



# RULES OF THE GAME



[WEB.PROFI-T-ABILITY.HU/ENG](http://WEB.PROFI-T-ABILITY.HU/ENG)

## GAME COMPONENTS



**GAME BOARD**  
+ 2 DICE



**BOARD TILE**  
4 DIFFERENT



**PAWN**  
4 PCS (1 PIECE/COLOR)



**NORMAL GOOD**  
44 PCS (11 PCS/COLOR)



**DAMAGED GOOD**  
4 PCS (1 PIECE/COLOR)



**TREND MARKER**  
8 PCS (2 PCS/COLOR)



**PROFIT MARKER**  
4 PCS (1 PIECE/COLOR)



**TRUCK**  
4 PCS (1 PIECE/COLOR)



**SMALL WAREHOUSE**  
4 PCS (1 PIECE/COLOR)



**LARGE WAREHOUSE**  
4 PCS (1 PIECE/COLOR)

### 1 SETTING UP THE GAME BOARD

- Place the 4 inner board tiles anywhere on the designated area of the board
- Place the internal storage spaces in each warehouse in any order, making sure that each warehouse has red, blue, yellow, and green storage spaces
- Place all 4 profit markers (stacked on top of each other) on the middle square of the **PROFIT AREA**
- Place the pawns onto their designated starting spaces
- The trend markers will be placed on the board later
- Place 2 pieces of each color of normal goods in each large warehouse so that there are 2 pieces of goods in each storage space
- Place one additional normal good of any color in each large warehouse in a storage space of the same color as the warehouse (e.g., blue warehouse, blue storage space)

- Place one standard item of any color in a storage space of the same color as the warehouse in each small warehouse (e.g., blue warehouse, blue storage space)
- Place all warehouses onto their designated positions on the board
- Place damaged goods of the same color as the truck in each truck
- Place 1 normal good of any color in each truck
- Place each truck next to the small warehouse of the same color
- Use the action marker arrows in the warehouse parking lot to indicate that you need to load or unload, and always show the arrow that indicates the action you are going to perform
  - The arrow pointing towards the warehouse indicates arrival and unloading
  - The arrow pointing away from the warehouse indicates loading and departure
- Each warehouse has two entrances and exits. During the game, you can use either one, regardless of which side of the warehouse you arrived at.

### AN EXAMPLE OF THE INITIAL SETUP OF THE GAME BOARD



## 2

## STARTING THE GAME

- Each player rolls both dice
- The player who rolls the highest total becomes the starting player, and we will proceed clockwise
- Before the first round actually begins, the player sitting to the right of the starting player, who will be the last to join the game round, places the TRENDLINE markers according to the following rules, but at their own discretion:
  - One marker of each color must point in the positive direction and the other in the negative direction
  - No marker may be placed on the **JOKER** space
  - 2 spaces must remain empty
- Decide together whether to play individually or in teams
- In a team game, players sitting diagonally from each other work together (Red-Yellow, Blue-Green)
- In a team game: the target profit is 50,000 EUR. Merge the two team pawns; all profits earned by either player are tracked with the shared pawn
- In individual play: decide together whether to play for 35,000 EUR or 50,000 EUR
- Decide together whether the game will be single-round or multi-round
  - In the case of a multi-round game, we recommend applying the **PROFI-T-ABILITY National Championship** bonus rules, adding extra EUR after each round

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## HOW TO PLAY

- roll both dice
- Check the indicator on the **TRENDLINE** space corresponding to the sum of the two dice
- You will have to move the profit marker matching the color of the trend marker
- Based on the direction of the trend indicator (positive or negative), move the corresponding profit indicator one step up (positive direction) or one step down (negative direction) on the **PROFIT AREA**
  - if the profit indicator of the given color has reached its minimum value (0 EUR), but according to the trend indicator its value would continue to decrease, then the trend indicator reverses (into positive direction), in which case we do not move the profit indicator
  - if the profit marker of a given color has reached its maximum value (3,000 EUR), but according to the trend marker its value would continue to increase, then the trend marker reverses (into negative direction), in which case we do not move the profit indicator
  - if the given space is empty on the **TRENDLINE** you must place any trend indicator on it, rotating it in any direction, in which case we do not move the profit indicator
- **JOKER:**
  - in the **PROFIT AREA**, you can freely move a selected profit marker one place in any direction
  - you can freely move a trend marker to any free field (except for field 7), rotating it in any direction of your choice **OR** you can freely rotate a trend marker in its own place
- **IMPORTANT:** with **JOKER**, these steps are optional, not mandatory
- **IMPORTANT:** In the last round of the game, pay attention to the correct movement of the trend markers, as they may be important at the end
- The higher value of the two dice will be your action value

## **ACTION VALUE**

- movement (with your truck): along the dots on the designated roads (you can only move where the road leads, the yellow and white dots function in the same way)
- loading: each movement of goods, including loading and unloading, costs one action point for each item of goods
  - unloading: you can unload at any warehouse, but only at a storage space that matches your color
  - loading: you can load from any warehouse, but only from storage spaces that are a different color than your own
- **Order of actions: Movement→Unloading→Loading→Movement**
  - You can skip a step in the sequence, but you CANNOT swap steps
  - Steps can be interrupted if you run out of action points, and you can continue the sequence from the same point in your next turn
    - in this case, use the action marker arrows mentioned above
- **IMPORTANT:** In the first round, you must must leave your small warehouse; unloading and loading are not possible at this warehouse in this round
- Only 2 trucks can be in the large warehouses at a time, and only 1 truck can be in the small warehouses at a time
- You earn a profit for each normal good you unload
  - Check the current value of each normal goods item after unloading and move your pawn accordingly to the designated fields at the edge of the board
  - **Extra profit:** if you unload goods of the same color as your own in a warehouse of the same color as your own, you will receive a profit of +1,000 EUR per good
- **Unloading damaged goods incurs a cost**
  - If you unload damaged goods in a warehouse that is not the same color as your own, it will cost you -3,000 EUR
  - If you unload damaged goods in a warehouse that matches your color, it will cost you -2,000 EUR

- Unloading damaged goods is optional
- **IMPORTANT:** to unload damaged goods, you must have at least enough profit to cover the cost (if you unload the damaged goods at the same time as normal goods, you can deduct the cost of the damaged goods from your income)

#### **A FEW MORE IMPORTANT RULES:**

- You can only return to the same warehouse after visiting a different warehouse
- Two trucks cannot be at the same dot at the same time. If the action points turn out this way, you must stop one dot earlier
- There are no complaints after leaving the warehouse
- You are not required to use all action points

## **4**

### **END OF THE GAME**

- If you reach or exceed the target profit agreed at the beginning, everyone else has one more turn except you
- Based on the resulting order, the player with the highest profit wins, and the order behind them is determined in descending order
- Tie:
  - if two players' pawns are on the same space at the end of the game, the value of the goods left on their trucks must be compared
  - if the damaged good is left on your truck, the value of all goods left on your truck is always 0 EUR
  - If there is NO damaged good left on your truck, the value of the normal goods left on your truck after the completed round counts
    - Add these together
    - The player with the higher total finishes ahead.
  - if the value of the goods left on the truck is also the same, the player who reached the space first ranks higher
  - the resulting order will be the final order

### **IN THE CASE OF MULTIPLE ROUNDS:**

- bonus points awarded based on the final order after the rounds:
  - Individual play:
    - 1st place: +8,000 EUR
    - 2nd place: +4,000 EUR
    - 3rd place: +2,000 EUR
    - 4th place: +0 EUR
  - Team play:
    - winning team: +8,000 EUR

**WE ENCOURAGE EVERYONE TO  
CREATE THEIR OWN VERSION  
THROUGH CREATIVE  
MODIFICATIONS AND TO  
SHARE IT WITH US, SO THAT  
WE CAN CONTINUE  
DEVELOPING THE  
**PROFI-T-ABILITY**  
GAME TOGETHER!**

**HAVE A GREAT GAME!**

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