

Coming
March 8th
on
**KICK
STARTER**

bit.ly/KS_EoC



Draft Newbie
Campaign Rules
Version 1.1
September 4, 2023

ANDY SCHWARZ'S ENVELOPES OF CASH

Newbie Learning Campaign


2-4 PLAYERS
+SOLO MODE


90MINS
FOR 2 PLAYERS
+30 MIN PER ADDITIONAL PLAYER


AGES
13 AND UP

SYMBOL & TERMINOLOGY GLOSSARY



Booster Buck, the basic above-the-table currency in the game, used to run marketing campaigns and to pay for Runners to transport Envelopes of Cash to Recruits.



Envelopes of Cash (ECs). These are the under-the-table currency of the game, used to pay recruits to join your program, to put cards into play which is how you to upgrade your personnel & facilities, improve your program's culture, and or augment your fundraising, as well as to fuel your recruiting bus as you move across the country. The first symbol represents "Any EC" – you get to pick the color. The others represent the EC of a specific color.



This is an example of a specific color/number combination for an EC. When you see a number inside an EC, it represents that many of that color of ECs. This symbol is the same as 4 individual magenta ECs.



A Recruiting Point also known as a "**Star Point**" This is the basic victory point of the game. You earn these star points by putting cards into play, by recruiting athletes, through clever card combos, etc. The goal of the game is to get the most stars.



A **Recruiting Bus**. When shown in gray on a card, this refers to your recruiting bus, no matter the color.



This is a basic **State Value** Token. It conveys the Value of the Recruit in that state in Stars, and the Cost of that Recruit, in ECs. A Recruit in this State has a base value of 5 Stars and will cost 4 magenta ECs.



This is a **Border State Value** Token. It also conveys the Value of the Recruit from that State in Stars, but Border State Recruits always cost 4 ECs, spread across two different colors of ECs. This example costs 2 green ECs and 2 yellow ECs.



This is the **Card Type** Symbol for a **Culture** ("Cult") card. These represent the attitudes or approaches that help you create a winning program and attract the best recruits.



This is the **Card Type** Symbol for a **Personnel and Facilities** ("P&F") card. These represent the people or buildings you hire or build to attract the best recruits.



This is the **Card Type** Symbol for a **Fundraising** ("Fund") card. These represent the efforts to get boosters to donate to the program. You'll see Fund cards referred to generically with the first symbol or specifically by region with one of the six colored symbols.



This is the **Card Usage** Symbol that represents a card that can be used **Once per Month**. You may want to turn the card sideways once you've used it to help you remember it's already been used this turn.



This is the **Card Usage** Symbol that represents a card that only triggers at the **End of the Game**. Typically these are cards which give you a slug of points but have no impact on gameplay until final scoring.



This is the **Card Usage** Symbol that represents a card that is a **Program Upgrade**. Program Upgrades are active all the time and can be used as often as you want, assuming you meet the conditions on the card. So a card may kick in whenever you sign a recruit or run a marketing campaign, etc.

LEARN BY PLAYING





If you are new to Euro games, you maybe find it helpful to start learning Envelopes of Cash by playing this introductory campaign. This is not the actual full game of Envelopes of Cash, but it provides you with a graceful way to get your feet wet by playing through a few scenarios designed to teach basic game concepts. You may find these scenarios rather simplistic in strategy, which is the point, as the goal here is simply to introduce many of the game's mechanics without overwhelming a newcomer. As a side effect, you may also find these scenarios to be good to play with younger children who might very much want to play Mommy's or Daddy's game with them, but aren't quite ready for the "Full Version" or even the "Family Version" of the game itself, which is designed to be played with older children or less experienced/less nerdy adults.






SCENARIO 1: HIT THE ROAD

Normally in Envelopes of Cash, a full game consists of 12 months, each of which has 3 phases, and during the third phase of each month, you can undertake up to 9 different actions. In this starter scenario the number of months, the number of phases, and the number of actions are all substantially reduced. Thus, the First Scenario will play out like this:





- Play 6 Months (instead of 12)
- Each Month Consists of 2 Phases (instead of 3)
 - ~~A Card Draft~~
 - A Dice Draft
 - An Action Phase (in which each player may take up to 6 actions, instead of the usual 9)
 - ~~Put a card (or cards) into play.~~
 - ~~Use a card that is already in play.~~
 - Travel in your Recruiting Bus.
 - Sign Recruits to your Team.
 - Pay a Runner (to pre-pay a Recruit)
 - Trade Envelopes of Cash.
 - ~~Run a Marketing Campaign.~~
 - Place Wagers in Vegas.
 - Declare your turn over.



In the game Envelopes of Cash, the actual  you receive represent the various under-the-table currencies you use to entice athletes to your program. In this scenario you'll learn how to generate  (via the Dice Draft), and then how to use those  to power your Bus around the country, as well as how to pay Recruits to join your program. A key element in the game is that  cannot be saved from month to month.

You can also place bets on the upcoming month's Dice Draft which, if you are lucky, will provide some  as well as additional Booster Bucks (), which are an above-the-table currency in the game that can be used for a variety of benefits. In this learning scenario, your primary use for  will be for when you want to send  to recruits via Runner and you have to pay a  payment per mailing action.

SCENARIO OBJECTIVE

As in the real version of Envelopes of Cash, players take the roles of Head Coaches at major college football programs who earn high salaries to exploit unpaid labor. To do so you must marshal all of the tools available to you, including donations from boosters (), envelopes full of cash and other impermissible payments () which come in six different colors to pay for different regional recruits, and marketing campaigns, all to maximize their Recruiting Points (, also called "star points"). The winner is the Head Coach with the most  at the end of the game. The reward is victory, as well as a \$1 million "retention bonus." Since this is a Newbie Campaign, we'll be explicit; the \$1 million is not actually a prize, but rather an ironic comment on the nature of the redistribution of profit within college sports.

SET UP



Set up the board as per the standard rules, but **ignore any setup having to do with cards**. This includes disregarding entirely the set up rules about "Starter Stashes." Even though Envelopes of a Cash is a card-driven game, in this scenario, you will not be using the cards. We'll get a chance to use cards, including learning about Starter Stashes, in the second scenario of the campaign.

The youngest player gets to be the Starting Player and takes the Starting Player Chain. Each player chooses a color and takes all of the tokens of that color, placing one of them on onto the track at zero. Starting at zero represents the fact that each recruiting season starts from scratch, but you will gain points as the game progresses.



THE FLOW OF EACH MONTH



In a normal game, you start in March, but for this scenario, the first month is September, midway through the recruiting year. In each month, the starting player will begin the month by rolling the dice, which initiates the Dice Draft. In Months 2 - 6 (October through February), players will check to see if they won any bets placed in Vegas and if so, receive their rewards. But you can ignore this in the first month because there are no bets to check yet.

Each player will then select two dice and based on which dice each chooses, that will determine the  each player receives. The way that the dice translate into  (and when you get them) is the only difficult rule you'll need to learn to play this scenario, so that will be explained in detail in the next section.




After the dice are drafted, then the Starting Player will perform as many of this campaign's six available actions as she can/wishes to. Once she is done, she will perform the final action, which is to declare her turn done, and the next player will then perform as many of the six available actions as he can/wishes to, finally declaring his turn over when finished. This continues until each player has had a turn in the current month, after which the Starting Player Chain is passed clockwise, the month indicator (which is a Coach's Whistle) is advanced to the next month, and the new starting player begins the process all over. After the sixth month, instead of beginning a seventh month, players instead will determine their final score and a winner will be declared.



Drafting Dice






The Starting Player should roll all 6 of the dice. After rolling the dice (except in March, the first month), you should check to see whether anyone who placed bets in Vegas won any of those bets. There's no need to check in March because Vegas bets are placed during the previous turn and in March there hasn't yet been a previous turn. (See below for how bets are placed in Vegas.)


Players whose bets match the number/color combination on one or more of the dice get 1  and 2  of the matching color for each matching die roll. You can get this benefit for as many of your Player Tokens as match the die of the corresponding color. If you bet on at least one die this turn but did not win anything, then you have "Crapped out in Vegas."


All Bets Are On!

VEGAS	1	2	3	4	5
	1		3	4	5
		2	3		5



In this example, the yellow player has bet that the green die will come up as a 2 and the blue die as a 1, and the orange player has bet on 4 purple. If the green die roll next turn is a 2, the yellow player gets 2  and 1 . The same applies for the bets on blue or purple.

Next, each player will choose the benefit of two of the dice. Multiple players are allowed to use the same dice, so there's no worry about turn order - you might as well all work this out at the same time unless you prefer to check each other's math. Every die roll conveys 3 pieces of information: the quantity of , the  color, and the  month. Quantity is easy - the number of pips on each die determines the quantity of  you will receive. Color is easy too - the die color represents the  color. For Month, you will need to do a little bit of counting. If the die is a 1, that represents the current month. If it's a 2, that means next month. If it's a 3, that's two months from now, etc. In this game, Month 3 or Month 6, etc., means the 3rd or 6th month from now **COUNTING THE CURRENT MONTH AS 1**. So, for example, if it is May, and you roll a 6, the month this represents is 5 months hence: October. A 3 would be 2 months hence: July.

For example, say you choose a Green 5 die in the month of June. That means you get 5 green  in Month 5, which in this case is October.




In each month, you also have the option, if you choose, to **accept half** the number of  (rounded down, but never below 1) in **any of the next six months** (where the current month counts as Month 1). So if you choose a Green 5, but you don't want them in month 5 (October in the example above) you could also accept 2 Green ($5/2=2.5$, rounded down to 2) in any of the other available months. Your choices for this die roll would then be as shown at the right in the lower illustration.

Thus, in the second half of the game, it's ok if you choose a 5 or 6 even if there aren't five or six months left in the game, because you can always choose to divide the value by two (again, dividing down, never below 1) and then you can place it in any of the remaining months.

Once everyone has placed  in the appropriate months, players now move  from the current month on the Calendar to their Player Mats, as they will also be available to spend these this turn.

To reiterate

Every die roll connotes 3 pieces of info:

- The number of 
- The specific color of 
- The month when you get the , where 1 = current month, 2 = next month, 3 = month after next, etc.)

RECRUITING SEASON					
MARCH	APRIL	MAY	JUNE	JULY	AUGUST
ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES
Time To Plan Out The Year					
CARD	CARD	CARD	CARD	CARD	CARD
FOOTBALL SEASON					
SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	JANUARY	FEBRUARY
ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES
Time To Ramp Up Recruiting					National Signing Day
CARD	CARD	CARD	CARD	CARD	CARD

RECRUITING SEASON					
Time To Plan Out The Year					
MOVE 3	MOVE 3	MOVE 3	MOVE 2	MOVE 2	MOVE 2
ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES
MARCH	APRIL	MAY	JUNE	JULY	AUGUST
CARD	CARD	CARD	CARD	CARD	CARD
SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	JANUARY	FEBRUARY
ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES	ENVELOPES
Time To Ramp Up Recruiting					National Signing Day
CARD	CARD	CARD	CARD	CARD	CARD

That's all there is to the draft. Once you've mastered this concept, you're 75% of the way to understanding the rules of the game. So if you think this seems easy enough, great! And if not, we promise it will make more sense once you play the game a bit.

Playing Out the Month

Normally, you would play out your turn doing any of the game's nine actions, in any order you want. Generally speaking, during your turn, you're allowed to undo your move and go back to the beginning, etc. Unless indicated, you can repeat an action as many times as you want. When you are finished with the month, you'll trigger the ninth possible action, which is to declare your turn over, passing to the next player.



However, for this learning scenario, the set of actions is restricted and you'll only have the following choices available to you. So you can do any of the first five actions below, in any order and as many times as you want (and your resources allow) until you're satisfied with your turn. Then you will trigger the sixth action below, which is to declare your turn over, passing to the next player.

- Travel in your Recruiting Bus.
- Sign Recruits to your Team.
- Pay a Runner
- Trade Envelopes of Cash.
- Place Wagers in Vegas.
- Declare your turn over.

Players perform their turns in player order, starting with the Starting Player. However, you can often speed up play quite a bit, especially at the start of the game, by taking turns simultaneously. This is fine and can make for a more enjoyable game. However, as players get close to each other and may be vying for the same Recruit(s), players should revert to strict turn order to ensure fairness.





1) Travel in your Recruiting Bus.








Traveling in your recruiting bus is easy. Normally in the game, you'll get a variable amount of free movement points each month (the amount of free movement is indicated on your calendars). On top of that, you can always spend 1  for every additional space you wish to move your Bus. Because you start in September in this Scenario, you will get 1 free space of movement in Sept, Oct, and Nov, but no free spaces of movement in Dec, Jan, and February. Beyond any free movement, for each space you want to move your recruiting bus, you must spend 1 . Regardless of the color of your bus and regardless of the color of the region you are traveling through, **you can use any color EC to move your bus.**

The reason you want to move your bus is that you need to be on the same space as a Recruit if you want to sign him up for your program, and signing up Recruits is a major way to score points in the game and the only way to score them in this scenario.







2) Sign Recruits.













Once you get to a space with a Recruit, you are able to sign him to your program. To do so, you need to have the correct number of  in the color (or colors) that recruit requires, and they need to be available to you in the current month. So if it's November and you want to recruit a 4-star RB who wants , then you would have to land on his space and have at least  available to spend in November. Having them ready for, say, December, is no good, unless of course you wait at that spot until your next turn when those  become available.


.....




When you sign a Recruit you gain points equal to the  value of the Recruit, plus-or-minus a value modifier (VM). To determine the VM, you simply roll the 12-sided die  that comes with the game, which is called the Value Modified Die or VMD. So when you pay for the Recruit where your Bus is, take the Recruit and his State Value token from the board and put it on your Player Mat, and then roll the VMD. Add the VM to the number of  on the State Value token (e.g., if the Recruit has a VM of -1 and a base value of 3, you deduct one  from the base value and he is now worth 2 ). Advance your scoring token by that many points.

3) Pay a Runner
















From the rules above, you can see how it might be hard to coordinate getting the right  available in the right month, and then getting your bus to the spot right when those  are available. To make your life easier, you can send  to your target recruits by using a street agent, known colloquially as a Runner. For a small fee of 1 , he will slip any one recruit as many  as you want to send in any given month, so that when you arrive there at some later point in time, you just need to pay the remaining amount owed (or nothing if you've prepaid in full) to recruit the athlete. You can also use a Runner to make a partial payment to a Recruit even if you are already on the Recruit's space. This could be handy if, say, you need to pay 4  and you have 2 this turn and expect to get 2 next turn. You would send 2 by Runner this turn and just park on the space, then next turn you'd finish the transaction in person before driving off.

To use a Runner, pay the Runner 1  (i.e., discard 1 ) and place the number of  you are sending next to the Recruit's token with one of your Player Symbols on top. So if you are playing as , and want to send  3 to a Recruit in Wisconsin, you would discard 1  in the general supply and then place  3 plus a  token next to the Wisconsin space and the Recruit. If you get to Wisconsin before anyone has signed the Recruit in Wisconsin, you can include those  3 as part of your payment of the full price of recruiting him. In this example, because Wisconsin requires  4, you would only need to spend an additional  1 whenever you reach Wisconsin and he would sign with your program. However, be careful; if another player signs the Wisconsite before you do, your  3 are lost.

If you send  via a Runner to a Border State and there are still two Recruits available, you will need to indicate which of the two Recruits you are recruiting. Do this by placing your player token abutting the Recruit you're recruiting in an unambiguous way.





You can use Runners to send  to as many Recruits as you want. Runners charge by the delivery, so each time you use a Runner (even if it's for a Recruit you've paid previously), you will need to make a separate payment of 1 . However, you can send as many envelopes (even of two colors) to a single Recruit in a single Month for each payment of 1 .




3) Trade Envelopes of Cash.



Sometime you will find yourself with the wrong color  in a given turn. You can trade in your  at a base cost of 3 to 1, but to do so you must also pay 1 . That is, if you have  2 and  1, but what you really need is  1, you can simply turn in the 3  you don't want. Discard one  and take the  1 you need. You can get 1  as many times as you would like each turn, with any combination of  traded in, at a cost of one  per trade. You can perform other actions in between your trade-ins. Also, there are a few cards that let you lower that cost by 1  for all colors, or avoid the one  cost, or get other benefits when trading in  symbol. This will make trading in envelopes a more affordable/viable tactic.

Because this is a Newbie Scenario with limited actions, we will skip down to the 8th possible action.

8) Place Wagers in Vegas.





If you have leftover  and you do not want to travel any further this month, and you don't want/can't afford to sign any Recruits or pay any Runners, you can spend your leftover  to place bets on the "Vegas" Table. Pay as many  as you want and for each  you pay, place one of your Player tokens on any number/color combination you want. This is like placing a bet on a roulette wheel.

On the next income dice roll (in the following month), if any of your Player tokens match the number/color combination of one or more of the dice that are rolled, you win 1  plus 2  tokens for each matching Player Symbol token. **You receive the  for use in the month in which the dice are rolled.**

It does not matter what color of  you spent to get a token to gamble in Vegas. You may bet on any color you wish. When you win, you will win 2  in the color of the die you bet on, not the color you spent.

Note: If you place a wager in February (the last month), it would be a total waste of a move, because there won't be another die roll or another turn to use any winnings. So don't be a chump.

9) Declare your turn over.

The final action of each month is to announce your turn is over. You usually won't have any leftover  when you finish a month (except maybe in February), since you can always move your Bus another space, use Runners to Send the  to Recruits (if you can/want to spend 1 ) or place Wagers in Vegas, but **if you do have leftover , discard them now.** Your turn is over for the month and the next player takes his/her turn. At this point, your decisions for the turn get locked in, so make sure you're content with your actions for the month. If you are the last player for the month, then the End of the Month process begins.

End of the Month

At the end of the month, you will pass the Starting Player Chain token clockwise so that there will be a new Starting Player. Advance all players' Coach's Whistles to the next month.

All Bets Are On!

VEGAS	1		3	4	5
		2	3		5
	1	2	3	4	5

In this example the yellow player paid 2  (of any color) to place two bets and the orange player paid 1 (of any color) for a single bet. Yellow bet on 2 Green and 1 Blue. Orange bet on 4 Magenta.

END OF SCENARIO

After you play the last month (February), it is time for National Signing Day. At this point, each recruiting class is set in stone and you, as the Head Coach, will be judged against your peers for who had the best recruiting class, represented by who gained the largest ★ total.

First, you will have scored some ★ during the game. Next, you will determine your end-of-game points for Positional Scoring and Regional Scoring.

Positional Scoring

Count up how many unique positions you recruited. You get points equal to the corresponding value on the Positional Scoring Table. So if you have recruited 3 distinct positions, you would score 4 points. If you have recruited at least one of all 8 positions, you would get the maximum possible score for this element of the game, 32 points.

Regional Scoring

Next, find the region of the country from which you recruited the most players. (You may count recruits from Border States as being in whichever region you want, but just one, so obviously group them into whichever region scores you the most points). Add up the total number of State tokens you have from that region and look on the Regional Scoring Table to determine the ★ value of that effort. Add this to your ★ total.

Run Your First Marketing Campaign

In this game, we did not use the Marketing Campaign Action, but now that it's over, and you may have some 📦 left over, let's get a taste for how it works so you can turn those 📦 into points before we tally the final scores. On the board there is a Marketing Campaign Table, which tells you how many ★ you can earn for a given expenditure of 📦. So at this point, any players who have any 📦 left over should conduct a marketing campaign using the Marketing Table on the board. Discard the largest number of 📦 on the table you can afford, and add that many ★ to your score. If players have any leftover 📦 after this, save them to serve as a tiebreaker.

Determining the Winner (and Breaking Ties)

The winner is the person who scored the most ★. In the case of a tie, the person who has the most leftover 📦 wins. If there is still a tie, whoever recruited the most unique position groups wins. If it is still a tie, settle it in the next scenario.

Positional Scoring								END OF GAME
Positions	1	2	○	4	5	6	×	8
★	1	2	4	8	12	18	24	32

At the end of the game, if the player has recruited recruits who play 3 different positions, yellow will score 4 ★. If blue has recruited 7 different positions, blue will get 24 ★.

Regional Scoring										END OF GAME
Recruits	1	2	△	4	5	□	7	8	9	10+
★	1	2	3	5	7	10	14	19	25	32

For example, if △ has recruited 3 athletes from the South, plus one athlete from a border state that border the South, then △ gets 5 ★ for having 4 recruits from the South. If □ got all 4 recruits from the northwest, plus 2 adjacent border state recruits, □ would get 10 ★ at the end of the game. The △'s 4 recruits score 5 ★. The Northwest player's 6 recruits score 10 ★.

Marketing Campaign			
Booster Bucks	1	3	5
★	1	2	3

If you spend 3 📦, you will get 2 ★

SCENARIO 2: YOUR FATE LIES IN THE CARDS

In this scenario, you will only play six months as well, but this time you'll focus on the first six month of the recruiting cycle, from March through the end of August.

In this scenario, you will learn about how to develop your program's culture, staff, and fundraising abilities through card play, including how the card draft phase works. You won't be doing any actual recruiting this scenario.

So in this second starter scenario, the number of months and the number of actions are all substantially reduced, but now you will use all three phases . Thus, the Second Scenario will play out like this:

- Play 6 Months (instead of 12)
- Each Month Consists of 3 Phases (like the full game)
 - A Card Draft
 - A Dice Draft
 - An Action Phase (in which each player may take up to 6 actions, instead of the usual 9)
 - Put a card (or cards) into play.
 - Use a card that is already in play.
 - ~~Travel in your Recruiting Bus.~~
 - ~~Sign Recruits to your Team.~~
 - ~~Pay a Runner~~
 - Trade Envelopes of Cash.
 - Run a Marketing Campaign.
 - Place Wagers in Vegas.
 - Declare your turn over.

As a first step, let's take a look at the anatomy of a card in Envelopes of Cash.








UNDERSTANDING A CARD IN ENVELOPES OF CASH

Envelopes of Cash is a game driven by cards, so understanding how to read a card will be crucial to your enjoyment of the game. Cards are quite varied, but they all follow the same general format. Let's look at the Hundred-Dollar Handshake as an example of a typical card.

Card Type



Cards come in three types, Culture (represented by the  symbol), Personnel and Facility (represented by the  symbol), and Fundraising, which collectively are represented by the  symbol, but which come in six different colors, one for each region, so on Northeastern cards, which are magenta, you will see the symbol as  and on Texas cards, which are yellow, it will appear as .

Hundred-Dollar Handshake

Card Name

Seems pretty obvious.

1★

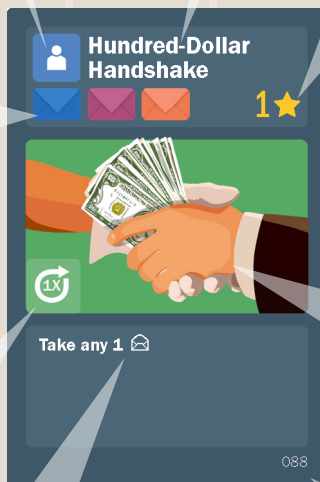
Card Star Point Value

When you put a card into play, you will immediately score points equal to its star point value. You may trigger other effects as well, depending on your program upgrades (from other cards). But this tells you the base value of this card to your score if you manage to pay its cost and put it into play.

Card Cost



Every card costs between 1 and 4 Envelopes of Cash to put into play. You get the card for free during the card draft but it is useless to you until you pay to put it into play. The Hundred-Dollar Handshake costs 1 Blue, 1 Magenta, and 1 Orange Envelope to put into play.






Card Illustration

Pretty, right?

Card Usage Symbol



Cards can be used in three different ways. Some cards score points at the end of the game. These cards are indicated with an  symbol. Other cards can be used as often as you want, assuming you meet the conditions indicated on the card. These are called "program upgrades" and they are indicated with a  symbol. Finally some cards, such as the Hundred-Dollar Handshake, are cards that can be used just once per turn. These are indicated by the  symbol, though as you can see from the Hundred-Dollar Handshake, the color of the symbol can vary based on the artwork of the card.

1 

Card Benefit






This is what the card does for you, once it is put into play. If it is an end-of-game scoring card, this will be where you learn how many points the card is worth and how you earn those points. If it is a program upgrade, that upgrade will be explained. For once-per-turn cards, you'll learn the monthly benefit, such as with the Hundred-Dollar Handshake, which gives you a free Envelope of Cash of any color (your choice, every turn), once you put it into play.


088

Card Number

This is just an administrative feature for people who like to keep logs of their games. If that's not you, don't sweat it.


WHAT'S GOING ON

Now that you understand how to read the cards, let's put them to use. As with the previous scenario, in this scenario you'll generate  via the Dice Draft, but instead of using those  to drive your bus around the country and pay recruits, you'll focus on developing your program's unique powers and abilities via card play, and in the process you will learn how the card draft works (including how you can play one of your secret cards from your hidden stash in lieu of a card in the draft). As before, you can still place bets on the upcoming month's Dice Draft to win  and , and now we will add another option for spending those , which is running marketing campaigns to hype your program.

Set up is the same as a normal game, so see the main rules, especially pages 7 - 9 for how to start the game, except you will not be using the Value Modifier Die (the "VMD"). Just leave it in the box or let your kids play with it while you set up the game. Also, ignore the rules related to dealing each player six cards and discarding 2. Instead simply deal all players 5 cards, which they can keep (as a "Secret Stash"). Up to five times during the game, if players are unhappy with their options during the monthly card drafts (when you will be choosing a card for the month), they can pull one of these five cards out from their Secret Stash and use it instead. Plus you can plan ahead to play these by targeting your  choices so they line up perfectly for a Stashed card.

Take a number of cards from the top of the deck equal to double the number of players playing and place them face up into a pool of rejected cards to the side of the board. These cards will be available for players to choose during the monthly card draft if they prefer them over the cards they are dealt and choose not to use a card from their Secret Stash. They get reset every three months.

SCENARIO OBJECTIVE

You're still the Head Coach at a major college football trying to make money exploiting unpaid labor, but in this specific scenario, you won't recruit athletes. Instead, you'll master the other tools available to you, such as building impressive facilities, hiring great personnel, building a strong recruiting culture, and or even the mundane process of fundraising above-the-table  donations from boosters to score Recruiting Points (★s) via card play and by running marketing campaigns. As always, the winner is the Head Coach with the most ★ at the end of the game, and the reward is victory, as well as a \$1 million "retention bonus."

SET UP

Set up the board as per the standard rules, but ignore any instructions having to do with the board itself. In this scenario, you will be focused on card play. So no recruits need to go out on the map, and the state value tokens can stay in the box as well. You'll really just be using the map for the purpose of keeping score (including using the scoring tables at the bottom of the map).

Establish who will be the starting player however you wish (if you cannot decide, the player who is youngest goes first). That player takes the Starting Player Chain (which will rotate around the board as you play).

Now you're ready to start the first month.



THE FLOW OF EACH MONTH

In a normal game, you start in March and we'll stick with that for this scenario. However, we will end after six months, after the August turn, midway through the recruiting year. In each month, the starting player will begin the month by dealing out cards for the Card Draft and once the draft is done, the starting player will also roll the dice to initiate the Dice Draft. As before, in Months 2-6, players will check to see if they won any bets placed in Vegas and if so, receive their rewards, but you will ignore this in the first month because no bets will have yet been placed when the dice are first rolled. Then, as before, after the dice are drafted, the starting player will perform as many of the six actions available in this scenario as she can/wishes (rather than the full nine). Once she is done, she will perform the final action, which is to declare her turn done, and the next player will then perform as many of the six available actions as he can/wishes, finally declaring his turn over when finished. And so on until the end of everyone's turn.


Once each player has had a turn in the current month, the Starting Player Chain is passed clockwise, each player's Coach's Whistle is advanced to the next month, and the new Starting Player begins the process all over for the next month. After the sixth month in this scenario, instead of beginning a seventh month, players instead will determine their final score and a winner will be declared. Let's go through each step in a little more detail.

Drafting Cards

The Starting Player deals two cards to every player and then takes a third card for her/himself. If the new month is May, August or November, the players empty the discard pool of all previously discarded cards, and the Starting Player deals one new card face-up into the discard pool, so that the discard pool starts fresh, with just one card in it every 3 months. In a 4-player game, after November, shuffle all previously discarded cards to make a new deck, which you will need when the original deck runs out.

Starting with the Starting Player and going clockwise, each player decides whether to (a) take a card from his/her hand and play it face-up to the Calendar in the current month, (b) take a card from the pool of rejected cards and play it to the Calendar (face up), play a card from the pile of secret cards received at the beginning of the game to the Calendar (face-up), or (d) delay choosing a card by discarding one of the cards in his/her hand face up to the pool of rejected cards and passing to the next player. If you choose (a), (b), or (c), add all the unplayed cards from your hand (but not from your Secret Stash) face-up to the discard pool. Either way, the choice passes to the next player, clockwise. Each of the next players makes one of these same choices in turn order, that is they either:

- Play a card from their hand to the Calendar in the current month (discarding the remainder of the cards in their hand face up to the discard pool)
- Take a card from the rejected card pool and put it face up on the Calendar in the current month (also discarding the cards in their hand face up into the pool of discarded cards)
- Play a card from their Secret Stash face up onto the Calendar in the current month (also discarding the cards in their hand face up into the discard pool),
- Put a single card (from their hand) face up into the discard pool and pass.



If a player has only one card in hand, he/she cannot pass, but must choose a card, either the one in hand, one of the cards in the discard pool, or a card from that player's Secret Stash (if one is still available). This process continues until all players have placed a card face up onto their Calendar in the current month. This card is not yet "in play" (it's just reserved for you exclusively). To use it you will need to pay the required  to move it to your Player Mat (during a later Action Phase when it is your turn).






To repeat for emphasis: when you first draft a card, it will go onto your Calendar in the month you acquired it. When you place it on the Calendar, it is not yet in play. On your turn, all you can do with a card that is not yet put into play is to pay the cost to put it into play; as long as it remains on your Calendar it is useless. But, once you do put it in play, then you can take advantage of any benefits it offers, even during the same month you paid to put it into play. A common move is to pay for a card and immediately use it.

As will be explained in more detail below, on your turn you will be able to put cards into play. Once you do, you will move the card to your Player Mat and now it becomes useful. This may allow you to use the card once per turn to gain resources or score points. In some cases, the card provides a permanent benefit for the rest of the game. Sometimes it just provides additional points at the end of the game.

Drafting Dice

The Starting Player should roll all 6 of the dice.

Blowing on the dice for luck is optional, but recommended as long as you are not in the middle of an airborne pandemic. After rolling the dice (except March, the first month), you should check to see whether anyone who placed bets in Vegas won any of those bets. There's no need to check in March because Vegas bets are placed during the previous turn and in March there hasn't yet been a previous turn. (See below for how bets are placed in Vegas.) Players whose bets match the number/color combination on one or more of the dice get 1  and 2  of the matching color for each matching die roll. You can get this benefit for as many of your Player Tokens as match the die of the corresponding color. If you bet on at least one die this turn but did not win anything, then you have "Crapped out in Vegas."

Next, each player will choose the benefit of two of the dice. Multiple players are allowed to use the same dice, so there's no worry about turn order - you might as well all work this out at the same time unless you prefer to check each other's math. Every die roll conveys 3 pieces of information: the quantity of , the  color, and the  month. Quantity is easy - the number of pips on each die determines the quantity of  you will receive. Color is easy too - the die color represents the  color. For Month, you will need to do a little bit of counting. If the die shows a 1, that represents the current month. If it's a 2, that means next month. If it's a 3, that's two months from now, etc. In this game, Month 3 or Month 6, etc., means the 3rd or 6th month from now **COUNTING THE CURRENT MONTH AS 1**. So, for example, if it is May, and you roll a 6, the month this represents is 5 months from now: October. A 3 would be 2 months from now or July.




All Bets Are On!


VEGAS	1		3	4	5
		2	3	4	5
	1	2	3		5



In this example, the yellow player has bet that the green die will come up as a 2 and the blue die as a 1, and the orange player has bet on 4 purple. If the green die roll next turn is a 2, the yellow player gets 2  and 1 . The same applies for the bets on blue or purple.

To reiterate



Every die roll connotes 3 pieces of info:

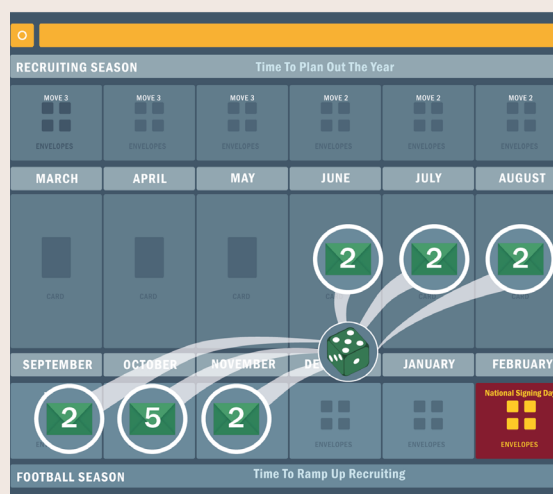
- The number of 
- The specific color of 
- The month when you get the , where 1 = current month, 2 = next month, 3 = month after next, etc.)

For example, say you choose a Green 5 die in the month of June. That means you get 5 green  in Month 5, which in this case is October.

In each month, you also have the option, if you choose, to accept half the number of  (rounded down, but never below 1) in any of the next six months (where the current month counts as Month 1). So if you choose a Green 5, but you don't want those  in month 5 (October in the example above) you could also accept 2 Green ($5/2=2.5$, rounded down to 2) in any of the other available months. Your choices for this die roll would then be as shown at the right.

Thus, in the second half of the game, it's ok if you choose a 5 or 6 even if there aren't five or six months left in the game, because you can always choose to divide the value by two (again, dividing down, never below 1) and then you can place it in any of the remaining months.

Once everyone has placed  in the appropriate months, players now move  from the current month on the Calendar to their Player Mats, as they will also be available to spend these this turn.



Envelopes of Cash is one of those games that can sometime start off a little bit slowly. Full games can take until August to really get rolling. Especially on your first turn, you may find you do not have a lot of activities you can perform. That's totally okay and you should not get discouraged. Recruiting, like revenge, is a dish best served cold. If you find your first few moves end rather quickly, that may mean you're gearing up for a great big finish and a really high score. Part of the fun of this game is choosing between value now and more value later and you'll have to figure out for yourself which works best for you.

Playing Out the Month

Normally, you would play out your turn doing the full set of nine actions, in any order you want. This scenario only has six options. Also, because we are not going to be recruiting (which normally involves a die roll), you're allowed to undo your move all the way beginning if you need to. Unless indicated, you can repeat an action as many times as you want. When you are finished with the month, you'll trigger the sixth possible action (the ninth option in a full game), which is to declare your turn over, passing to the next player. Once you do this, your turn is locked in. **No redos of past months.**

Players perform their turns in player order, starting with the Starting Player. However, you can often speed up play quite a bit, especially at the start of the game, by taking turns simultaneously. This is fine and can make for a more enjoyable game. However, as players get close to each other and may be vying for the same Recruit(s), players should revert to strict turn order to ensure fairness.

In this scenario the actions you're limited to are:

- Put a card (or cards) into play.
- Use a card that is already in play.
- Trade Envelopes of Cash.
- Run a Marketing Campaign.
- Place Wagers in Vegas.
- Declare your turn over.



Coach with Houston Roots

Score 1 ★ for each of your Texas \$ cards currently in play.

009

The card features a home icon, a green checkmark, two purple envelopes, and a 2★ icon. The illustration shows two football players in orange jerseys and a coach in a yellow jacket.

When you put a card into play, immediately score the ★ value indicated by the number of ★ on the card, like the 2 ★ on this card which shows it is worth 2 points when put into play.



Analytics Nerd

Score 3 ★ for each Border State Recruit you signed.

038


The card features a home icon, four green checkmarks, and a 2★ icon. The illustration shows a man in a suit pointing at a whiteboard with mathematical formulas.








Note that some cards indicate that they score additional points at the end of the game with an END symbol.

Do NOT score these points when you put the card into play, just score the star value of the card. You will add points for any "End of Game" values at the end of the game. For example the Analytics Nerd scores 2 points when put into play, and then will also score additional points at the end of the game based on your Border State recruiting.





1) Put a card (or cards) into play.



Because every turn starts with a card draft, at the start of each turn, you will always have at least one card available on your Calendar for you to purchase and thus put into play. Remember that just because you drafted the card and put it on your Calendar, it's not "in play" yet, and you get no benefit from it until you put it into play. In the full version of the game, cards will expire after being on the calendar for six months, at which point you'll lose the opportunity to put them in play, but because this scenario only lasts six months, that won't happen in this play-through. In any event, here's how putting a card into play works.

For any card you have placed on your Calendar that you have not yet put into play (by paying for it and moving it onto your Player Mat), you can pay (discard) the required number of  indicated on the top of the card and put
















it into play by moving it from your Calendar to your Player Mat. **Note that the colors of the  you play must match the card's cost exactly** unless you have already put a card in play that allows you to change the cost or use substitute forms of payment. For example, the Airport Hub card lets you reduce the cost of all Fundraising cards by 1 . In a single month, you can put into play as many unplayed cards from your Calendar as you want, long as you can continue to pay the  cost. And you can perform other actions in between each card you put into play, if you wish. Some cards help lower the cost of putting a card into play (e.g., "Extra Envelopes" lets you reduce the cost of all  cards by one  of your choice). If you are given a discount on , you may choose which  you don't need to pay, which may make it easier to put a card in play.

2) Use a card that is already in play.

For any card already in play (even cards you put in play this same turn) you can use the effect listed on that card. If a card has a  symbol, then you may use that card **one time only** in each month, unless you have put a card in play that allows you to do a double card-use. Some cards require you to have certain resources (like an  or a ) and if you do not, you may not use the card this turn. Once you've used a  card you should turn it sideways or mark it with one of your tokens to remind you it has already been used (gamers call this "tapping" the card). Don't forget to "untap" the cards (turn the cards back up) when you finish your turn so the cards are clearly available for the next turn.

Cards that say have the  symbol in the bottom left corner of the card CANNOT be used during monthly play; they only trigger when the game ends. Cards that have the  symbol can be used as often as they are eligible to be used.






3) Trade Envelopes of Cash.








As in the prior scenario, you still can trade in  of one (or more) color, for an EC of another color. In the full game, and in this scenario, the base cost to perform this action is 3-for-1, i.e., to get 1  of any color you want, you must turn in 3  of any color or combination of colors (remember though, you must also pay 1  for each trade). That is, if you have  and , but what you really need is , you can simply turn in the 3  you don't want. Discard one  and take the  you need. You can do this as many times as you would like each turn, with any combination of  traded in, at a cost of one  per trade. You can perform other actions in between your trade-ins. Because we're using cards in this scenario, you may be lucky enough to draw a card that lowers the cost of trades by 1  or avoid the one  cost or provides other benefits when trading in . This will make trading in envelopes a more affordable/viable tactic.


No Travel or Recruiting in this Scenario.... Skip to Action 7






7) Run a Marketing Campaign.

In this scenario, there is another good use of your , which is to run a Marketing Campaign. Marketing Campaigns are simply a way to turn your  into , but unlike most other actions, **you may only perform this action one once per turn.** You can spend between 1 and 8 , and you'll receive more  the more you spend, but the as you buy more points, the cost of each point (per month) tends to get higher. The full table is printed on the board.

1  costs just 1 , but if you want 2  in a single month, it will cost 3 , and 3 cost 5 , etc. (If you have already put the “Development Office” card into play, you score an extra  each turn you pay for at least 1  through a Marketing Campaign.)





To be clear, prices reset each month: 1  will cost




1  in April, even if you bought 1  for 1  in March. The Marketing Campaign action can only be performed once per month, though you can undo your marketing campaign if you did it earlier in the month and want to revise the plan.



Marketing Campaign			
Booster Bucks	1	3	5
	1	2	3

If you spend 3 , you will get 2 

8) Place Wagers in Vegas.

If you have leftover  and you do not want to travel any further this month, and you don't want/can't afford to sign any Recruits or pay any Runners, you can spend your leftover  to place bets on the “Vegas” Table. Pay as many  as you want and for each  you pay, place one of your Player tokens on any number/color combination you want. This is like placing a craps bet or placing a bet on a roulette wheel.

On the next roll of the colored dice (in the following month), if any of your Player tokens match the number/color combination of one or more of the dice that are rolled, you win 1  plus 2  tokens for each matching Player Symbol token. **You receive the  for use in the month in which the dice are rolled.**

It does not matter what color of  you spent to get a token to gamble in Vegas. You may bet on any color you wish. When you win, you will win 2  in the color of the die you bet on, not the color you spent.





Note: if you place a wager in February (the last month), it would be a total waste of a move, because there won't be another die roll or another turn to use any winnings.

All Bets Are On!					
VEGAS	1		3	4	5
		2	3		5
	1	2	3	4	5

In this example the yellow player paid 2  (of any color) to place two bets and the orange player paid 1 (of any color) for a single bet. Yellow bet on 2 Green and 1 Blue. Orange bet on 4 Magenta.

Generally speaking, during your turn, you're allowed to undo your move and go back to the beginning, etc. Once you declare your turn done and pass control to the next player, though, you're locked in.


9) Declare your turn over.

The final action of each month is to announce your turn is over. You usually won't have any leftover  when you finish a month (except maybe in February), since you can always move your Bus another space, use Runners to Send the  to Recruits (if you can/want to spend 1 ) or place Wagers in Vegas, but **if you do have leftover , discard them now.** Your turn is over for the month and the next player takes his/her turn. At this point, your decisions for the turn get locked in, so make sure you're content with your actions for the month. If you are the last player for the month, then the End of the Month process begins.




End of the Month

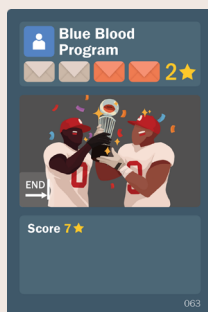
At the end of the month, you will pass the Starting Player Chain token clockwise so that there will be a new Starting Player. In May (and again after every three months in the full game), remove all of the cards from the discard pool and remove them from the game, and then deal a single, fresh card to the discard pool to replace the cards that just got removed. Advance all players' Coach's Whistles to the next month. In this scenario, in August (normally this would happen in February) remove all of the cards from the face-up pool and remove them from the game, but don't deal out any new cards to the discard pool.

END OF SCENARIO

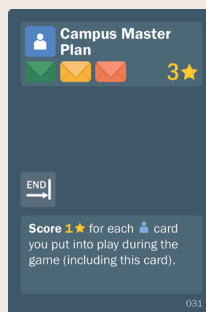
After you play the last turn (August in this scenario), each recruiting class is set in stone and you, as the Head Coach, will be judged against your peers for who had the best recruiting class, represented by who gained the largest  total.



End of Game Cards

In addition to any  you have earned during the game, you should check to see if you have any "End of Game" cards. These have an  on them. Score any points you have earned from these by moving yourself further along the  track. Some of these cards are just flat points, others require a little math.





The Blue Blood Program is simple: it gives you 7  points at the end of the game





The Campus Master Plan is more complex: it gives you 1  point for every Culture card (as indicated by the  symbol) you put into play (including the Campus Master Plan itself!)



Run One Final Marketing Campaign

Players who have any  left over may conduct one additional marketing campaign using the Marketing Table on the board. If they have any leftover  after this, save them to serve as a tiebreaker.

Positional Scoring & Regional Scoring



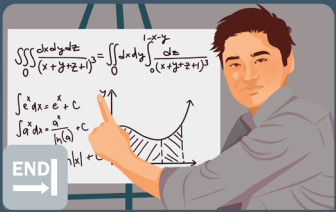
Normally, you would now look at your Recruits to see how many positions you'd recruited and how much depth in a region you'd achieved, but we skipped that in this scenario (you learned this part in the first scenario), so you get zero  for those two elements. But of course in a full game you'd probably be getting a sizable number of  from these two components of scoring.






Determining the Winner (and Breaking Ties)




The winner is the person who scored the most . That person gets a (fake) \$1,000,000 retention bonus and wins the game. In the case of a tie, the person who has the most leftover  wins. If there is still a tie, whoever recruited the most unique position groups wins. If it is still a tie, heck, this is just an introductory scenario, so enjoy the perfect parity you've achieved and share the win among all tied players.

WHAT'S NEXT?

Believe it or not, you have finished the campaign. You are ready to play a full game now. Go to the full rulebook and give it a try. What you will discover is that the second scenario you played, where you were focused on card play and the game went from March to August is a lot like the first half of a full game, and that the first scenario you played, where you're more focused on recruiting and movement in September through February, plays a lot like the second half of a full game, except in a full game, you'll have the benefit of some of the effects of the cards you put into play during the first half of the year. It doesn't always work it exactly like that, but you now have all the tools you need to play a fully integrated game of Envelopes of Cash. Go make us proud!

**Analytics Nerd**
 **2★**

END →
Score 3★ for each Border State Recruit you signed.
038

**Stadium Alcohol Permit**
 **2★**

Receive 1 
Or **3**  (combined), if you also have put Development Officer into play.
029

**Giving 110%**
 **3★**

END →
Score 1★ for any \$ card you put into play.
028

if you have any new-to-the-hobby friends you could show these Newbie rules to, and then send us their impressions, we would be very appreciative. it is hard to know what's obvious and what's confusing when you've been playing complex board games for forty years. This will remain a living document to be edited as the game reaches a broader audience.



Credits:

Game Design: Andy Schwarz

Illustrators:

Miah Rose Serdone

Therese Ureta

Graphical Consultation:

T. Wyeth

Rules: Andy Schwarz

Rulebook Graphical Design:

Sean Kenny

Mentorship: Juli B.

Proofreading: MojoCat

Playtesters include Astrid, Judy, John, Ben, Brandon, Lance, Enrique, Seth, John, TWB, and MVD.

Inspiration provided

by great German

game designers, most especially Stefan Feld, Uwe Rosenberg, Karen & Andreas Seyfarth, and Andreas Steding.

Many thanks also to our initial card adopters:

John S, Nicole A, Sarah S, Joel A, David W, Wendell H, Manali K, Ricky V, Melodi D, Nancy S, Keith S, Michael F, Pablo T.

Looking forward to expanding this list greatly and adding last names and dedications, etc.

To Melodi, my sine qua non.

