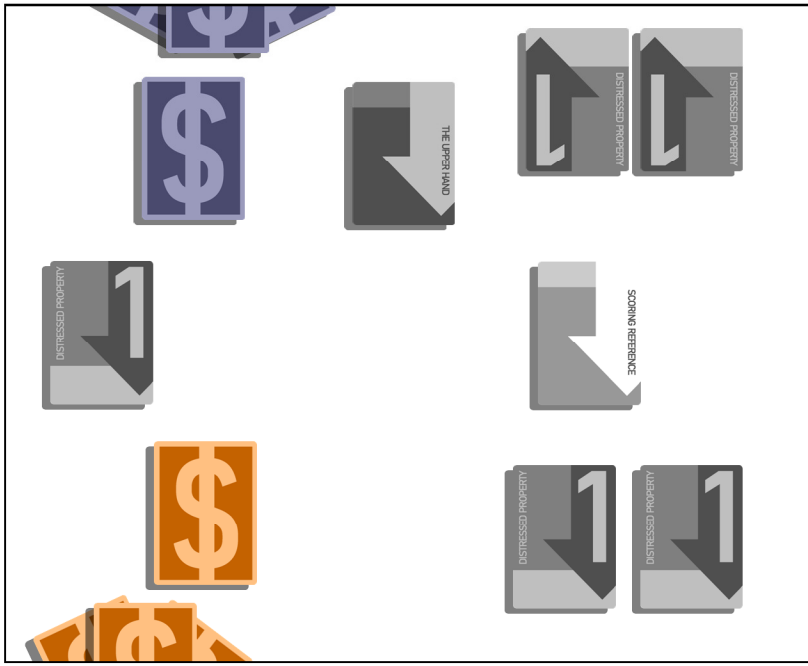
complex is a card game for two would-be real estate investors. Played over a series of rounds, each player uses their own deck of 14 Capital cards in a series of blind bids to acquire Duplexes, Triplexes, and Quadplexes. The player who bids the highest acquires the available property. The player with the lowest bid gets to move their Capital card to their Capital and use that card's one time effect. Ties are broken by the player with The Upper Hand. When either player has no cards remaining in their deck, the game ends and players gain points for their acquired Properties and the cards in their Capital.



For a how to play video, please visit smallboxgames.com/complex

SETUP

Separate the cards into the 5 types: **14 Purple Capital cards**, **14 Orange Capital cards**, **24 Property cards**, **The Upper Hand card**, and **1 Scoring Reference card** and place all of these cards to the side of the play area.

Take the **24 Property cards** and shuffle them together, forming the **Property deck** in the middle of the play area. Deal 2 of these Property cards face down to each player as Distressed Properties forming each player's **Properties** *(note that players may never look at the other side of a Distressed Property, even their own, unless directed to do so)*.

Each player takes 1 set of **14 Capital cards** *(these sets are identical aside from their color)*. Each player then shuffles their 14 Capital cards and places them in a face down deck in their play area, forming each player's personal **Capital deck**. Each player then draws 3 cards from their Capital Deck forming their hand *(the cards in a player's hand are kept secret from the other player)*.

The oldest player takes **The Upper Hand card** and places it in their play area. **The Scoring Reference card** is moved to the middle of the play area. The game begins.

PLAYING COMPLEX

complex is played over a series of Rounds. Each round, each player will blind bid 1 Capital card from their hand to attempt to acquire the current Property. The winner gets the Property, while the loser gets Capital and an effect. Ties are broken by the player holding The Upper Hand card. The game ends when either player has no cards remaining in their Capital deck. Players gain points for the Properties they have acquired and their face down Capital cards. **complex** uses the following cards:



There are **24 Property cards**, representing small apartment buildings the players are bidding to acquire: **Duplexes**, **Triplexes**, and **Quadplexes** *(worth 2, 3, and 4 points, respectively)*.

Some Property cards are **DOUBLE DEAL** Property cards (covered later).

The back of each Property is a **Distressed Property** *(worth 1 point)*.

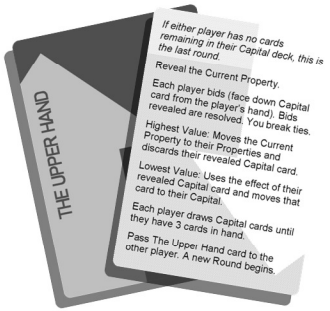
Acquired Property cards in a player's play area are that player's **Properties**. No player may ever look at any face down (Distressed) Property card (even their own), unless directed to do so.



There are **28 Capital cards**, separated into 2 identical decks of 14 cards each *(Orange and Purple)*. Each player has their own personal Capital deck. Each Capital card features a Value of 0-13, and an effect.

Each player has their own Capital deck, as well as their own face up discard pile. These cards are used to bid on the Current Property.

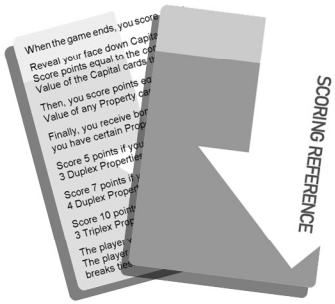
Capital cards can also be added face down to each player's play area *(their **Capital**)*. No player may ever look at any face down Capital card *(even their own)*, unless directed to do so. Cards in a player's hand are kept secret from the other player.



There is **1 The Upper Hand card**. This card passes back and forth between the players at the end of each Round.

In the event of a tied bid, the player with The Upper Hand card chooses who has the highest Value.

Additionally, The Upper Hand features a break down of how a round is played out.



There is **1 Scoring Reference card**. Players are welcome to access this card at any point for a quick refresher on how points are scored when the game ends.

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Rules V1.10.27.26

ROUNDS

complex is played over a series of rounds. There are no individual player turns in complex. There is not a set number of rounds. **At the beginning of any round, if either player has no cards remaining in their Capital deck, it will be the last round of the game.**

Current Property

At the start of the round, the top card of the **Property deck** is revealed and placed in the middle of the play area. This is the **Current Property** for the round. Players will then bid on the Current Property.

If the Current Property is a **DOUBLE DEAL** Property, an additional Property card is revealed from the top of the Property deck and placed next to the Current Property. Players will bid on both of these Properties in a single Bid. A maximum of 2 Properties are ever up for bidding during a single round. If the additional revealed Property is also a **DOUBLE DEAL** Property, ignore its **DOUBLE DEAL**.

Bids

Each player **must** bid on the Current Property. To bid, each player places **1 Capital card** from their hand, face down, next to the Current Property. Once each player has bid, those 2 face down Capital cards are revealed (flipped face up) and resolved.

Resolving Bids

The number displayed on each player's revealed Capital card is their Capital card's **Value**.

The player who revealed the **highest** Value Capital card **acquires** the Current Property. When a player **acquires** a Property, from anywhere, they move that Property card to their Properties. After acquiring the Current Property, the player with the highest value discards their revealed Capital card (discarded Capital cards are placed face up in the player's discard next to their deck).

Then, the player who revealed the **lowest** Value Capital card **must** use the **effect** of their revealed Capital card and then they move that Capital card to their Capital face down. When a player uses the effect of a Capital card, they must follow that effect's text to the best of their ability. Note that if an effect references a Property, unless otherwise stated, that can mean either player's Properties or Distressed Properties.

Each player, if possible, draws Capital cards until they have 3 cards in hand. **The Upper Hand card** is passed to the other player.

If this was the last round, the game ends. Otherwise, a new round begins.

The last round is determined at the beginning of any round where either player has no cards remaining in their Capital deck.

ROUND EXAMPLE



A DOUBLE DEAL Triplex is revealed for the Current Property. So, an additional Property is revealed and added to the Current Property. It is also a DOUBLE DEAL. However, a maximum of 2 Properties are ever up for bid during a single round, so its DOUBLE DEAL is ignored.





Players bid. Bids are revealed. The Orange player bids a 10. The Purple player bids 11.





The Purple player has the highest bid, so they move the Triplex and Duplex Property cards to their play area. These 2 Property cards are now their Properties. Their revealed Capital card is moved to their discard pile face up.

The Orange player has the lowest bid. They use the effect of their revealed Capital card. That card's effect, PROPERTY SWAP, directs the player to exchange 1 of their Properties with 1 of the other player's Properties. So, they move 1 of their Distressed Properties to the other player's Properties and move the other player's Triplex to their own Properties. They move their Capital card to their Capital (face down).

Each player draws cards from their Capital decks until they have 3 Capital cards in hand. The Orange player passes The Upper Hand card to the Purple player. A new round begins.

ENDING THE GAME AND SCORING

When the game ends, each player discards any remaining Capital cards in their hands and each player scores points. Players score points the following 3 ways:

Each player reveals their face down Capital cards. Each player scores points equal to the combined Value of their own revealed Capital cards.

Then, each player scores points equal to the Value of any Properties they have (a Property's Value is the large number present on the Property card.).

Finally, each player may receive bonus points for having certain Properties:

A player scores 5 bonus points if they have 5 (or more) Duplex Properties.
A player scores 7 bonus points if they have 4 (or more) Triplex Properties.
A player scores 10 bonus points if they have 3 (or more) Quadplex Properties.

The player with the most points wins. The player with the most Properties breaks ties.

SCORING EXAMPLE



The Purple player has these 6 cards in their Capital. They score 36 points for the cards in their Capital. *Note that there is an Orange Capital card present. This can occur due to a specific Capital card's effect.*



The Purple player has these 8 cards in their Properties. They score 17 points for the cards in their Properties.

They have 4 Triplex Properties, so they score the bonus 7 points for having 4 (or more) Triplex Properties.

The Purple player's final score is 60 .