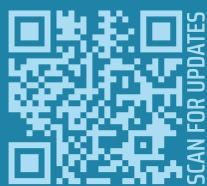
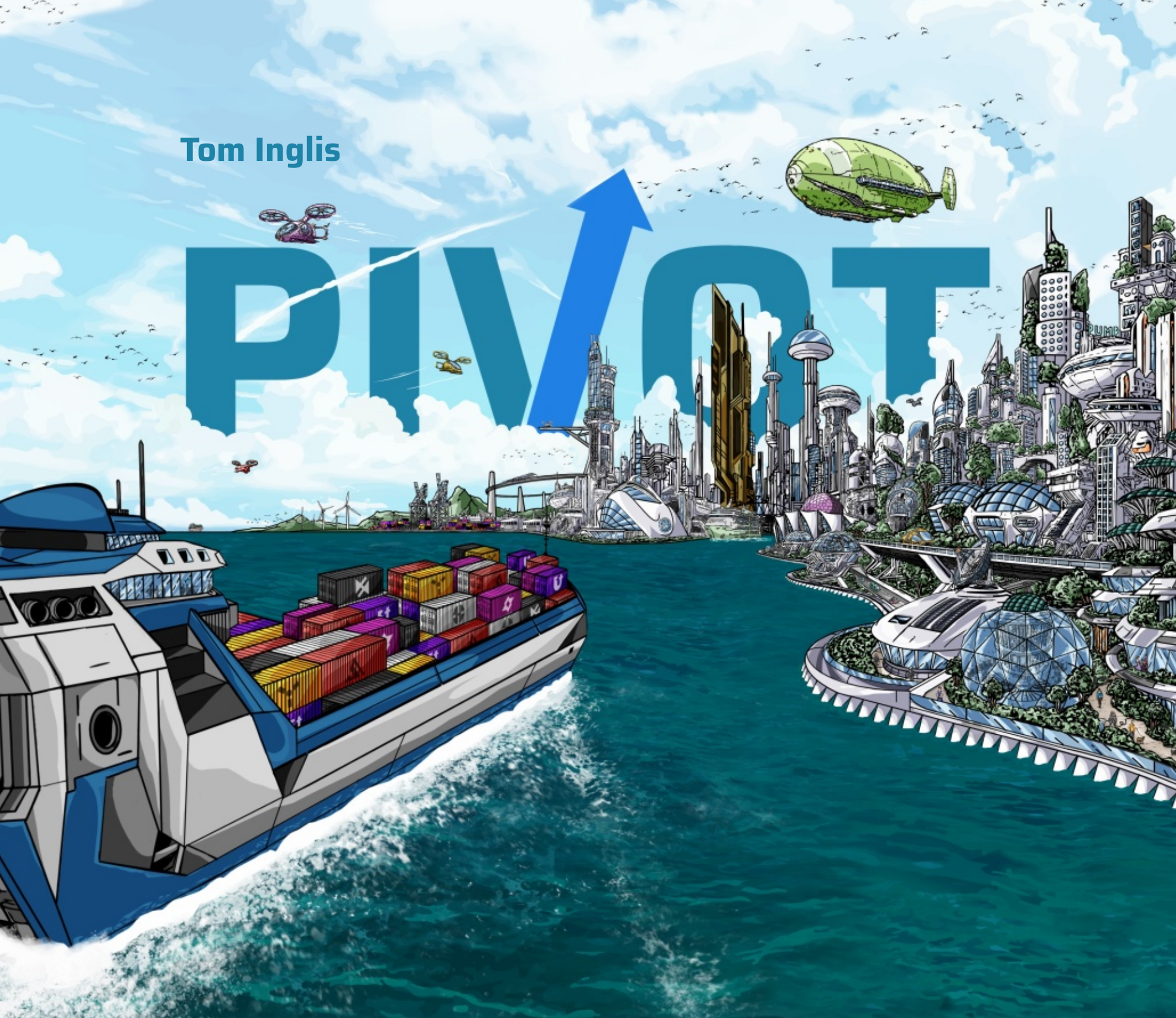


Tom Inglis

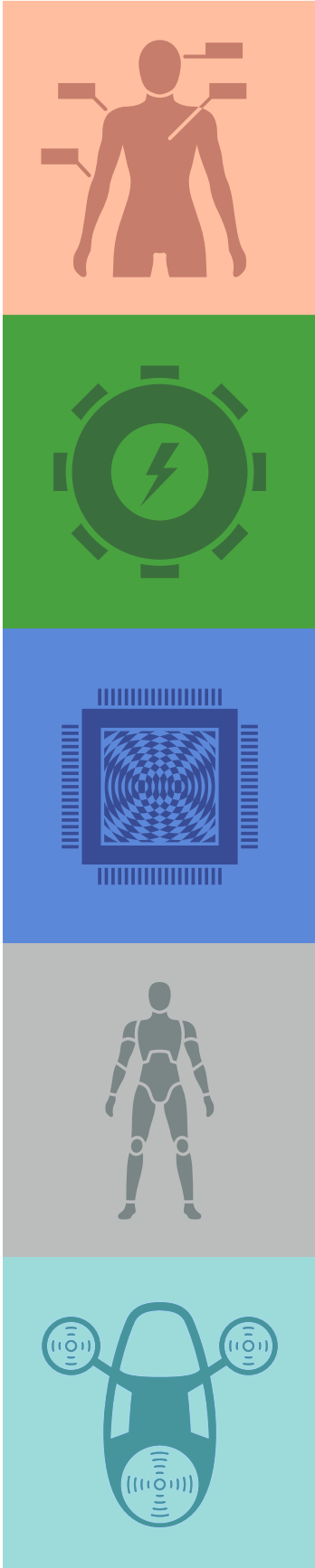
PIVOT



SCAN FOR UPDATES

Rulebook

Teomach Games



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Your Feedback

This is a pre-production rulebook. The game's core design is settled, but we are actively refining the rules text, components, and balance based on player experience. If you spot an ambiguity, discover an edge case, or have a suggestion, we would love to hear from you via email at hello@teomachgames.com.

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PIVOT

Build high-tech startups, hype the market, and exit at the right time.

Introduction

It's 2077. Five industries—Augments, Fusion, Quantum, Robots, and Skycars—are reshaping the global economy. The startups racing to dominate them are yours to build, back, and sell at the right time.

You play as one of five entrepreneurs, competing to amass the greatest fortune in an era where technical progress might yet carry humanity to the stars. This is not greed for its own sake. The wealth you accumulate is the fuel for what comes next: the fusion reactors, the quantum networks, the skycar routes that will reshape a world still deciding whether its future is bright or dark. The entrepreneur who exits richest is the one best positioned to shape what follows.

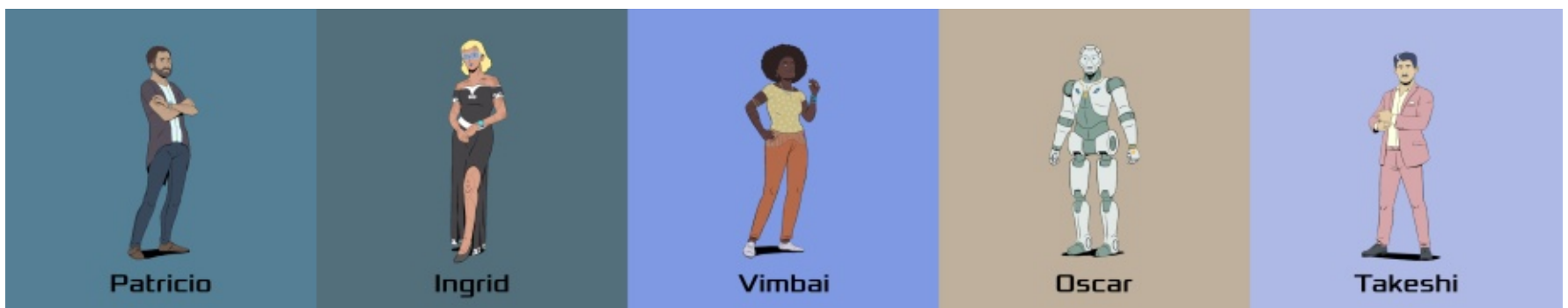
Game Overview

In Pivot, you hold shares across multiple companies and can operate any company you are invested in—but your share count caps both your spending power and your income. On your turn, you play cards to fabricate products, extend shipping routes, hire sales agents, and sell to meet regional demand. After each company action, you collect a salary and draw a special card from a shared display near the board.

The player with the most shares in a company becomes its CEO—unlocking the power to form partnerships between companies and to sell a company to the market at the moment of your choosing. Selling a company pays every shareholder a cash bonus, and the later you sell, the bigger the bonus. But wait too long and the game ends before you cash in.

That pressure comes from the game clock. Every special card you play to seed demand also advances a marker around the board. When it completes enough laps, product prices are re-counted and the clock ticks forward one year. Everyone can see it, everyone can accelerate it, and everyone must decide when to stop building and start getting out.

Your final score is your personal cash plus the value of all shares you still hold. The player with the highest total wins. Pivot plays with 2-5 players in 50-150 minutes, scaling shorter at lower counts.



Components

Double-sided Map Board (Continents / Yellow Sea)



36 Action Cards –



5 Player Boards



40 Hype Cards (8× each) –

Module 1: Catalyst Cards
20 Catalyst Cards (4× each)
See Optional Modules.

20 Character Cards



42 Company Markers (7 per company)



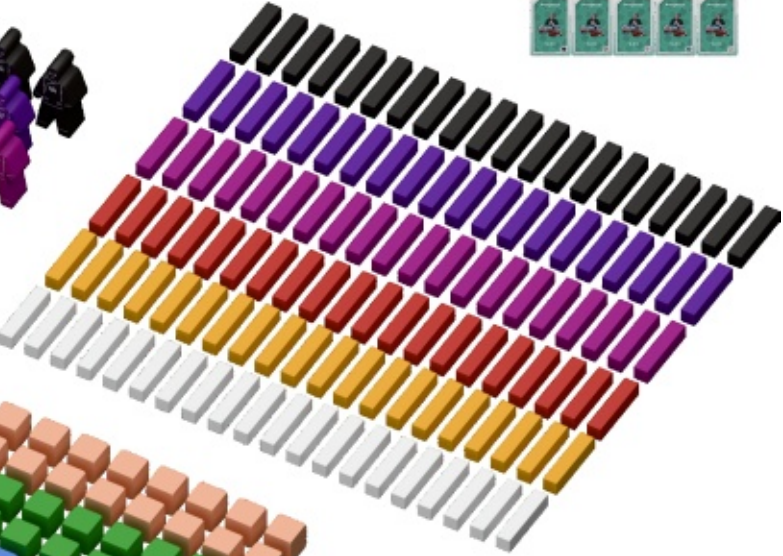
12 Fabs (2 per company)



30 Agents (5 per company)



120 Shipping Legs (20 per company)



3 Pricing Overlays



15 Cash Markers



5 Pricing Markers



Region Marker



Lap Marker



Correction Marker



+ 1 Cloth Bag

120 Product Cubes (24 per type) serve in three roles:

- Hype Cubes represent market demand in Regions,
- Goods Cubes represent inventory at Fabs,
- Skill Cubes represent the expertise of Agents.

Setup

- 1. Place the Map Board in the centre of the table. Choose either Continents or Yellow Sea.
- 2. Choose Active Companies by player count, by mutual agreement or randomly.

	2	3	4	5	
Active Companies	3	4	5	6	
Product Cubes	15	18	21	24	per type
Initial Hype	4	5	6	7	per Region

Select which companies—Ametron, Cylico, Koratec, Numaxos, Ultigma, or Yolum—will be active for this game and return the rest to the box. Place each Active Company’s marker on the “20” space of the Company Funds Track. Remove Product Cubes of each type to reach the number shown above (remove 9 per type at 2P, 6 at 3P, 3 at 4P, none at 5P), and return the rest to the box.

3. Take a Player Board. Each player takes a Player Board and Cash Markers for their chosen character: Patricio, Ingrid, Vimbai, Oscar, or Takeshi. At 3-5 players, place your first Cash Marker on the “3bn” space of your Player Board abacus and the other two at “Obn.” Place markers for all Active Companies in the shareholding spaces on your Player Board. At 2 players, all three Cash Markers start at “Obn” and shareholding markers are placed during the fixed draft—see 2-Player Variant.

4. Prepare “the Accelerator”. Shuffle all Hype Cards (purple backs). Set aside 5 cards face-down without looking at them and return them to the box. Draw 5 face-up near the board to form the Accelerator. (If playing with Module 1: Catalyst Cards, remove 5 Hype Cards first, then shuffle all remaining purple-backed cards together.)

5. Deal starting cards. Give each player their 4 Character Cards (green backs) and 6 Action Cards: 3× Ops, 1× Sell, 1× Invest, 1× Research (blue backs). Place the Deal Cards (blue backs) in a general Supply.

6. Set pricing. Place each Pricing Marker on its associated icon on the Product Pricing Track. Add the correct Pricing Overlay if playing with 2, 3, or 5 players.

7. Set the clock. Place the Region Marker on Region 1 in the Customer Hype Space. Place the Lap Marker and the Correction Marker on their respective icons on the Runway.

8. Set Initial Hype. Fill the Cloth Bag with all remaining Product Cubes. Randomly draw and place cubes one at a time to fill each Region’s Hype Space up to its Initial Hype level (see table



above). If you draw a 4th cube of the same product type for a single Region, redraw. If no other types remain in the bag, stop filling that Region. After the draw, return remaining cubes from the bag to the Supply.

9. Perform an initial Price Correction. Count total Hype for each product across all Regions and adjust prices on the Product Pricing Track.



Product Pricing

Price (bn)	2	3	4	5
6	0-2	0-3	0-4	0-5
8	3-4	4-5	5-6	6-7
10	5-6	6-7	7-8	8-9
12	7+	8+	9+	10+

10. Determine the starting player: the person who most recently made a sale. Play continues clockwise.

Company Founding

The game begins with Founding. You choose how to distribute your 12 shares across the Active Companies. This is the most consequential decision you will make before play begins—it determines your spending power, your income, and your claim on CEO control.

For 3-5 Players

In play order, each player selects and reveals a Character Card. Later players see all earlier choices before committing.

Founder (7-3-2):

Dominant control of one company. High commitment, high reward—build it into a giant for a massive Exit Bonus.

Prospector (6-4-2):

Strong primary with a meaningful secondary. Build your main company while keeping a powerful Plan B ready to develop or pivot into.

Operator (5-5-2):

Split focus between two companies. Secure the CEO of both, leverage Partnerships, and manage dual investment.

Investor (4-4-4):

Equal stakes in three companies, no CEO duties. Watch the market, read the table, then back the winner.

Players then place their share blocks one at a time in snake-draft order, largest block first, each block into a single, separate Active Company. In a snake draft, the first round proceeds in play order (Player 1, 2, 3...), the second round reverses (...3, 2, 1), the third round proceeds again (1, 2, 3...)—ensuring the last player to place in one round is the first to place in the next.

For 2 Players

Skip Character Cards. See 2-Player Variant for the fixed draft (page 12).

Assign CEOs

The player with the most shares in a company takes its Deal Card. Ties during Company Founding are broken by earlier position in play order.

Company Founding Example (3 players):

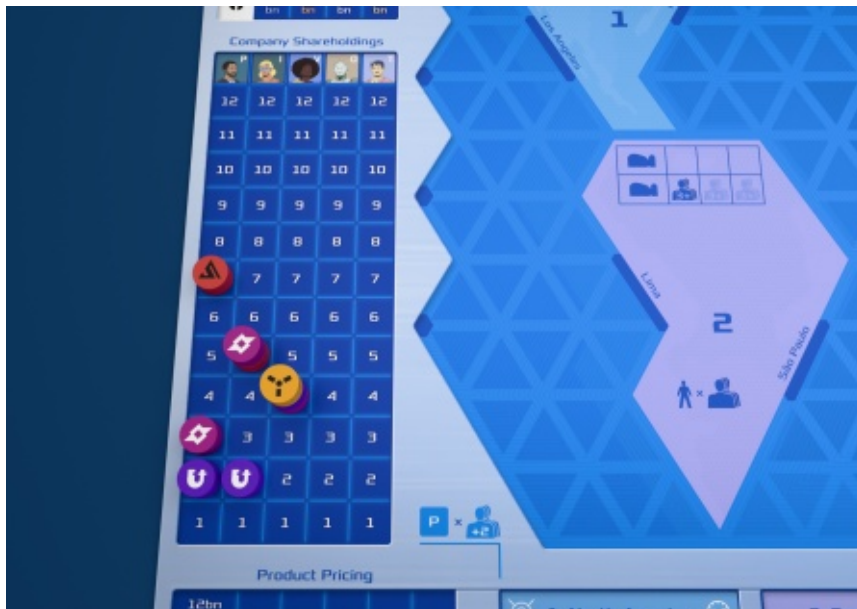
Patricio reveals Founder (7-3-2),
Ingrid reveals Operator (5-5-2),
Vimbai reveals Investor (4-4-4).

Round 1 forwards—
Patricio places 7 in Ametron,
Ingrid places 5 in Koratec,
Vimbai places 4 in Ultigma.

Round 2 reverse—
Vimbai places 4 in Yolium,
Ingrid places 5 in Ametron,
Patricio places 3 in Koratec.

Round 3 forwards—
Patricio places 2 in Ultigma,
Ingrid places 2 in Ultigma,
Vimbai places 4 in Koratec.

CEOs:
Patricio leads Ametron (7 vs Ingrid's 5).
Ingrid leads Koratec (5 vs Vimbai's 4 vs Patricio's 3).
Vimbai leads Ultigma (4 vs Patricio's 2 vs Ingrid's 2) and
Yolium (4, uncontested)—and holds both Deal Cards.



Gameplay

Your Hand

You start with 6 Action Cards (3× Ops, 1× Sell, 1× Invest, 1× Research). Deal Cards are added to your hand when you become CEO. Hype Cards are drawn from the Accelerator after Company Actions (Ops, Sell, and Deal). Your hand limit for Hype Cards is 3.

Your Turn

On your turn, follow these three steps:

Step 1 — Hype. Play or discard up to 3 Hype Cards from your hand. Playing a Hype Card places 1 Hype Cube of the matching type in the Current Region—the location of the Region Marker—and then advances the Region Marker to the next Region. Discarding advances the Region Marker without placing a cube. You may play and discard in any order—each card targets a different Region because the marker moves after each one.

Step 2 — Action. Play 1 Action Card from your hand, resolve it, then discard it. You must play a card—you cannot skip your action.

Step 3 — Salary & Draw. After a Company Action only: collect the appropriate Salary, then choose 1 card from the Accelerator. If your hand already holds 3 Hype Cards, discard 1 first—the Region Marker advances. Slide remaining Accelerator cards left and refill it from the deck.

Action Cards (blue backs) are discarded to your personal discard pile. Hype Cards (purple backs) are discarded to a shared pile next to the Accelerator.

Key Concepts

The following concepts apply throughout the game. Read them before the Action Card descriptions that follow.

The CEO

The player with the most shares in a company is its CEO. To become CEO during the game, you must acquire strictly more shares than the current CEO—tying is not enough. When you lose the lead, immediately give the Deal Card to the new CEO, whether it was in your hand or your discard pile.

The CEO may: hold and play the company's Deal Card to form a new Partnership or exit the company; Redeploy the company's Fabs, Agents, or Shipping Legs to elsewhere on the board when the Supply is empty (full rules under each Ops sub-action). The

CEO must fill each Fab to capacity when the company exits (see Aftermath).

Company Funds vs Personal Cash

Company Funds belong to the company. They are tracked on the Company Funds Track around the edge of the Map Board. Company Funds pay for Ops (Fabricate, Ship, Hire) and Salaries. You cannot spend Company Funds on personal investments.

Personal Cash belongs to you. It is tracked on the three-marker abacus on your Player Board. Personal Cash pays for shares when you Invest. Personal Cash is also your score at the end of the game.

The Share Limit

Your share count in a company limits both what you may spend and what you may earn from it.

Spending Cap: When playing a card for a company, your total spend from Company Funds cannot exceed your share count. This cap covers the whole card—not each sub-action individually.

Salary Cap: When receiving Salary, you receive the lower of the Salary tier (see table below) or your share count.

Example: Koratec has 85bn (Salary tier 5), but you own 3 shares. You can spend at most 3bn from Company Funds, and receive at most 3bn Salary.

Salaries

After a Company Action (Ops, Sell, or Deal), you may optionally receive Salary paid from Company Funds. The rate is determined by Company Funds after the action completes:

Company Funds (bn)	Salary (bn)
0–19	1
20–39	2
40–59	3
60–79	4
80–99	5
100+	6

If Company Funds are insufficient to pay Salary, take what remains.

Bank Payment: When a company exits—whether by Auto Exit or Manual Exit—Salary is paid by the Bank (representing the off-board investors who have acquired the company) instead of Company Funds.

The Region Marker

The Region Marker sits in the Customer Hype Space and advances clockwise through the five Regions (1→2→3→4→5→1). The sequence is circular—Region 5 is adjacent to Region 1. The marker advances one step each time a Hype Card is played or discarded.

Hype Placement Limit: No Region may hold more than 3 Hype Cubes of any one product type. If a cube cannot be placed (because the Region already holds 3 of that type, or none of that type remain in the Supply), the Region Marker still advances.

Price Correction

The Region Marker drives the game clock, represented in the bottom right of the Map Board by the Runway.

Each time the Region Marker crosses from Region 5 to Region 1, advance the Lap Marker by one space on the Runway. The number of laps required to trigger a correction scales with player count (1 at 2P, 2 at 3P, 3 at 4P, 4 at 5P). When the Lap Marker reaches the required space, a Price Correction occurs. Advance the Correction Marker by one year on the Runway, return the Lap Marker to its start space, and recount total global Hype for each product—then adjust all Pricing Markers on the Product Pricing Track.

Product prices do not change between corrections.



Game End: At 3–5 players, the game ends after the active player completes their turn when the Correction Marker reaches 2080 (no correction occurs). At 2 players, see 2-Player Variant.

Action Cards

A. Company Actions

Play a Company Action for a single company in which you own at least 1 share. After resolving the action, collect the appropriate Salary, then choose 1 card from the Accelerator (discarding a Hype Card first if your hand is full). Slide remaining Accelerator cards left and refill from the deck.

Ops

Each Ops card prints two of the three sub-actions (Fabricate & Hire, Ship & Fabricate, or Hire & Ship). Choose one or both sub-actions on the card you play. Pay all costs from Company Funds, subject to the Spending Cap.

Fabricate — 1bn per Goods Cube

Add Goods Cubes to your Fabs (each company has 2 Fabs, max 3 Goods Cubes per Fab). Each Fab supports a single product type. Fab Spots are printed on the board—use only spots matching your player count or lower. You may place a new Fab into an empty Fab Spot, provided you add at least 1 Goods Cube to it immediately. If the Supply of the chosen type is empty, you may take Hype Cubes of that type from the Fab's Region instead (if available).

Redeploy (CEO only): If both Fabs are placed, move one to a new Fab Spot. You must place at least 1 Goods Cube and pay for all new cubes. Cubes at the old location return to the Supply without a refund.

Ship — 1bn per 2 Shipping Legs (round up)

A company's Network is its connected set of Routes on the board. Place Shipping Legs to connect two Ports, a Port to your Network, or two of your Networks. Each Route must be built in full—no partial connections. Max 2 Shipping Legs per Port per company. You may cross rival Routes.

Goods cannot be shipped across land borders between Regions, nor between two Ports in the same Region without a Route connecting them.

Recycle (CEO only): If the Supply of Shipping Legs is empty, remove a complete Route to reuse its Legs without a refund. You must still pay for the new Route.

Example: Cylico has a Route from São Paulo to Lagos. Cylico cannot ship Goods to Mumbai by building a separate Route from Durban—Lagos and Durban are different Ports in Africa and the two Routes are not connected. Cylico has to link Lagos to Durban, or build a Route from Lagos to Mumbai directly.



Hire — 2bn per Agent

Place an Agent in a Region with available Agent Space (the number of Agent Spaces per Region scales with player count: 2 at 2P, 3 at 3P, 4 at 4P, 5 at 5P). Assign it a product type by placing a Skill Cube from the Supply with the Agent. If the Supply of that type is empty, you may take a Hype Cube of that type from the Agent's Region instead (if available).

Each company may field only one Agent skilled in each product type per Region.

Example: Koratec fields Augments and Skycars Agents in Hebei, and an Augments Agent in Korea. Yolium fields an Augments Agent in Hebei and a Quantum Agent in Korea. Each company holds at most one Agent per skill per Region—but two companies may share the same skill in the same Region.



Retrain (1bn): Return the existing Agent's Skill Cube to the Supply and replace it with one of a different type.

Poach (4bn): Replace another company's Agent in a full Region. Pay 4bn to their Company Funds (or to the Bank if the company is Exited). Your new Agent inherits the Skill Cube. The displaced Agent returns to the Supply.

Redeploy (CEO only): If all 5 Agents are placed, move one to a new Region. You must still pay 2bn. The Agent keeps its Skill Cube.

Sell

Activate up to 4 Agents from the company and/or its Partner. To use a Partner's Agents, you must hold shares in both companies. Each Agent may be activated only once per Sell action. Exited Agents cannot be activated.

For each Agent you activate, resolve these four steps in order:

- 1. Demand:** The Agent's Region must contain at least 1 Hype Cube matching the Agent's Skill Cube.
- 2. Supply:** There must be a connected route from the Agent to a Fab with a Goods Cube of the matching type. The Fab may belong to the Agent's company or its Partner. You may use the Agent's company's Networks and/or its Partner's Networks to complete the route.
- 3. Revenue:** The company that employs the activated Agent earns the current Product Price. If all infrastructure used belongs to the Agent's company, it keeps 100%. If any Partner infrastructure (Fab or Network) is used, revenue splits 50/50 between the two Partners. If either Partner is Exited, their 50% goes to the Bank.
- 4. Cleanup:** Remove 1 Goods Cube from the Fab and 1 matching Hype Cube from the Region.

After all sales are resolved, you may optionally receive Salary from each company whose Agents you activated, based on their new positions on the Company Funds Track and taking account of your Salary Caps.

Example: You play Sell for Ametron, partnered with Numaxos. You hold 3 shares in Ametron, 2 in Numaxos. You activate 2 Ametron Agents and 1 Numaxos Agent.

Ametron's Quantum Agent in North America—route traced through Ametron's Network to their Fab in South America: Ametron earns the full Quantum price (10bn).

Ametron's Fusion Agent in Africa—route traced through Numaxos's Network to Numaxos's Fab in North America: revenue splits 50/50, each company earns 5bn.

Numaxos's Robots Agent in Europe—route traced through Numaxos's Network to their Fab in Africa: Numaxos earns the full Robots price.

Note: although you played Sell for Ametron, revenue goes to the Agent's owning company—here, Numaxos.

After resolving, you receive Salary from Ametron (capped at 3) and from Numaxos (capped at 2).



Deal (CEO Only)

Play the Deal Card for one of your companies. Choose one option:

A. Partner

Form a Partnership with another company to share Agents, Fabs, and Networks. The other CEO must agree. Each company may have only one Partnership at a time—forming a new Partnership replaces any existing Partnership for both companies. You may partner with an Exited Company without requiring agreement.

If you are CEO of both companies, you may partner them yourself and receive Salary from each.

Place each Company Marker on its Partner’s logo in the Companies Space to mark the alliance. Both CEOs receive Salary from their respective companies. Each company pays from its own funds—shortfall rules apply independently.

B. Exit (40–99bn)

Sell the company to the market. Receive Salary from the Bank, then process the Exit (see Exiting a Company).

At 2 players, Deal has restricted options—see 2-Player Variant.

B. Personal Actions

Personal Actions are played on your own behalf. You do not collect Salary or draw from the Accelerator.

Invest

Spend Personal Cash to buy shares in any Active Company. You may buy up to 5 shares in a single action, spending a maximum of 18bn total. Both limits apply.

Snapshot Pricing: The Share Price is locked at the start of the action. Buying shares does not increase the price during the action—even if your purchases push Company Funds into a higher tier.

Pay Personal Cash to Company Funds and update your shareholding. If you gain strictly more shares than the current CEO, take the Deal Card immediately. If you tie, they remain CEO. If there was no CEO, you become CEO.

Example: Ultigma is at 45bn (Share Price 6). You spend 18bn to buy 3 shares. All 3 cost 6bn each, even though your purchases push Ultigma to 63bn (Share Price 8).

Company Funds (bn)	Share Price (bn)
0–19	2
20–39	4
40–59	6
60–79	8
80–99	10
100+	12

Research

You must have played at least 2 Action Cards to your personal discard pile to play Research.

- 1. Retrieve:** Take all Action Cards from your personal discard pile and the Research card back into your hand.
- 2. Discover:** Discard the 2 leftmost cards from the Accelerator. For each Hype Card discarded, place 1 matching Hype Cube in the Current Region and advance the Region Marker one step. If the Current Region already contains 3 cubes of that type, or none remain in the Supply, the cube is not placed but the Region Marker still advances.
- 3. Refill:** Slide remaining Accelerator cards left and refill from the deck.

Hype Cards

There are 8 Hype Cards per product type (the precise number available in each game will vary depending on which 5 cards were set aside during Setup). They are one-time use and are discarded to a shared pile next to the Accelerator. If the deck runs out, reshuffle the discard pile.

- When played:** Place 1 Hype Cube of the matching type in the Current Region and advance the Region Marker one step clockwise.
- When discarded:** Advance the Region Marker one step clockwise without placing a cube.

Play or discard up to 3 Hype Cards at the start of your turn, before your main action. Each card advances the Region Marker, so successive cards in the same turn target different Regions.

Hype Cards drawn from the Accelerator after a Company Action may be played or discarded at the start of your next turn.

Exits

Exiting a Company

A company exits the game when it is sold to the market. This is the climactic event of any company’s arc, and getting the timing right is a core skill in Pivot.

Manual Exit (40–99bn): The CEO plays the Deal Card and chooses Exit. Not available at 2 players.

Auto Exit (100bn+): Triggered immediately whenever Company Funds reach 100bn, regardless of who caused it. At 2 players, the threshold is 80bn.

Auto Exit Timing

1. Complete the action that pushed Company Funds to 100bn+ (80bn+ at 2 players).
2. If the active player holds shares in the exiting company and the triggering action was a Sell, the active player receives Salary from the Bank. This replaces the normal end-of-Sell Salary for the exiting company only; Salary from other companies whose Agents you activated is paid normally from their Company Funds. If the exit was triggered by a Poach action, no Bank Salary is paid at this step (the active player will already have received normal Salary during Step 3 of their turn). If the exit was triggered by an Invest action, no Salary is paid — Invest is a Personal Action.
3. Process the Exit.
4. If multiple companies reach the Auto Exit threshold from a single action, the active player chooses the order in which exits are processed.

Exit Rewards

All shareholders receive a cash bonus from the Bank, based on Company Funds at the moment of Exit:

Company Funds (bn)	Exit Bonus
40–59	1× your shares
60–79	2× your shares
80–99	3× your shares
100+	4× your shares

Example: Yolium exits at 95bn (Exit Price 10). You hold 8 shares. You receive 24bn (3 × 8) in Personal Cash as your Exit Bonus. Your 8 shares are also worth 80bn (10 × 8) at final scoring.

Aftermath

Once a company exits, no more actions can be taken on its behalf. It receives no more income and has no in-game CEO. Existing Partnerships remain. Remove the Deal Card from the game.

Networks remain permanently on the board. Only Partners may sell using them, paying 50% of revenue to the Bank.

Fabs remain permanently on the board, blocking their Fab Spots. The exiting CEO fills each Fab to capacity (max 3 Goods Cubes), choosing a single product type per empty Fab—using the Supply only, placing as many cubes as remain. Fabs are never refilled after Exit. Only Partners may sell from them, paying 50% to the Bank.

Agents remain on the board with their Skill Cubes, blocking Agent Spaces but unable to be activated. They may be poached by any company in a full Region (4bn to Bank).

Move the company’s marker to the Companies Space to record its Exit Price. Shareholders retain their shares, valued at the Exit Price for final scoring.

End of Game

The game ends immediately at the conclusion of the active player’s turn when either only 1 Active Company remains, or the Correction Marker reaches 2080. For the 2-player game end rule, see 2-Player Variant.

Final Scoring

Calculate each player’s Net Worth: Personal Cash + the value of all shares held.

Active Companies: Shares valued at current Share Price (based on Company Funds).

Exited Companies: Shares valued at the Exit Price recorded when the company exited.

The player with the highest Net Worth wins. **Tiebreaker:** the player invested in the most companies (any shareholding counts).

Map Board Features

Continents



Continents is a global network of landmasses and open waterways. Routes may pass above or below the continents as well as through the Suez and Panama Canals—a single Ship action may not use both Canals.

The Pacific connects the board edges via 2 wraparound Nodes (connection points at the board edges).

Yellow Sea



Yellow Sea is an asymmetric map with a more congested Western than Eastern side.

Each Region contains two named Ports. Both Ports share the same Hype Space and Agent Spaces, but each Port has its own attached Fab Spots—you must connect to a specific Port to ship Goods from its Fabs.

Optional Modules

Module 1: Catalyst Cards

For a more diverse game, add the 20 Catalyst Cards—Force Multiplier, Growth Hacker, Narrative Disruptor, Protocol Breaker, and Serial Entrepreneur—to the Hype deck. Shuffle all purple-backed cards together into one deck.

Like Hype Cards, Catalyst Cards are drawn from the Accelerator after Company Actions, are one-time use, and are discarded to the shared pile next to the Accelerator. Your hand limit remains 3 (Hype and Catalyst Cards combined). Catalyst Cards may be discarded before your main action, following the same rules as Hype Cards.

However, when played, a Catalyst Card is played as your main action instead of an Action Card. Force Multiplier is a Company Action—collect Salary and choose from the Accelerator after resolving. All other Catalyst Cards are Personal Actions.

When discarded—whether to make hand space or during Research—each Catalyst Card advances the Region Marker one step without further effect.



Force Multiplier (×4)

Receive an 8bn credit to spend on Ops (Fabricate, Ship, and/or Hire) for one company, without drawing on Company Funds. The Spending Cap does not apply. Collect Salary after resolving.



Growth Hacker (×4)

Activate up to 6 Agents from any combination of Active Companies in which you hold shares. Unlike Sell, you may activate Agents from multiple companies, not only one company and its Partner. Partnerships still apply when tracing Routes and sharing Fabs and Networks. Exited Agents cannot be activated.

Resolve each sale as normal (Demand, Supply, Revenue, Cleanup). If a company reaches the Auto Exit threshold during Growth Hacker, complete all remaining activations first, then process exits in the order you choose.

Bonus: Receive 2bn Personal Cash from each company whose Agents you activated (once per company, not per Agent). If a company has fewer than 2bn, take what is available. If a company Auto Exits during this action, the Bank pays the 2bn instead.

Example: You activate 3 Cylico Agents and 2 Numaxos Agents. You receive 2bn from Cylico and 2bn from Numaxos (4bn total).



Narrative Disruptor (×4)

Place up to 4 Hype Cubes—one per Region of your choice, across any of the five Regions, in any combination of product types. The Hype Placement Limit applies; excess cubes are not placed. The Region Marker does not advance. Immediately correct prices for all products placed—this does not trigger a movement of the Correction Marker.



Protocol Breaker (×4)

Immediately play 2 more Action Cards from your hand. You may play or discard Hype Cards before Protocol Breaker itself, but not before each of the 2 subsequent Action Cards. If either subsequent card is a Company Action, collect Salary and choose from the Accelerator after each as normal.



Serial Entrepreneur (×4)

Transfer up to 4 of your shares between Active Companies within one tier of each other on the Share Price table. You may move shares freely between any qualifying companies.

If a transfer creates a tie involving the current CEO, they remain CEO. If you create a tie for CEO between two other players, you choose which becomes the new CEO.

Module 2: Exit or Bust

For a more ruthless game, shares in Active Companies are worth nothing at final scoring—only Exited Companies count. This sharpens the exit timing pressure and rewards players who commit to getting out. Players may choose to pass their turn entirely if they have no meaningful action to play.

Module 3: Free Founding

For a more varied start, return the Character Cards to the box, skip the sequential reveal, and proceed directly to the snake draft.

Each player distributes their 12 shares across exactly 3 Active Companies—at least 1 share per company, no more than 10. Any distribution summing to 12 across 3 companies is legal.

Place blocks in snake-draft order, largest first.

All other Company Founding rules apply: Deal Cards issued after the draft completes, CEO ties broken by earlier position in play order.

Legal distributions: 10-1-1, 9-2-1, 8-3-1, 8-2-2, 7-4-1, 7-3-2, 6-5-1, 6-4-2, 6-3-3, 5-5-2, 5-4-3, 4-4-4.

The base game's archetypes are well-tested starting positions. Free Founding opens the full design space—configurations like 10-1-1 and 6-3-3 reward deep understanding of the game's economics and table dynamics.

2-Player Variant

Pivot with two players is a tighter, more combinatorial experience—focused more on piece placement, Hype management, and Invest timing.

The following rules replace or supplement the standard rules at 2 players.

Company Founding: Skip Character Cards. Draft shares as follows: Player 1 takes 6 shares in Cylico (becomes CEO). Player 2 takes 6 shares in Numaxos (becomes CEO). Both players take 3 shares in each other's company and 3 in Ametron (a neutral company).

CEOs: Deal Cards track CEO status and enable piece Redeployment. Ametron starts with no CEO—the Deal Card stays in the Supply until a player gains majority.

Deal Card Actions: The Partner option is not available between Active Companies, and Manual Exit is not available. You may Partner with an Exited Company via your Deal Card—no agreement is required.

Exits: Manual Exit is not available. Auto Exit triggers at 80bn instead of 100bn. The 40-59bn and 60-79bn Exit tiers are not applicable. If a company exits without a CEO (possible only with Ametron), Fabs with existing Goods are filled to capacity from the Supply (same product type); empty Fabs are not filled.

Game End: A correction occurs when the Correction Marker reaches 2080. The game ends the next time the Correction Marker would pass 2080. In both the standard and 2-player game, the game ends immediately at the conclusion of the active player's turn.

Strategy Notes

Exit timing

Exiting early generates a cash advantage that compounds through reinvestment in companies still growing. Shares left unexited when the clock runs out may be worth significantly less than the Exit Bonus you left on the table.

Partnerships

Sharing infrastructure gives you access to Regions and Fabs you have not built yourself. Activating Agents from both companies on a single Sell earns double Salary—but a Partnership also builds infrastructure your rival can exploit.

Hype manipulation

Hype Cards let you seed demand where it benefits your companies and starve Regions where your opponents have Agents—but every card you play or discard advances the clock.

Share position

Holding more shares means higher Salary and a larger Exit Bonus, but greater exposure if the company stalls or others Exit before you and dilute your shareholding. The tension between building companies slowly for maximum value and pumping them for a quick Exit is the heartbeat of every game of Pivot.



Numaxos



Ultigma



Koratec



Ametron



Yolium



Cylico