market* row cards that were used in the winning hand. Then, the player who won among the column poker hands notes that he scores one or two point(s). Then, he discards a *market card* from among the market cards used in their winning hand. When making hands, the physical position of the cards do not matter (for poker-straight purposes).

1e. **REPLACE SCORED MARKET CARDS** – Then, replace the discarded *market* cards with cards from the top of the deck. If necessary, shuffle the discard pile to form a new deck to replace discarded *market* cards.

1f. **RETURN OR REDRAW CARDS** – Players who did not win at grid poker with hand cards either return their hand cards back to their hand or discard and redraw them. Player(s) who won in grid poker either in a row or column discard their two hand cards and draw two new cards from the deck. Company cards are not discarded if they win a poker hand.

COMPANY IMPROVEMENT PHASE:

COMPANY IMPROVEMENT – Starting with the first player, each player may replace one of the two cards in their company with a card in their hand. Discard the old company card that was replaced. If your company has only one card in it, you add a second company card without replacing a company card. You do **NOT** replace your hand card that was used to upgrade your company.

END OF ROUND PHASE:

1. **DISCARD** – All players discard down to 4 cards (or 3 cards in a 5-6 player game).

2. **DRAW IF LESS THAN 3 CARDS** – If any player has less than three cards in hand, they draw a card.

3. **GAME END CHECK** – After the fourth round, the game ends.

4. **PASS FIRST PLAYER MARKER** – The first player marker is passed to the next player to the left (clockwise).

GENERAL RULES:

1. **RESHUFFLE** – If a game effect requires you to draw or reveal card(s) and there are not enough cards in the deck to do so, shuffle the discard pile with what is left of the deck to form a new deck.

2. **GROUP TALK & DEALS** – You can make deals and negotiations on playing game effects or assisting each other. However, you may not trade cards or company cards.

3. **LOOKING AT PILES** – Any player may look through the discard. This is public information.

4. **REVEALING** – When you reveal a card, turn them over and expose the card(s) for all players to see. After game effects resolve, the revealed cards are returned from where they came, preserving the order that they had. If a card allows you to look at something (not *reveal* to all players), a player may choose to divulge the information. A *revealed* card is turn over long enough for all players to acknowledge they saw card, but does it not have to be revealed again later.

5. **EXPELING** – A card that is expelled is removed from the game.

6. **EXCHANGING** – Exchanging two cards causes two cards to swap places putting each where the other card was. For example, exchanging from the top of the deck with a card in hand would cause the top card of the deck to change places with a card from hand.

7. **(OPTIONAL) BIDDING** – Similar to traditional poker, you may have a bidding round before revealing cards.

RANK OF POKER HANDS:

The rank of poker hands are: High Card (lowest), One Pair, Two Pair, Three of a Kind, Straight (numerical sequence), Flush (matching domains), Full House (3 of a kind & a pair), Four of a Kind, Straight Flush, Royal Flush (highest)

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