



How to Play

1. This game requires four players. One player will take the role of the regulator, and will not have a token. The regulator facilitates the game by keeping score (see scoreboard button on top left) and reading out the event cards.
2. The worker, platform and customer tokens are to be picked up and placed at the start/finish point.
3. The players (except the regulator) will roll the dice and move their token to the corresponding square.
4. The board consists of white and gold squares. White squares are non-event squares. Gold squares are event squares.
5. When a player lands on a gold square, they must click on their respective event card button (on the top right). Then, click on the window that pops up to randomize the deck of event cards. Read the event and make the corresponding changes to the score sheet.
6. NOTE: AFTER FIRST DRAW OF CARDS, CLICK THE EVENT CARD TO RANDOMIZE IT. YOU WILL SEE THE CARDS BEING SHUFFLED AND WILL HEAR A SOUND.
7. Players are encouraged to complete three or four rounds to experience a wide range of events.
8. SCORING: The players (except the regulator) each have mood and trust points. To start with, each player has 5 mood and 5 trust points. Events in the event cards impact these points.
9. If a player's mood or trust drops to zero, the player can use an appeal coin (bottom right) to appeal to the regulator. The regulator can choose to ignore the appeal, in which case, the player goes back to the start of the board and their mood or trust points which dropped to zero is reset to 5.
10. If the regulator chooses to intervene, they must spend an intervention coin (bottom left). Doing so cancels all the impact of the last drawn card.
11. Suo moto cognizance: Even if a player does not appeal or has run out of appeal coins, the regulator can step in using an intervention coin and cancel the impact of the last drawn card.