



3-5 players



12+



45 min



CONSTRUCTION FEVER

-bid, construct and develop-



RULEBOOK

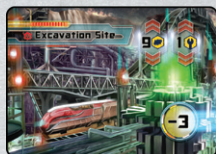
NINJA STAR

Game Overview

You are a newly appointed CEO for a construction giant. Your mission is to grow the corporate revenue by engaging with profitable projects but also keep a positive corporate image by engaging with environmentally friendly projects. It is critical to maintaining a fine balance between profit and reputation to keep your shareholders happy and retain your role!

Component List

12 Black Project cards



Front



Back

12 Green Project cards



Front



Back

5 Player boards (5 colors)



50 Worker meeples (5 colors, 10 pieces each)



1 Black Project marker



60 Credit tokens

(40 x 1 credit, 10 x 5 credits, 10 x 10 credits)



1 Green Project marker



Component Details

Black Project card



Amount of **Credits** to place next to the card in **Round Setup Phase**

Number of **Workers** needed to bid on this project in **Bidding Phase**

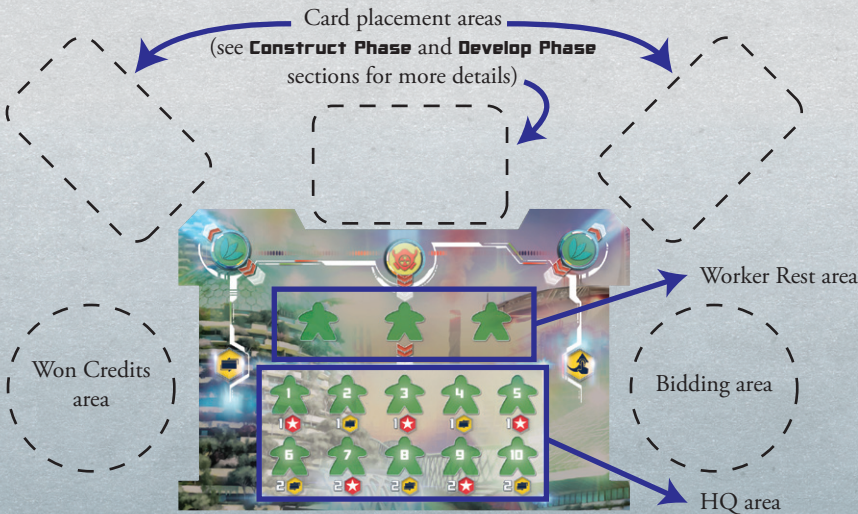
Amount of **Reputation** you will lose if you construct this project

Green Project card



Amount of **Reputation** you will gain if you construct or joint develop this project

Player Board



Setup Instructions

1. **Take Components:** Each player chooses a color and takes the corresponding **Player Board** and **Worker Meeple** (called **Workers** from now on) of the chosen color.

Use the following number of **Workers** depending on the number of players playing the game.
Return any excess to the box.

3-players: All 10 Workers

4-players: 9 Workers

5-Players: 8 Workers

2. **Form your HQ:** Place your **Workers** on your **Player Board** on the **HQ spaces** starting at 1 and going up.
3. **Form Project Decks:** Separate the **Project Cards** into **Black Project cards** and **Green Project cards**. Shuffle each set separately.
Draw 10 cards face-down from each set to create two face-down decks. These two decks are referred to as the **Project Decks**. Place them at the center of the play area.
The remaining cards are not used in this game. Return them to the box without looking.
Place the **Black Project marker** and **Green Project marker** next to the corresponding deck.
4. **Determine Start Player:** The start player is the player who most recently built a building. That player takes the Start Player Marker.
5. **Create Credits Bank:** Place all **Credit Tokens** at the center of the play area to create a **Bank**.
The currency in this game is called **Credits**.
6. Return any unused components to the box.

Setup Diagram [4-player game]



Game Objective

Your goal in this game is to make your corporation the most prosperous construction firm by making the most profit. However, your corporation must also keep its reputation high to remain as the industry leader. The corporations with the lowest reputations will not survive the competition regardless of how profitable they are!

Each round player will be bidding on a Black Project which is profitable but damages your corporate reputation, and a Green Project which is less profitable but boosts your corporate reputation. You will need to balance your bids between these projects over the course of the game to earn the most profit without losing too much reputation.

At the end of the game, the player with the most credits without having the least reputation is the winner (see **End of the Game** on page 14 for more details on victory conditions).

The Game Round

The game is played over 10 rounds. Each game round consists of 7 phases below.

1. Round Setup Phase
2. Workers Rest Phase
3. Bidding Phase
4. Construction Phase
5. Developing Phase
6. Workers Return Phase
7. Prepare For Next Round Phase

After playing 10 rounds, the game is over and the winner is determined.

1. Round Setup Phase

Only the start player is involved in this phase.

- Draw the top card from each **Project Deck** and place each card face-up next to the corresponding deck.
- Take the amount of credits indicated on the **Black Project card** from the **Bank** and place them next to the card.
- Place **Green** and **Black Project markers** next to each deck.



2. Workers Rest Phase

All players are involved in this phase. Players perform the actions simultaneously.

- If you have a **Black Project card** in front of your **Player Board** and it has **Workers** on it, then move 1 **Worker** from that card to the **Worker Rest area** on your board.
- If you have **Green Project cards** on either side of your **Player Board**, and if they have your **Workers** on it, then move 1 of your **Worker** from each of the 2 cards to the **Worker Rest area** on your board.

Note

- A maximum of 3 **Workers** can move to your **Worker Rest area** each round.
- There is nothing to do in this phase in Round 1.



3. Bidding Phase

All players are involved in this phase. Each player takes their turn in clockwise order, beginning with the Start Player.

You are now bidding on projects to win them. Winning a Black Project is more profitable but will damage your reputation. Winning a Green Project is less profitable but will enhance your reputation.

When it's your turn, you have a choice to take one of the three actions below.

- A. Bid on the Green Project
- B. Bid on the Black Project
- C. Pass your turn

Important!

If you are currently the highest bidder on either of the two projects, then you must choose "C. Pass your turn".

This phase ends once all players have passed consecutively.

A. Bid on the Green Project

You bid on the Green Project using your **Workers** in the **HQ area** of your **Player Board**.

1. If you are the first player to bid on the Green Project this round, then you may bid with 1 or more **Workers**. Otherwise, you must outbid the current highest bidder by bidding at least 1 more **Workers** than their bid.
2. Move your **Workers** that you are bidding from the **HQ area** to the **Bidding area** of your board.
3. Take the **Green Project marker** and place it in your **Bidding area** to indicate that you are the highest bidder of this project.
4. If you outbid another player, that player returns their **Workers** from their **Bidding area** to their **HQ area**.

You:

(New highest
bidder)



Opponent:

(Previous highest
bidder)



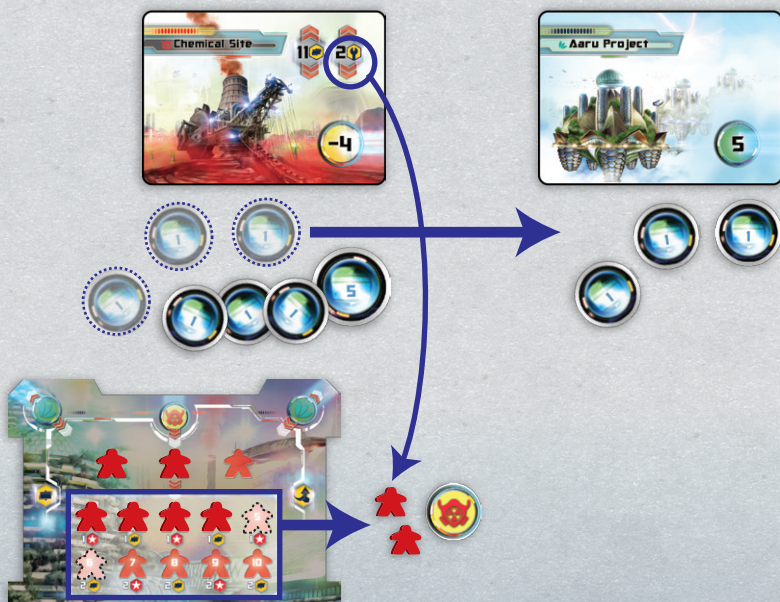
Note

All your **Workers** must come from your **HQ area**. You may not use **Workers** in the **Worker Rest area** or on the **Project cards**.

B. Bid on the Black Project

You bid on the Black Project by moving Credit from the Black Project to the Green Project.

1. If you are the first player to bid on the Black Project this round, then you may bid by moving 1 or more **Credits** from the Black Project to the Green Project. Otherwise, you must outbid the current highest bidder by moving at least 1 more **Credits** from the Black Project to the Green Project in addition to what has already been moved previously. Place the moved **Credits** below the Green Project card. The winner of the Green Project this round will get these.
2. Move the number of **Workers** indicated on the Black Project card from the **HQ area** to the **Bidding area** of your board. You will always move the same number of **Workers** indicated on the card regardless of whether you are the first player to bid or outbidding another player.
3. Take the **Black Project marker** and place it in your **Bidding area** to indicate that you are the highest bidder of this project.
4. If you outbid another player, that player returns their **Workers** from their **Bidding area** to their **HQ area**.



Note

- You may freely exchange **Credits** at the **Bank** to lower or higher denominations.
- All your **Workers** must come from your **HQ area**. You may not use **Workers** in the **Worker Rest area** or on the **Project cards**.

C. Pass your turn

- Your turn is over. The phase continues to the next player to your left.
- You are not out of this phase. If another player bids on one of the projects, then you may bid again on your future turns.
- The phase is over when all players have passed consecutively.

Important!

If you are currently the highest bidder on either of the two projects, then you must choose "C. Pass your turn."

Notes about the Bid Phase

- If no one bids on the Black Project, then the card is returned to the box, and the Credits below the card are returned to the Bank.
- If no one bids on the Green Project, then the card is returned to the box, and the Credits below the card are returned to the Bank. Also, skip "5. Developing Phase" this round.

4. Constructing Phase

Only the highest bidders of the Green Project and the Black Project are involved in this phase. These players perform the actions simultaneously.

You are now constructing the project you won. You assign your **Workers** to construct the project and make a profit.

If you won the Green Project:

1. Take all **Credits** below the card and place it in your **Won Credits** area next to your board.
2. Place the **Green Project** card face up in front of you temporarily. It will be moved to the designated area on either side of your board in "5. Developing Phase."
3. Place the **Workers** you bid next to the card.



If you won the Black Project:

1. Take all **Credits** below the card and place it in your **Won Credits** area next to your board.
2. Place the **Black Project** card face down in front of your board in the designated area. If you have other **Black Project** cards from the previous rounds, place the new card at the bottom of the stack.
3. Place the **Workers** you bid on top of the stack, combining them with any other **Workers** already on the stack.



5. Developing Phase

Only the two players sitting on the left and the right of the player who won the Green Project this round are involved in this phase. These players perform the actions simultaneously.

You are now bidding on development of the Green Project. If you win the bid, you also enhance your reputation for being a part of the Green Project.

1. Each player takes all the Workers in their HQ area into their hand and secretly choose a number of Workers to bid. Hold that many Workers in your hand close fisted so that the other player does not know how many workers you are bidding.

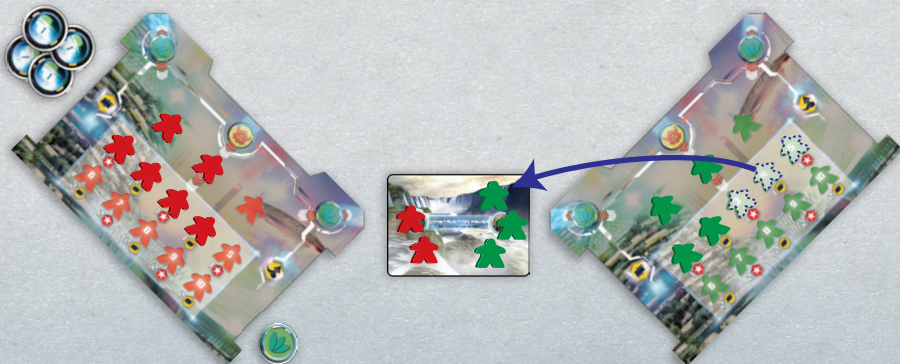
Note

You may ask how many **Workers** the other player has before deciding on how many to bid.

2. Once both players decide, open your hand to reveal your bid. The player who bid more Workers wins the bid. In case of a tie, the player sitting to the left of the player who won the Green Project this round wins the bid.

If you win the bid:

- The **Green Project card** is placed face down between you and the player who won the project in “4. Constructing Phase”. If there are other cards here from the previous rounds, place the new card at the bottom of the stack.
- Place all your **Workers** you bid on top of the card, combining them with any other **Workers** already on the stack.



Opponent:

(Player who won the Constructing
bid in 4. Constructing Phase)

You:

(Player who won the Developing
bid in this phase)

If you lose the bid:

- Place all your workers back in the **HQ area** on your **Player Board**.

6. Workers Return Phase

All players are involved in this phase. Players perform the actions simultaneously.

Your **Workers** that have been resting now come back to your HQ.

- Move all **Workers** in the **Worker Rest** area to the **HQ** area on your **Player Board**.



Note

- A maximum of 3 **Workers** can return to your **HQ** area each round.
- There is nothing to do in this phase in Round 1.

7. Prepare for Next Round Phase


Only the start player is involved in this phase.

- Move the **Start Player** marker to the next player in clockwise order.
- If this is the 10th round, in other words there are no cards left in the **Project Deck**, then the game is over. Continue to **End of the Game**. Otherwise, go back to **1. Round Setup Phase** to start a new round.

End of the Game

After completing 10 rounds, the game is over and the winner is determined. Follow the steps below to determine the winner.

1. Measure your Reputation

- A. Organize your **HQ area** so that your **Workers** occupy each space in order from 1 to 10. **Workers** still left on the **Green** and **Black Project cards** do not contribute.
- B. Gain reputation  written below each worker space that is occupied.
- C. Reveal the two stacks of **Green Project cards** between you and your neighboring players. Both players next to the cards gain reputations as written on the cards.
- D. Reveal the stack of **Black Project cards** in front of you. Lose reputation as written on the cards.
- E. The total from steps B, C, and D above is your company's reputation.

2. Rank players by reputation

Only the top 3 players (top 2 players when playing with 3-players) by reputation are eligible to win the game.

In other words:


- In a 3-player game, the player with the lowest reputation is eliminated.
- In a 4-player game, the player with the lowest reputation is eliminated.
- In a 5-player game, the 2 players with the lowest reputation are eliminated.

Important!

It is possible that all players are eligible to win if multiple players are tied in lowest reputation.

- In a 3 or 4-player game, if two or more players are tied for the lowest reputation, then no player is eliminated.
- In a 5-player game, if three or more players are tied for the lowest reputation, then no player is eliminated.

3. Calculate your Profit

- A. Gain **Credits**  written below each worker space that is occupied.
- B. Sum up all **Credit tokens** you earned during the game.
- C. The total is your company's profit.

4. Determine the Winner

Among the eligible players, the player with the highest profit is the winner!

In case of a tie, share the victory among all tied players.

Scoring Example

The game has just ended, and players have revealed these cards.



		Blue Player	Green Player	Red Player	Yellow Player
Reputation	Green Cards	23	20	20	23
	Black Cards	-6	-6	-8	-4
	Player Board	3	2	2	3
	Total	20	16	14	22
Credits	Credits Tokens	19	25	26	23
	Player Board	4	2	2	2
	Total	23	27	28	25

Red player is eliminated since he has the lowest reputation.
Among the eligible players, Green player has the highest total Credits so he is the winner!

Q1: Does a player start the game with any credits?

A1: No, everyone starts with 0 credits.

Q3: Is the amount of credits you have public information?

A2: Yes, if someone asks you how much credits you have, you must answer truthfully.

Q3: Is the number of Workers you have public information?

A3: Yes, if someone asks you how many Workers you have, you must answer truthfully.

Q4: Can players look at the face down Project Cards they've won in the previous rounds?

A4: No, once they are face down and stacked, no one may look at it until the end of the game.

Q5: What happens if no one bids on the Black Project in the Bidding phase?

A5: At the end of the phase, return the card to the box. Credit tokens below the card are returned to the bank.

Q6: What happens if no one bids on the Green Project in the Bidding phase?

A6: At the end of the phase, return the card to the box. Credit tokens below the card are returned to the bank. Also, skip **5. Developing Phase** this round.

Q7: When outbidding another player on the Black Project, do I outbid by moving more Credits or by bidding more Workers?

A7: You outbid by moving more Credits. You only bid the number of Workers indicated on the Black Project card (either 1 or 2 Workers).

Words from the Designer

This was a great opportunity to have the game I designed to be played by gamers around the world. Thank you to Ninja Star Games and everyone involved in creating Construction Fever! Lastly, thank you for playing this game and I really hope that you enjoy it.



Game Designer: Kei Kajino

Developer: One More Game

Illustrator: Marco Primo

Publisher: Dan Kobayashi

Special thanks to all our play testers and Kickstarter backers.

Please check our website prior to playing the game for the most updated rules and errata.



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