1. **Settings**

1.1. **Resources In This Game:**
- Data Points: Each player starts with 1000 Data Points. Data Points are used for various actions within the game, such as proposing designs, winning inquiries, revising designs, and other in-game activities.
- Trust Score: Unlike Data Points, the Trust Score is not tied to individual players but to the slots they occupy on the board. When a player claims a slot for their design, the Trust Score for that design starts at 15.
  - The Trust Score can decrease if valid inquiries are made against the design.
  - If a design's Trust Score falls below 0, the player loses ownership of that slot which yields one available slot in that digital type.

1.2. **Hypotheses Questions In This Game:**
- When players land on a service type space and decide to claim the land, they will roll the dice to randomly draw a hypothesis question which is designed to be tested by the respective digital services within the game.

1.3. **Board Layout**: 24 spaces in total
- 14 Digital Service Spaces
  - Digital Service Space Types:
    - Social Networking Apps (Facebook, Instagram, Snapchat, Zoom etc.)
    - Health & Fitness (Strava, AutoSleep, Nike Run Club, Calm etc.)
    - Productivity Apps (Notion, Notability, Trello, Google Calendar etc.)
  - Slot Limitation: Each type of digital space will have one slot for experimental design. This means that at any given time, only one unique design idea can be proposed for each type.
  - Consistency Across Board: Even if a digital space type (e.g., "Social") appears multiple times on the board, the design ideas within those spaces must be the same. For example, if "Social" appears three times, the designs proposed in all "Social" spaces should be consistent and limited to the unique design ideas allowed.
- 4 Corner Spaces
  - Go (Start): Players start at this place.
  - Data Reboot: Players have 1min30s to revise their experimental designs without any costs.
  - Patent Piracy: Players can claim another player's space by paying the required fee and drawing a random question to replace the existing design with their own within 2 min.

- 4 Special Action Spaces:
  - Insightful Inquiry: Players must inquire one of the existing designs when landing on this space. The landowner will have 1 min to revise their designs based on the inquiry.

2. Game Rules

2.1. Starting the Game:
- Players roll the dice to determine the order of play. The player with the highest roll will draw a theme card from the deck of theme cards and will also go first.
- Place your token on the "GO" space.

2.2. Moving Around the Board:
- Roll the dice and move your token the number of spaces indicated.
- Follow the instructions on the space you land on, which may include claiming a digital service slot, receiving research grants, and etc.

2.3. Landing on a Service with an Empty Slot(s)
- You can claim the slot by sketching your data science experimental design intended to test the corresponding hypothesis. You also need to pay a one-time claim fee (refer to Claim Fee in Table 1).
- If you do not wish to claim the slot, you will become a user of that digital service type instead.
  - You will need to give some of your data points to the service providers (refer to Subscription Fee in Table 1). The data points should be equally shared between the service providers.
  - After paying the data points, you may also choose to critique the existing design in the current service type.
- Critiquing an Existing Design:
  - Before coming up with your inquiries, you may ask the design owner clarification questions about the design to better understand its details and functionality.
  - When you give a critique to an existing design, the judge will score your critique based on the rubric (Figure 1).
  - The critiques are classified to three different levels based on the average score (refer to Table 2):
    - An average score of 4 or lower means your critique is invalid, and you will move on with no rewards.
    - An average score higher than 4 means your critique is valid. You receive a reward of (average score * 10) data points, and the trust score redemption (refer to Table 2).

- ○ Right after your critique passes, the owner of that design needs to decide whether they will revise the design with this suggestion.
    - ■ If the owner claims that they will revise the design with this critique, other players cannot apply this critique until the owner has revised. Refer to 2.5.2.
    - ■ If the owner claims that they will not revise their design based on the critique, the game continues.

2.4. Landing on a Service with NO Empty Slots
- When you land on a service without any available slots, you will need to pay data points to the service provider (refer to Subscription Fee in Table 1). After paying the data points, you can also choose to critique existing designs. Refer to **2.3.2** and **2.3.3**.
- If you beat off an existing experimental design at that service type, meaning the trust score of that design drops to 0 or below because of your critique, you can choose to claim a new design on that service type immediately, or the slot will be available to other current players.

2.5. Landing on a Service with your own Design (Additional Rules for Critiquing and Revising a design)
- When you land on a service with your previously claimed designs, you have the potential option to revise the design after another player offers a valid critique to it.
- If you choose to revise the design based on a provided critique:
    - ○ If you revise your design with a critique, then. You can only actually revise it the next time you land on the corresponding service type and a revising fee of 250 data points will be charged (refer to Table 2).
    - ○ If the critique is targeted on one specific node, you could have the chance to revise all nodes after that at the same time.
    - ○ After successfully revising the design, its trust score will increase by the amount specified in the "Trust Score Redemption" column (Refer to Table 2).

2.6. Who wins
- The game continues until either a player bankrupts or the agreed session time is reached, with the winner being the player who accumulates the most data points.

Appendix

Service Type	Claim Fee	Subscription Fee (Formerly the 'Rent')
Health & Fitness	450	300
Social Networking	450	300
Productivity	450	300

Table 1: Claim and Subscription Fees for Each Service Types

	Range (exclusive, inclusive]	Fixed Revising Fee	Trust Score Redemption
Level 1 Critique	(11, 15]	250	+11
Level 2 Critique	(5, 11]	250	+5
Level 3 Critique	(4, 5]	250	+4

Table 2: Levels of a critique and Corresponding Revising Fee

Critique Score (0-15 points)
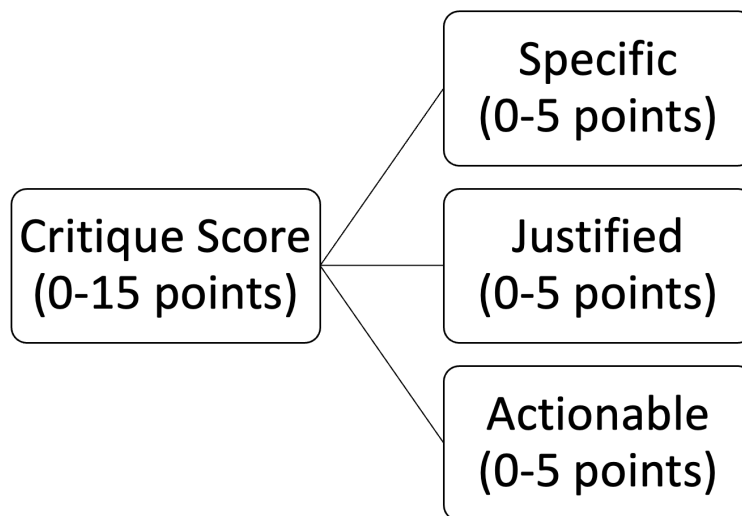- Specific (0-5 points)
- Justified (0-5 points)
- Actionable (0-5 points)

Figure 1: Critique Score Rubric