SILICON VALLEY

For 2- 5 players, ages 10+. Takes about 45 - 60 minutes.

Silicon Valley is a push-your-luck card game. Create your tech startup, build your company, then immediately sell it for as much as you can so you can move on to your next big idea. In each round, you will draft cards to develop your company, then you will go to the trade show, where you roll dice to get offers for your company. The goal is to have the most money at the end of the game.

Components:

- 55 development cards
- 5 company cards
- 10 dice (4 four sided dice, 4 six sided dice, 2 eight sided dice)
- About 24 cubes
- Start player marker
- Some method of keeping score (poker chips, pen and paper, paper money)

Setup:

Shuffle the five company cards, and place one face up in front of each player. If there are less than five players, leave the remaining company cards in a line/queue between two players. Shuffle the deck of development cards. Deal a grid of company cards to the center of the table with 2 rows and 5 columns. Place the deck near the top row of the grid. Place the dice and cubes within easy reach of all players. Whoever printed this game goes first, and that player gets the start player marker.

Sample grid setup

Play:

Each round consists of two phases. First, the Development phase, where players draft cards to form their company. The second is the Trade Show phase, where players attempt to sell the companies they have developed. The round ends when both phases have been completed by all players.

Development phase: Starting with the start player and going clockwise, players will draw cards to add to their company. On a turn, a player can draft cards in one of two ways:

- Draw ONE card from the bottom row
- Draw TWO cards from the top and bottom row from one column

Players cannot draw cards from just the top row or from the deck. Additionally, players cannot pass their turn. If one card was drafted, move the card from the upper row in the same column to replace the drafted card, then add a card from the deck to the top row. When drafting two cards, add two cards from the deck to replace the drawn cards.

Drafted cards are added to a stack next to the player's company card. Cards are always added below the previous card in the stack. When drafting two cards, the player chooses the order in which to place them in the stack. Once in the stack, players may not change the order of the cards.

Once a player's number of development cards is equal to the number of dice listed on their company card, they have finished the Development phase. Finished players' turns will be skipped. The last player remaining takes as many turns as necessary to complete their company, but they may only draft from the center three columns on their turn. Once all players have all their cards, this phase ends and the Trade Show phase begins.
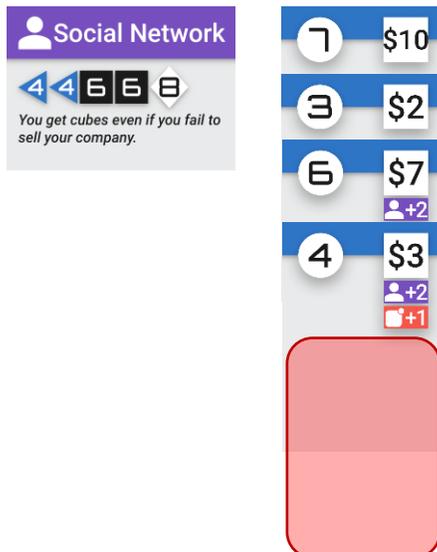
Sample company: the first card drafted here was the 7 at the top of the stack, with subsequent cards placed below as they were drafted. The next card drafted will be placed on the red mark.

The next card will be the final card of the company, as the Social Network rolls five dice (as listed on their card). The next card will be the fifth in the stack, so when that card is added, the number of cards will equal the number of dice, then this player will be finished with this phase.

Trade Show phase: Starting with the start player and going clockwise, players will roll dice and receive offers for their company until they either accept an offer or stop receiving offers. On a

turn, a player will start by taking the dice listed on their company card. The player should then roll all their dice, and attempt to fulfill the Sell Value (the value in the circle) of the top card in their stack. You may fulfill a Sell Value in one of two ways:

- Using one die to meet or exceed the sell value
- Adding multiple dice of the same size to meet or exceed the sell value. For example, two four sided dice or two eight sided dice can add together, but a four sided die and an eight sided die cannot be added together.

Dice used to fulfill a card are placed on the card, and stay there (and therefore will not be used again) until the end of the turn.

If just one die is used and the value on the die matches the sell value exactly, place a cube on that card. That cube is now part of the offer.

The "offer" is the total value of all fulfilled cards in the company. After a card has been fulfilled, the player may do one of two things:

- Accept the offer, adding the total dollar amounts (the dollar amount in the square) and bonuses (the values in the small rectangles, these are only earned if the icon matches the company type) listed on each fulfilled card to their score and placing earned cubes in front of themselves. Additionally, if every card in the stack has been fulfilled, $7 is added to the final offer.
- Roll again, this time attempting to fulfill the next card in their stack. Cards cannot be fulfilled out of order.

If a player rolls and is unable to fulfill their topmost remaining card, the player fails to sell their company, and does not get any money for fulfilled cards and earned cubes are returned to the supply. They do, however, get the company bonuses from all fulfilled cards added to their score.

After any roll on a player's turn, they may spend two cubes to reroll all their dice.

Once a player either accepts an offer or fails to sell their company, their turn ends and play goes to the next player clockwise. Once all players have taken a turn, the round ends.
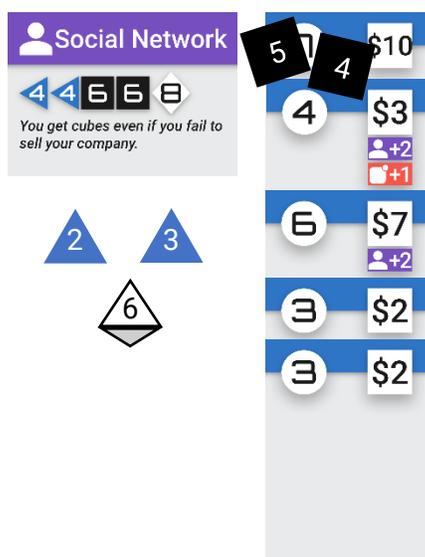
Sample company: on this player's first roll, the player was able to place a 5 and 4 on the top card, adding the two six sided dice together to make 9, which exceeds the card's sell value of 7. The player then chose to reject the offer of $10 for their company and roll again.

They will now attempt to fulfill the next card in the stack, the 4. Here, they rolled a 2 and a 3 on their four sided dice, and a 6 on their eight sided die. They can fulfill the next card either by placing the 6 on the card, or by adding the 2 and the 3 since they are both the same size die.

End of round: Once the Trade Show is complete, the round ends. Gather up all the development cards and shuffle them in with the development deck. Deal out ten cards to create a new grid. Company cards rotate to new players clockwise, while the start player marker rotates counterclockwise. If there is a queue of company cards between two players, the player to the right of the queue adds their card to the right side of the line, and the player to the left of the queue takes the card from the left side of the queue. Now, the next round begins.

End game and victory:

The game ends after a certain number of rounds. The recommended number of rounds are listed below based on the number of players, but you may increase or decrease the number of rounds to your liking.

PLAYERS	ROUNDS
2	5
3	4
4	3
5	3

Each player adds $1 to their score for every cube they still have. Whoever has the most money wins!

Credits:

Game design, graphic design by Sammy Salkind

Everyone who playtested the game, including the Puget Sound Game Group, as well as students at the International School

Special thanks to Paul Peterson and Cassidy Werner for making this project possible.

Globe icon by i cons from The Noun Project

App icon by Vaibhav Radhakrishnan from the Noun Project

Feedback? Questions? Clarifications? I'd like to hear what you have to say. Send me an email at sammy@salkind.co.

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Silicon Valley 1.0