Consortium!

A mad scramble to get properties, build condos, and run the camp!

OVERVIEW

Consortium! is a "search-and-discover" game where teams will roam the camp earning money from Bankers, gambling for Opportunity Cards, buying Properties, and building Condos.

INTRODUCTION & RULES

Teams work against one another to acquire the most valuable areas in the playable area. Teams are grouped together into several "Consortiums". The points earned by each team are aggregated into its Consortium's overall score. The playable area is divided into purchasable **Properties**. Teams will buy Properties for points. Each team will be given a certain amount of **money** to buy Properties. The more Properties they buy, the more points they receive. Each Property is worth a certain amount of points and the Consortium with the most points at the end of the game wins! Teams can increase the value of their Properties by buying **condominiums** on their already-owned properties. There are various methods of obtaining additional money.

GAMEPLAY:

In no particular order, teams have to wander around the playable area and earn money in order to purchase properties and build condos.

GET MONEY

Teams will come to the **Bankers** looking for money. Bankers will assign tasks of varying difficulty, with monetary rewards proportionate to the difficulty (unless otherwise directed by the GameRunner, there is a $50 maximum). Teams cannot return to the same Banker within ten minutes of their last visit (this encourages them to go to other Bankers). **Runners** will make sure that Bankers have a constant flow of money, and may relay messages about the flow of money from the GameRunner.

GAMBLE FOR OPPORTUNITY CARDS

The **Opportunity Card Givers** are players dressed in orange who are roaming the playable area. These Opportunity Card Givers must give teams Opportunity Cards to either win or lose money. Before a team is able to play, it must temporarily turn over all of its money as a security deposit (to prevent them from running off if they lose). Each Opportunity Card Giver has five **losing cards**, five **winning cards**, three **double-down cards** (they are explained on the card), and three **draw again** cards. The cards are shuffled before each drawing.

EXCHANGE MONEY FOR DEEDS TO PROPERTIES

At each property there is a **Realtor** who holds the **deed** to that property. Values vary from property to property, depending on how many points the property is worth. Teams can purchase the property as long as they have enough money.

- Once the property is purchased, the points for the property remain with the team for the rest of the game. No other team can purchase the property.
- When a team purchases a property, they must register the deed with the **Zoning Board**. The Zoning Board acts as a centralized scorekeeper and also maintains the current property map.
- A team that has already purchased the property may return to purchase a condo for that property. Once purchased, condos must be registered with the Zoning Board as well.

BUILDING CONDOS

If a Consortium owns all of the properties of one type (grouped by color and type of property - not by geography), teams can build condos on them. The price of condos varies from property to property, but the prices are included on the deed. There is a maximum of three condos that can be built on any one property, and there are point incentives to building multiple condos (100 extra points for two condos, and 300 extra points for three condos). There is no rule prohibiting teams in the same Consortium from combining monies, but there is a small incentive for teams to not do this - not only will one Consortium be declared the winner, but the team that has procured the most points will be declared an individual winner, too!

ZONING BOARD

The Zoning Board consists of one or more staff members (depending on the size of the game). It is possible that the Game Runner could also be the Zoning Board. The Zoning Board keeps score and manages a large, real-time, visual representation of the playable area that tracks which teams have purchased which properties (and their values).

Teams will wander in and out of the Zoning Board throughout the game to claim their land, build their condos, and check the progress of the game. There are tokens in the Assets Package for four different teams - the Zoning Board should be updating the properties on the map with the tokens of the deed holders.

CHARACTERS, PROPS & LOCATIONS

CHARACTERS

- Bankers
- Runners
- Opportunity Card Givers
- Realtors
- Zoning Board Members

PROPS

- Properties (included in Assets Package)
- Money (included in Assets Package)
- Condos (included in Assets Package)
- Opportunity Cards (included in Assets Package)
- Deeds (included in Assets Package)

LOCATIONS

- Properties (27, varies by camp)
- Zoning Board

TIPS & TRICKS

- Modify the properties in the Assets Package to reflect the geography and landmarks of your camp! The same is true for the camp map. The map in the Assets Package is an example of the gameboard, and should be printed (preferably on a large-format printer) and displayed in the Zoning Board.

- The Bankers should never run out of money! The Assets Package contains sheets of money that should be printed out and cut up prior to the game. However, if there is not a lot of extra cash, print some more and flood it into the game!

- The GameRunner might have to control flow of money during the game - the Runners can relay directives to the Bankers (tighten the cash flow or loosen the cash flow) based on timing.

- After the game, debrief and revamp the pricing structure. It is possible that the prices for properties or condos will need to be tweaked before the next game is played.

- At Camp Cory, we have the notion of Villages, and each Village has cabins in it. Therefore, it was quite natural for us to have four Consortiums, and each team in the Consortium was a cabin of campers in the Village. Playing with the notion of Consortiums adds a level of cooperation (and competition!).