General Rules:

1. Game starts with 1000 points for each Team. (Entire Team)
2. A 1000 points minimum is needed to stay in the game and to advance to the next subsequent level.
3. Choose a name for your respective company or companies and coin mission statement.
4. Choose the number of Product Lines-Up to a maximum of 10. Each Product Line is worth 100 points.
5. Product line in the sense of the game, is an entity or a value stream that manages a product from conception through commercialization.
6. Each Product Line require 2 card picks from a level specific deck of cards at each level.
7. Cards must be settled by the second consecutive level after card pick.
8. A Business Exec, worth 500 points, is required to manage Product Lines. A Business Exec can manage up to a maximum of 4 Products Lines.
9. Select regions of the world you would like to do business. World regions have 3 qualitative attributes: Regulations, Barriers to Entry, and Languages which are further categorized as Easy, Fair or Difficult measurable scale for overall ease of doing business in those regions.
10. There are 10 Levels in the game and each level is equivalent to a year of product market or doing business
11. Each level has a reward points multiplier and the reward points are the primary mode of generating revenue
12. Products Lines are automatically multiplied by the multiplier when players successfully advance to a subsequent level
13. You may borrow points from the bank or sell off Product Lines including Business Execs to the Bank when in financial crisis. See **Bank Rules**.
14. You may bid directly on assets offered by other players, provided you have the resources to support the purchase. See **Acquisition Rules.**
15. A Product Line or Business Exec consequentially released due to a sell off is worth 100 times and 500 times the level number, respectively.
16. For the 3rd, 6th, and 9th level you may choose to engage in a legal war with other players for issues ranging from patent infringements to other business ethics like bribery. See **Legal Rules**.
17. The last level of the game presents 3 strategic options for winning:
    1. Option 1 is to follow the game's original path.
    2. Option 2 is to wager up to 1000% of face value of picked cards- Cards are unseen prior to making a wager.
    3. Option 3 is to pay 250 points for each picked card- Cards are unseen prior to payment.
18. The Judge will appraise all assets and liabilities of each Team at the end of level 10. The Team with the highest point value wins VitalBlinks®.
19. There are 3 key play status achievements calculated at each level - Gold, Platinum, and Diamond.
20. Current assets must exceed more than double, triple or quadruple the initial starting points value, respectively.
21. Gold status players receive 2 legal aids to help fight legal woes and 1 lifeline pass to diffuse any challenge of their choice.
22. Platinum status players receive 3 legal aids to help fight legal woes and 2 lifelines passes to diffuse any challenge of their choice.
23. Diamond status players receive 4 legal aids to help fight legal woes and 3 lifelines passes to diffuse any challenge of their choice.
24. 1 legal aid can reduce lawsuits by 10%
25. Players regardless of status can purchase a legal Aid for 1000 points.
26. There are no restrictions to the number of legal aids players can purchase
27. Legal Aids are not used in Total Asset calculation

**Questions:**

1. What is the benefit of being on a team with other players?
   1. Doesn’t seem like teammates really interact with each other or share resources
2. Discuss points 17.b and 17.c
3. What is the challenge : Not earning money or getting deducted ?
4. For point 20, other option would be to calculate the amount needed based on how many points the player started with in that respective level