

Tom Inglis

PIVOT



2-5



13+



50-150 min

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



Economic strategy for Brass and Chicago Express fans

Multi-company shareholding, spatial network-building, with market manipulation and exit timing at its core. Two genuinely different maps. 2-5 players, 50-150 minutes.

Two audiences, one game

Strategy and train gamers plus a natural long-tail market of tech and startup professionals who recognise the theme as their working life. Additional interest from educational settings where the game's mechanics mirror real-world economics.

RRP ~£50 / ~\$59

Premium wooden components throughout, including custom sales agent meeples and fabrication plants. Custom-printed component trays. Designed with colour-blind accessibility in mind. Standard retail box footprint, 280 × 280 × 75mm.

Pre-production copies at UKGE

Kickstarter launch Q1 2027, targeting 5,000+ units.

Rulebook and Tabletop Simulator available

Download the rulebook in the BGG files section or at teomachgames.com. Play on Steam.

Reviewer and content creator pipeline

Actively seeking previewers and games-plainer creators to release content from January 2027. Review copies available from summer 2026.

Publisher and retail conversations

Post-campaign retail distribution, co-publishing as part of the campaign, or licensing after a successful English run are all welcome.

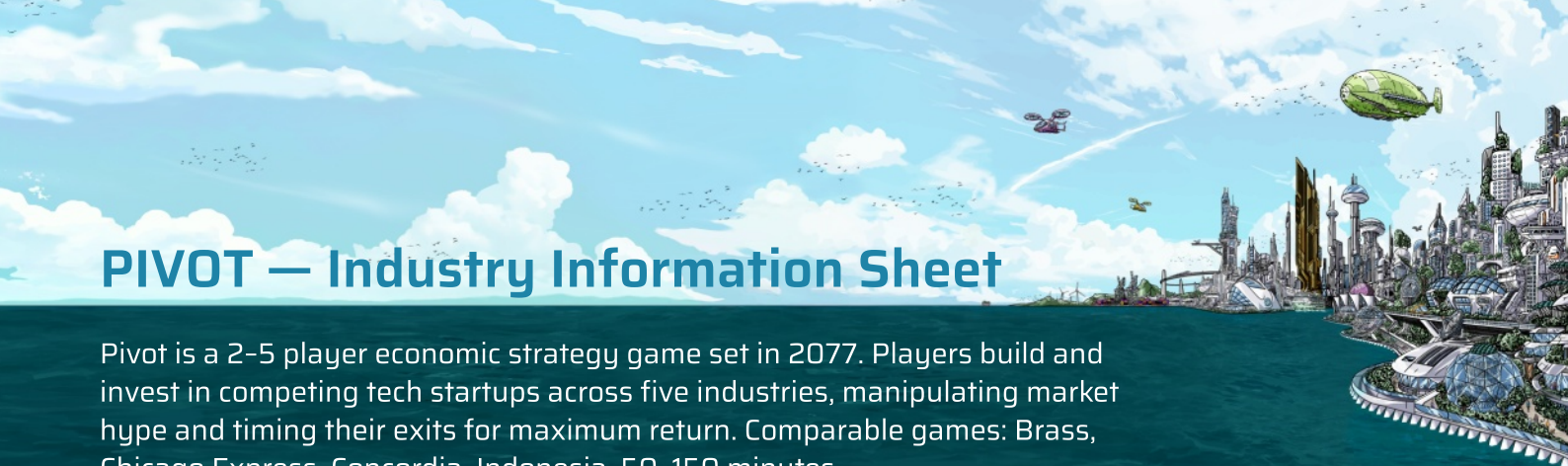
Part of a trilogy

The first of three shared incentives games set in the same universe.

 Teomach Games

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PIVOT — Industry Information Sheet

Pivot is a 2-5 player economic strategy game set in 2077. Players build and invest in competing tech startups across five industries, manipulating market hype and timing their exits for maximum return. Comparable games: Brass, Chicago Express, Concordia, Indonesia. 50-150 minutes.

- **Company exits** — the CEO can sell a company to the market, paying all shareholders a cash bonus based on company funds at exit. Shareholders retain share value at final scoring on top of the bonus.
- **Partnerships** — two CEOs can share their companies' Fabs, networks, and agents, splitting revenue 50/50.
- **Any shareholder can operate any company they're invested in** — not just the majority holder. Share count caps spending power and salary income.
- **Player-driven mancala market** — a shared face-up card display drives dynamic pricing and the game clock simultaneously. No fixed rounds, no random draws.
- **Two genuinely different maps** — Continents (wraparound nodes, canal shortcuts) and Yellow Sea (two ports per region with own fabrication spots — wrong port means no production access).
- **Optional modules** — Catalyst Cards add tactical depth. Exit or Bust (only exited companies score) sharpens exit timing dramatically.
- **Theme that earns its place** — mirrors real start-up economics, resonating with experienced strategy gamers and Catan/Risk players drawn to the theme.

Components: 1 double-sided map board, 5 player boards, 116 cards, 30 custom sales agent meeples, 12 custom fabrication plant pieces, 120 wooden shipping legs, 42 company markers, 120 wooden product cubes custom-printed component trays, cloth bag, overlays and trackers.

Production: Manufactured by LongPack Games, Shanghai. Target print run 3,000-5,000 units. Unit cost ~\$8.54 ex-works at 3,000 units, ~\$8.17 at 5,000. RRP ~£50 / ~\$59. Box footprint 280 × 280 × 75mm. Kickstarter Q1 2027.

Audiences: Economic strategy and train gamers — Brass, Chicago Express, Splotter fans — plus tech and startup professionals who recognise exits, valuations, and hype cycles as their working life. Additional interest from higher education and accelerator settings where the mechanics mirror real startup economics.

Campaign: Kickstarter Q1 2027, English language first. Reviewer copies from summer 2026, content releasing from January 2027. Tabletop Simulator live now on Steam. Board Game Arena end of Q3 2026.

Co-publishing & licensing: Open to partners joining the campaign from the start, or licensing after a successful English run. Target languages: German, Spanish, Portuguese, French, Italian, Polish, Korean, Japanese and Chinese.

Designer: Tom Inglis - real-life tech startup founder, designer of the Pivot trilogy: three interconnected shared incentives games set in the same universe. Next two games in development.

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