

Master of Construction

RULES OF THE GAME



The goal of Master of Construction is to become the most successful Project Manager. By carefully planning your projects and gathering a team with the right skills, you can take on and complete projects available in the Project Market. You can only start a project when you have the required set of skills. But beware – unexpected twists and turns during the planning and construction process will challenge your team.

Step into the role and become the Master of Construction.

Overview

Players collect Skill Cards by drawing them from the draw pile or from the face-up pile.

- Projects are started by meeting the Skill requirements shown on any Project Card in the Market.
- Each Project has a corresponding Project Tile, which must be placed on an open space on the board that matches its color.
- When starting a Project, draw a Planning & Construction Card.
- To complete the Project, manage the requirements on the Planning & Construction Card and collect the points.
- The market situation will vary during the game, as new Market Situation Cards are drawn.
- The game ends when no more Projects can be started.
- A 10-point bonus is awarded for each area type – Industrial, Infrastructure, Suburb, and City – to the player with the most completed Projects in that area.
- The player with the most points wins, reflecting the highest profitability.

Play as a team

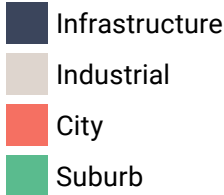
Playing as teams can also be very enjoyable. There are no special rules for team play; simply treat the word “player” as “team” instead.



HOW TO PLAY

Components

- **Board:** The board is divided into four area types:



- **Skill Cards:** Represent the key roles needed to realize a project. Each Skill has a unique color and icon. The Consultant is a wildcard and can act as any skill.



- **Project Cards:** Represent potential projects to be built. Each card displays:

- The background corresponds to the area of the board the project belongs to.
- Required skills along the left edge (indicated by colors and icons).
- A point value in the lower right corner.
- A Permanent Skill in the top right corner. Once a project is completed, the Permanent Skill remains with you and can be used to meet requirements, but only once per turn.



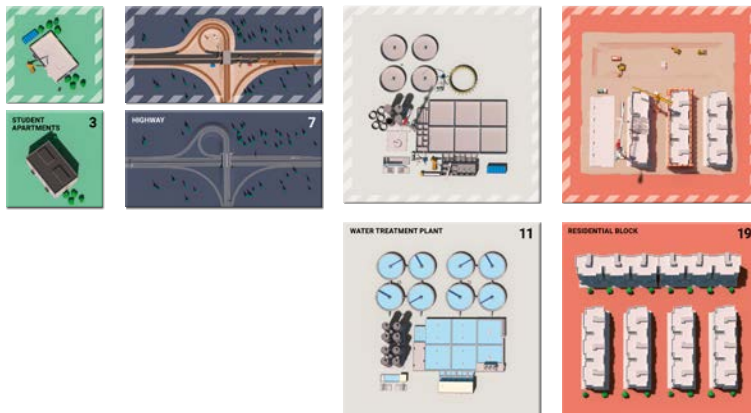
- **Planning & Construction Cards:** Describe specific challenges, twists or events that may occur during a project. Most cards offer alternative ways to manage the challenge.



- **Market Situation Cards:** The market evolves and influences your strategy during the game. Adjust your strategy accordingly to take advantage of the changing market conditions. Draw a Market Situation Card whenever the leader passes or lands on a blue circle. The conditions remain in effect until the next Market Situation Card is drawn.



- **Project Tiles:** Each Project has a matching tile to place on the board. Each tile has two sides: one showing the project as unfinished, the other as completed.




Set up


- 1. Place the board** in the center of the table.
- 2. Prepare the cards** by sorting them into separate piles according to their backs. Then shuffle each pile.
- 3. The Project Market:** Place the four piles of Project Cards beside the board and turn three cards face up next to each pile.
- 4. Sort the Project Tiles** by color and point value, and place them beside the Project Market.
- 5. Skill Cards:** Deal 5 cards face up to each player. Place the rest in a face down pile beside the board, and flip 5 cards face up beside it.
- 6. Planning & Construction Cards:** Place the pile face down beside the board.
- 7. Market Situation Cards:** Place the pile face down on the area marked "Market Situation" on the board. At the start of the game, draw one card and place it face up on the pile.
- 8. Choose color:** Each player chooses a color, takes the matching cubes and places the point marker at 0.
- 9. Decide who will start first.**



Meet the team



SITE MANAGER
Oversees the entire project, ensuring that all activities are on schedule and within budget. Manages the team on site.



TECHNICAL SPECIALIST
Provides expert technical guidance and competence in complex projects.



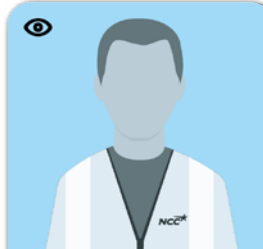
SUPPORTING FUNCTIONS
Supports with expertise in various administrative fields such as Legal, Finance, IT, HR and Communications.



PURCHASING MANAGER
Responsible for sourcing materials and equipment needed for construction. Negotiates contracts.



CONSTRUCTION WORKER TEAM
Contributes to the project by performing professional work tasks in an efficient and safe way.




SUPERVISOR
Leads, coordinates and controls assigned responsibilities at the project site.



PLANNER
Assists the projects management with production planning, streamlining progress and quality for the project.



H&S COORDINATOR
Safeguards health and safety at the worksite. Ensures that guidelines and routines are followed.



QUALITY & ENVIRONMENT
Ensures environmental and quality standards are followed and documented.



CONSULTANT
Can fill in for any missing skill.

Game turn

On your turn, follow these steps:

1. Draw Skill Cards

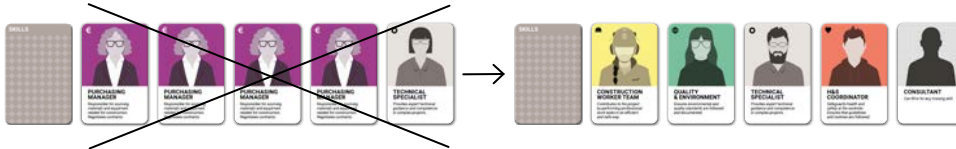
- Take 1 face-up Consultant Card

...OR...

Draw 3 Skill Cards from the face-up cards, the draw pile, or any combination of both.

- Whenever you take a face-up card, immediately replace it with a new card from the deck.
- If four of the five face-up cards are of the same type, discard all five and turn five new cards face up.

If the draw pile is empty, shuffle the used Skill Cards to make a new draw pile.

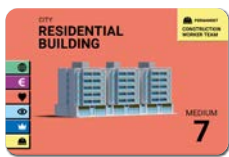


2. Start a new Construction Project

- *Check requirements:* Select a Project Card from the available projects in the market. If you have the necessary Skills (Skill Cards plus Permanent Skills on completed projects, or those granted by Market Situation Cards), you may claim (i.e., present your tender for) it.



Permanent skills appear top right on all Project Cards, usable only when a project is completed.



- *Start Building:* Place the Project Card in front of you and put the Skill Cards you used in a pile beside the draw pile.

Each Permanent Skill can be used once per turn and remains with the player.



- *Place the Project Tile:* Find the matching Project Tile and place it in the corresponding area on the board, with the unfinished side facing up.

If no such space is available on the board you cannot start the project.

Place a marker of your color on the Project Tile to mark it as yours.



During a project's production phase, challenges may arise. Use the right skills to manage them – or face delays and point losses. Good planning can help speed up completion and earn extra points.

If you're paying with points to resolve a card, you must do so **before** collecting points from the project. You can't "loan" the points.

- **Draw a Planning & Construction Card and read it aloud.** Place it on top of the Project Card to show that the project is affected by the event.



3. Resolve events in Planning & Construction Cards



You may choose to resolve any Planning & Construction Cards on your projects.

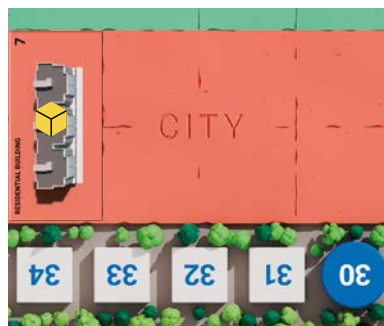
Each card describes how it can be resolved – by using a Skill Card, paying points, or performing a specific action.



You can use a Permanent Skill instead of a Skill Card when a card requires one.

If you meet the requirements, discard the Planning & Construction Card, flip the Project Tile to its completed side, and collect the points shown on the Project Card.

You may also leave the card unresolved and deal with it in a later turn.



4. New market situation

If you're in the lead and you pass or land on a blue circle, draw a new Market Situation Card to replace the old one.

The new market conditions remain in effect until any player passes the next blue circle.

If you pass 49 points, continue counting from 50 as you start a new lap on the score track.



End of the game and scoring

- **The game ends when no more projects can be started, either because there is no space left on the board or all Project Cards have been claimed (with no remaining tenders to pursue).**
- **Bonus Points:**
At the end of the game, each area type (Industrial, Infrastructure, Suburb and City) awards a 10-point bonus to the player with the most *completed* projects in that area.
If there's a tie, no bonus is awarded for that area.
- **The player with the most points wins the game and earns the title of Master of Construction!**



 **WINNER & MASTER OF CONSTRUCTION:**  **58 p**

Short game setup

Set up the game as normal.

Then, for each area type (Industrial, Infrastructure, Suburb, and City), pick one Mega Project Card and set it aside. Find the corresponding Project Tiles and agree on where to place them on the board (in the matching areas), with their *completed* sides facing up. These projects are already built when the game begins and belong to no one.

(For an even shorter game, do the same with one Large Project for each area.)

Time limit variant

Before starting, agree on a time limit for the game and note who the first player is. When time runs out, complete the current round so that all players have taken the same number of turns.