

STORYDEC GAME RULEBOOK

a game for 3 to 6 players

CONTENT

4 CITY DASHBOARD Base Dashboard, EastPine, GoldMill, Winter Crest

30 INVESTMENT CARDS divided into 6 cards for each color

15 FREE SPEECH CARDS divided into 3 cards for each color

5 EVENT CARDS (Gray Edge)

4 INVESTMENT TOKEN Not included in this print&play version: coins can be used for the purpose.

6 CHARACTER CARD (Red Edge)

4 CHARACTER TOKEN One color for each player. Not included in this print&play version: coins can be used for the purpose.

100 RESOURCE TOKENS

GAME OVERVIEW

In StoryDec Game players are members of a city council. Each player will choose which themes to develop to increase the prestige of the city in the 5 areas available:

Freedom (Orange) Culture (Yellow) Environment (Green) Justice (Blue) Economy (Purple).

By choosing the investment cards that you intend to buy to advance the city's prestige, players will be asked to **invest time and money on specific issues**: the effects of the cards will be visible on the City Dashboard.

GAME PREPARATION

Choose which City Dashboard you want to play with: EastPine, GoldMill and WinterCrest report the initial situation of the city on the board.

A blank City Dashboard does not show the name of the city: players can choose to name that City as they prefer.

Place the City Dashboard on one side of the table and place the 4 Investment Tokens on the white stars on the columns.

Shuffle the 30 Investment Cards, the 15 Free Speech cards and the 5 Event Cards to create a single deck.

Place the generated deck next to the City Dashboard.

This deck will form the **Investment Deck**.

Draw cards from the Investment Deck until you have as many card in your hand as the number of players sitting at the table, minus one (**ex: if playing with four players, draw**

three cards). Place them **face up in the center of the table**.

Deal one Character Card and one Character token to each player.
Character cards are visible to all players.

Deal the number of resources shown by your Character Card to each player.

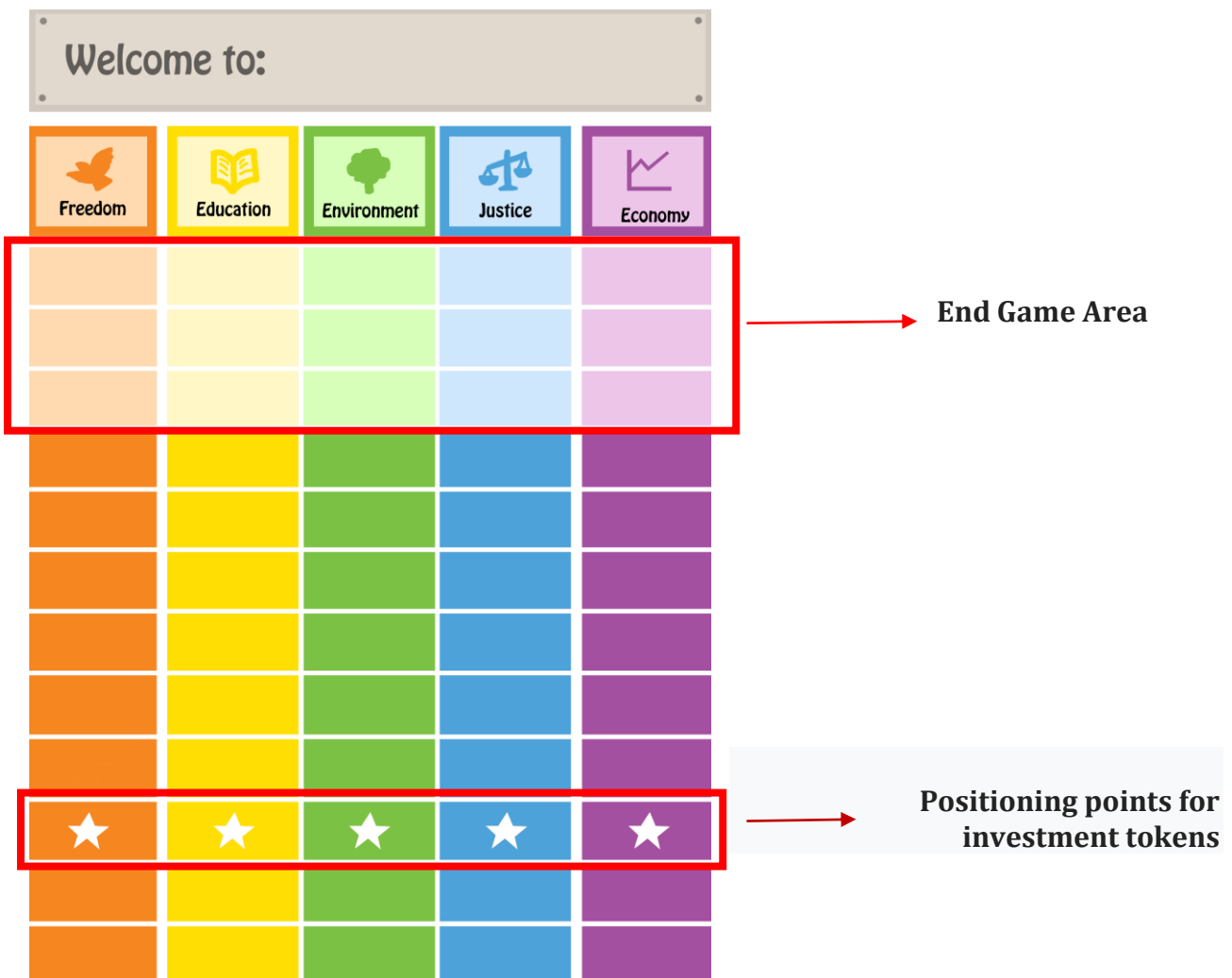
Build a common pool with resources not distributed to players.

GAME OVERVIEW

In Story Dec Game, players are called upon to make investments **to increase the city's prestige in the five areas of interest on the City Dashboard**. Progress on the city board is common to all players.

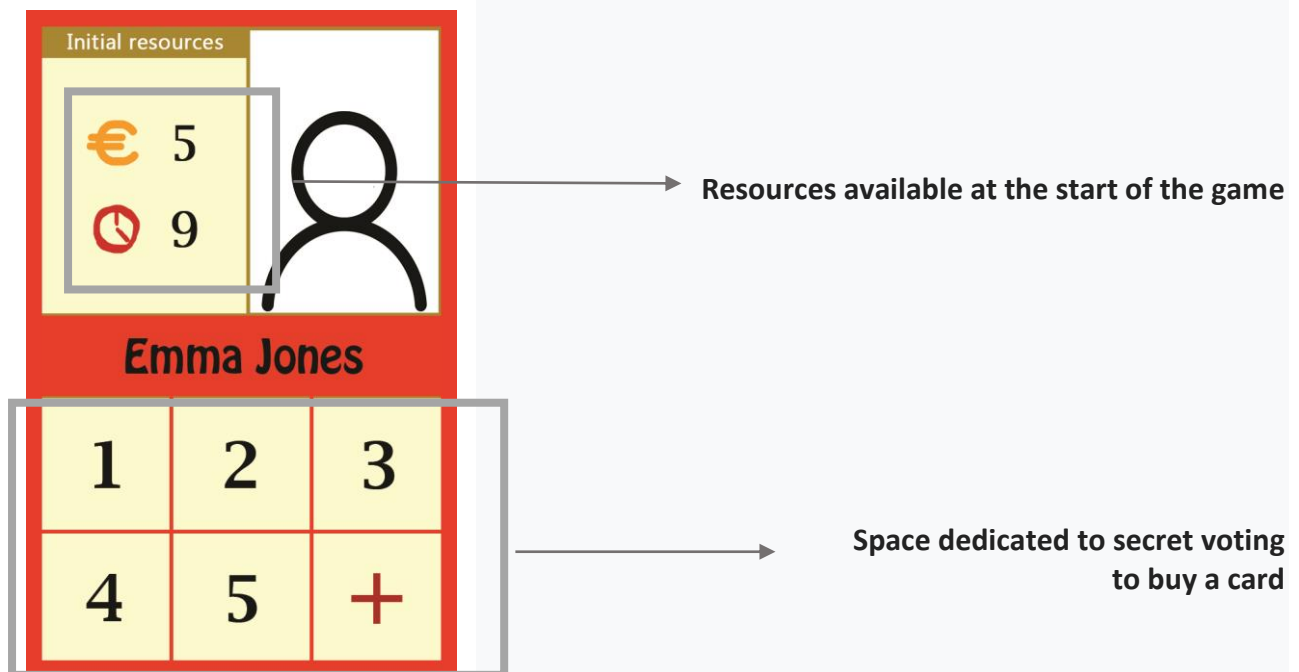
The game ends when an Investment Token ends its movement **on one of the three boxes at the top of the track**, marked by a lighter color than the others.

The player who has obtained the most investment cards at that point will have won the game.



CHARACTER CARDS

At the beginning of the game, each player receives a **Character Card** (Red Border) which shows what **initial resources can be spent** on the purchase of investment cards.



The resources are divided into **two different types**:

Euro: refers to the economic availability of the player.

Time: refers to the free time that the player has available.

At the start of the game, the player receives the same number of resources as shown on the card. During the game, resources will be spent on purchasing investment cards. The player will pay to the common reserve the resources required by the investment card.

Additional resources can be earned during the game.

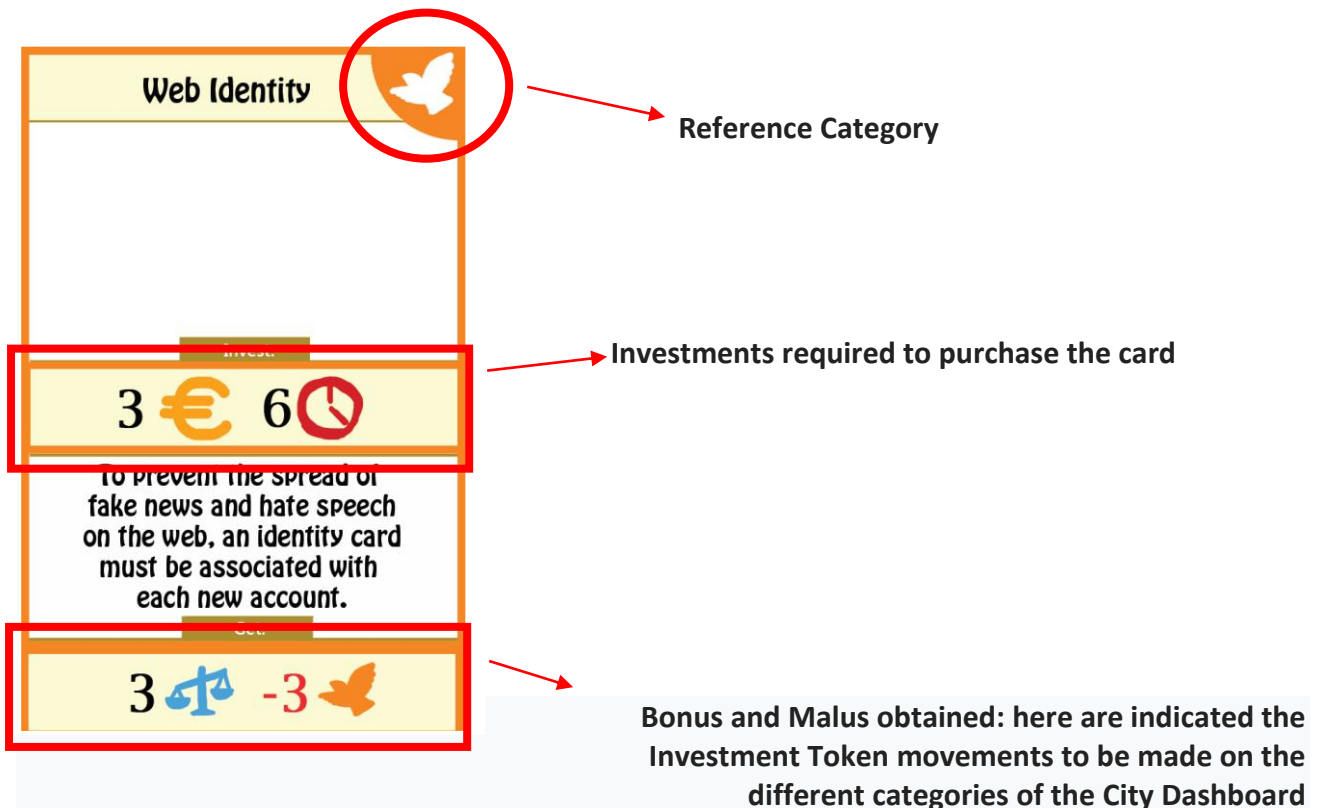
The resources gained will be taken from the common reserve.

On the character card there is a section inside which it will be possible to vote on the investment card you intend to purchase. The voting procedures are described in the **GAME FLOW** section.

INVESTMENT CARDS

Investment cards will be placed in the center of the table. **These cards are related to the progress shown on the City Dashboard.** Each card belongs to one of the five categories shown on the city dashboard and is recognizable by the symbol shown at the **top right**.

On each card is reported:



FREE SPEECH CARDS

Inside the Investment Deck there are a series of special cards, the **Free Speech cards**. This particular type of card follows in all respects the methods of reading and resolving the effects of the investment cards just described, with a difference:

Free Speech cards do not have defined values relating to the type of investment, the resources invested and the benefits obtained.

Players who wants to buy a Free Speech Card will be free to define a necessary investment both in terms of resources spent (which and how many) and benefits gained (which and how many).

The player who decides to obtain a Free Speech card will have the opportunity to argue which investment would be necessary (in relation to the color shown by the card) and which resources could be invested.

The players at the table will be able to agree on the parameters of the card in terms of resources invested and resources obtained.

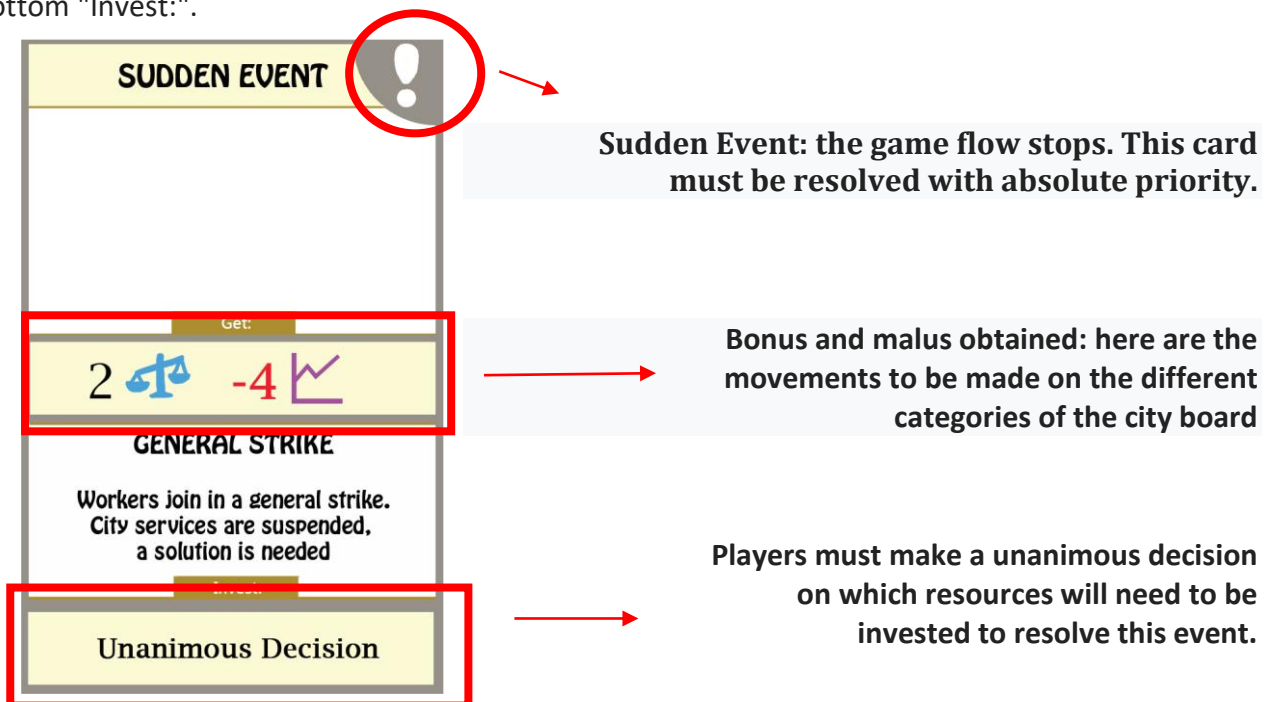
Only if the players at the table reach an agreement, the player who used a Free Speech card gets the card and resolves its effects.

EVENT CARDS

The event cards refer to a unique type among the playing cards, recognizable by the **gray border**.

When an event card is drawn and placed on the table, players must resolve it: first of all, it will be necessary to resolve the malus indicated by the card, under the wording "Get:".

Once done, the players are called to find a **unanimous investment in terms of time and money to deal with the event that has occurred**, resolving by **unanimous decision** the request at the bottom "Invest:".



When the table has decided what to invest and in what quantity, the card is **definitively discarded** from the game and the game flow starts again.

GAME FLOW

Players start the game with a certain number of resources available. **On the table, clearly visible to everyone, there is always one card less than the number of players at the table.**

After a brief reading of the cards, players

decide the numbering they intend to give to the cards on the table and **secretly vote** which card to buy using the slots available on the player card. Players secretly place their Character Token on the slot that indicates the card to buy: (Ex: Three cards on the table, 1 for the first card, 2 for the second one or 3 for the third.) when everyone has placed their marker, **the vote is revealed simultaneously.**

Players can decide **not to buy any cards**: in this case they will place their player marker on the slot with the "+" symbol. In this case, the player will not be able to buy cards this turn, but will get a third additional resource.

The first to be solved is the card with the most votes.

If a card is contested by multiple players, the players involved must start an auction: **the player who offers more additional resources at the cost of the card will get the investment card and resolve its effects.** The player who will be **defeated** by the auction, will be able to recover the resources offered by placing them in his personal reserve, **but will not be able to buy a new card** until next round.

The player who purchased the card makes the movements of the counters on the city board.

The purchases of the remaining cards are resolved, using the same method.

When a player manages to get an investment card, it is placed next to the player card, **a new card is drawn from the investment deck and placed in the space left empty.**

Once the round is over and the number of cards returned to the initial situation, **all players can obtain two resources of their choice from the common pool (one per type or two of the same type).**

The next round begins.

BONUS AND MALUS

The bonuses and malus of the investment cards can refer to the layout of the City Dashboard.

COSTS AND BENEFITS

It may happen that an investment card or a Free Speech card costs more than the resources of a single player.

Players are allowed to agree on how to distribute the payment of the card costs and the related distribution of the bonuses obtained.

END OF THE GAME

The game ends when an investment token reaches one of the three clear boxes on the investment board.

The player with the most investment cards will have won the game.

INDICATIONS:

StoryDec Game is in a Beta development phase. We expect feedback especially on:

- End of the game
- Cost / resource balance
- New cards to be inserted for subsequent expansions.