



THE CONSTRUCTION GAME™

Dig Into Some Fun!

An Authorized Adaptation of THE FARMING GAME®

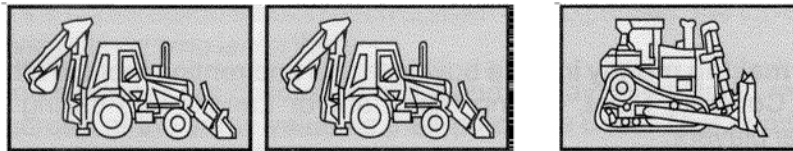
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Visit us at www.theconstructiongame.com

TO START GAME...

- **The object of the game** is to become the biggest contractor in the valley. The first player to an audited net worth of \$1,500,000 wins. The game may also be played for a pre-set amount of time and whoever is ahead when time is called wins. Or the game may be played, stormed-in for days-on-end, with an audit to determine the winner when the weather finally clears.
- **Each player selects a homebase** of operation found in the center area of the game board (Dave's *Dozing*, Hard Case Construction, etc.). Each player selects a contractor marker that matches the color of the homebase office and shop buildings.
- **Each player starts the game** with \$100,000 in cash in the following denominations: 5 x \$1,000, 3 x \$5,000, 3 x \$10,000 and 1 x \$50,000. In addition, each player qualifies for a line of credit at the bank of up to \$100,000. Players also start with some construction equipment: **two backhoes** and **one dozer**. Peel off the appropriate vinyl equipment stamps from the storage cards and press the stamps down until they stick to the game board in your home equipment yard.



\$100,000 Cash and a \$100,000 Line of Credit

- **Place contractor markers on YEAR END and get ready to play.** Roll the dice to determine who starts play, highest number wins. Contractors roll one die to move through the year. Play proceeds clock-wise around the board, following the year through the construction seasons.

HOW TO PLAY...


The color-banded areas of the gaming track are color-matched to one of the five corresponding machinery types:

Yellow	RESIDENTIAL-	BACKHOES for digging utilities and house foundations
Green	COMMERCIAL -	DOZERS for preparing the ground for restaurants and mini-malls
Red	INSTITUTIONAL-	EXCAVATORS enable you to bid on jobs like schools and hospitals
Blue	MUNICIPAL-	GRADERS are for the construction of streets and public utilities
Purple	HEAVY/HIGHWAY-	SCRAPERS build freeways, airports and big dams

The color-banded weeks are the construction seasons for the appropriate equipment types. Each week within those seasons represents a different job. A player may decide whether or not to attempt any job, depending upon market conditions. The operating costs spelled out on the gaming track, a player's liquidity and/or appetite for adventure all combine in the equation to judge the potential gains from a job, to see if they justify the risks in taking that job.

Doing jobs with one's equipment is the primary way to generate income in this game. To do a job, a player must land in a week in the construction season where he has the appropriate equipment (or purchases the equipment just before rolling for job income). A player may choose to do or not to do any job. If the player refuses the job or doesn't have the proper equipment, the operating expenses on the gaming track and Contractor's Contingency Cards do not apply.

To determine job income, roll one die then look at the Rate Chart. Match the number rolled with the number of pieces of equipment owned in that category, this number is your gross income. Next, deduct the operating costs shown on the square from your job income (also draw Contractor's Contingency Card, if required), then add or subtract figures on the gaming track to arrive at the job's net income paid to the player from the bank. To be eligible, equipment must have been purchased before rolling the die to determine job income (you may purchase equipment at the last minute after landing in a construction season, if you have the required cash or credit). **Example:** If you own two dozers and have accepted the job on the last week of April, you then roll for your job income and get a 3.

DICE ROLL	COMMERCIAL DOZERS OWNED					PURCHASE PRICE
	1	2	3	4	5	
1	\$ 2,000	\$ 4,000	\$ 6,000	\$ 8,000	\$ 10,000	\$75,000  DOZER
2	4,000	8,000	12,000	16,000	20,000	
3	6,000	12,000	18,000	24,000	30,000	
4	8,000	16,000	24,000	32,000	40,000	
5	10,000	20,000	30,000	40,000	50,000	
6	12,000	24,000	36,000	48,000	60,000	

APRIL	Gross Income \$12,000
<small>Worker accidently runs over a stack of sewer pipe while excavating MiniMall PAY \$5,000</small>	From Job
	Expense - 5,000
	Net Income \$7,000
	Received from Bank

Other methods of making money include buying trucks and renting them to other players, or owning the Sand and Gravel, Concrete Plant, Paving Plant, and/or Landfill and selling necessary services and materials to the other players.

The Bank holds all equipment and property deeds until purchased, accepts payments of operating expenses and pays for construction jobs.

To buy equipment, trucks and/or properties you may use cash, or a combination of cash and credit. To purchase anything using credit, First Friendly Bank always requires a player to have at least 20% of the purchase price in cash on hand, and if sufficient bank credit remains, the bank will loan the balance by issuing Bank Notes. Equipment prices are posted on the Construction Rate Chart. Contractors may sell or trade equipment to one another at whatever

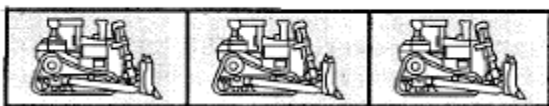
price the market will bare. Contractors may purchase equipment at any time during the game, whether it is their turn or not. For the equipment to be used in a job, it must be purchased *before rolling* for job income.

Bank credit may be used at anytime during the game, up to the established limits. At the start of the game the credit limit is \$100,000 per player. After 5 years of operation, that credit limit goes up to \$200,000. After 10 years of operation, a player's credit limit goes up to \$300,000, the ceiling for the remainder of the game. The bank will *not* allow credit to be used if poor job income and high expenses exhaust a player's cash on hand leaving bills unpaid. As a penalty for not properly managing cash on hand, your fair-weather banker *will not* loan money to cover this short fall. In this case, a player must sell some equipment at Big Sky Auction to raise cash to cover this emergency.

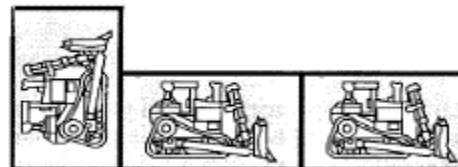
Equipment auction rules are as follows: Place a piece of equipment in the auction yard, bidding starts at half the listed value of the piece of machinery. The first contractor to the left of the bankrupt player starts the bidding. If no contractor bids, the bank will buy it back at half price. If the sale of the piece of equipment is sufficient to clear the current cash crunch, play continues. If not, another piece of machinery must be put up for sale until the current bills are paid.

Buying a Truck entitles a player to avoid paying Trucking bills that exist on the gaming tract, but not those in the Contractor's Contingency Cards.

Market indications for the coming season's contracting work are set in the first five weeks of every contractor's year. If a player rolls past those weeks, the market that next year is normal, but if a player is lucky enough to land on one or more of the first five color-banded weeks, for that player, construction gross income for the coming year is doubled for all jobs of that type (color) undertaken. Knowing that a particular construction market will be hot during the coming year can encourage a contractor to make an investment and buy more of that type of equipment. A good method to help remember which markets are doubled for the coming year is turning one stamp of the doubled equipment type at right angles to the rest.



NORMAL YEAR



DOUBLED YEAR

Remember: Turn the stamp back to normal alignment at the end of the year.

Competitive bidding is required on several jobs throughout the construction season. The contractor who lands on the competitive bid job that can be done with equipment he already owns or buys to do the job, starts the bidding. The opening bid is \$1,000, the highest bidder gets the job. If the first contractor is the only player with the proper equipment, he gets the job for the \$1,000 opening bid.

- **Corner squares** in the construction season each contain two expenses, the top one applies only to the job, the bottom one to every player who lands there.
- **Audits to determine a winner** are conducted at the end of play. In the audit, real assets (equipment and real estate) are recorded at the same value as their purchase price. That number, added to the cash on hand, subtracting debt equals a player's net worth.

TERMS...


- **Gross Profit** - The profit from doing a job **before** the expenses are deducted.
- **Net Profit** - The profit from doing a job **after** the expenses have been deducted (this number may be a negative (-) **a loss**).
- **Audit** - The final accounting of all the game contractors' net worth.
- **Net Worth** - Real Assets + Cash On Hand - Debt
- **Year** - One circuit around the game board.

MAJOR RULE DIFFERENCES FROM THE FARMING GAME...

- **A player harvests** only once per crop season in THE FARMING GAME - but in THE CONSTRUCTION GAME every week is a new job. A player can attempt every job they land on, if they have the proper equipment.

Example:

Rolling a one each turn, moving their contractor down the year, a player would have the opportunity to attempt all/or any of these four jobs -

RESIDENTIAL			
MARCH	MARCH	MARCH	MARCH
Hire surveyor to lay out tricky, steep, multifamily site for excavation. PAY \$2,000.	Gravel is needed for house foundation. PAY LOST MINER \$3,000	 Big job requires you to PAY \$4,000 to rent a Truck from the first contractor to your left who owns one. If no one owns one, pay the bank.	Extra grading required in new single family subdivision. PAY fuel bill of \$1,000 per backhoe.

- **Competitive bid** is unique to THE CONSTRUCTION GAME. Every player in the game who has the proper ' equipment has a chance to bid on the job that one player has landed on.
- **Buying equipment** anytime of year, right up to rolling the die for a job is the order of business in THE CONSTRUCTION GAME. In THE FARMING GAME, all buying is compressed into the winter season with no buying after Spring Planting.

- **Any player may refuse** any job if the returns look too poor to take the risk. Since most of the operating expenses for each job are stated up front (written on the gaming tract) in THE CONSTRUCTION GAME, each contractor has an opportunity to assess the risks before they act. In THE FARMING GAME, the Operating Expense Cards are drawn only after harvesting. Every farmer must harvest every opportunity, but only once per crop season.
- **Draw Contractors Contingency cards** only if you attempt a job in THE CONSTRUCTION GAME. In THE FARMING GAME, draw a Farmers Fate Card every time you land on a square saying so, whether you own that crop or not.

THE CONSTRUCTION GAME™ STORY...

- *In 1992, as luck would have it, a civil engineer named Dave Zimmerman encountered THE FARMING GAME. Dave's business is to provide earthwork estimates to construction contractors. He had also been working on a gaming model to describe the free-wheeling earthwork construction business when he stumbled across THE FARMING GAME. He was so impressed with the business gaming model contained within THE FARMING GAME, he contacted the inventor, George Rohrbacher, and asked George, if through a licensing agreement, that he might be able to adapt THE FARMING GAME to the construction business. After some wrangling, the two struck a deal and in 1993 THE CONSTRUCTION GAME hit the market. Praises for the new game came in from all over the world and the game orders swamped Dave's engineering office that first Christmas. Dave was soon forced to choose between his first love, earthwork engineering, and the game business.*

Some years later, George and Dave struck another deal and THE CONSTRUCTION GAME became the property of The Weekend Farmer Co., George's game company. Preparing to manufacture THE CONSTRUCTION GAME in the new library-sized box, George and Ann Rohrbacher treated the game like they'd acquired a classic automobile. They stripped THE CONSTRUCTION GAME down to its chaise and then rebuilt it lovingly, piece by piece, to their exacting factory specifications. The result, as you are soon to see, is one of the best games you'll ever play. A close relative of THE FARMING GAME, to be sure, but THE CONSTRUCTION GAME is no clone! It stands on its own, a raucous good time - a hoot-and-a-half.

Enjoy!!!

George and Ann

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