

OBJECT OF THE GAME :

The object of the game is to ensure that all players have their own opportunity to win. Motivations may vary, but the rewards are greatest when the game is conducted with mutual respect.

BEFORE PLAY BEGINS :

Elfrics are an important element of the game. However, as a precaution, each player should anchor their pieces to the board in the event of unforeseen shifts during play.

THE PLAYERS :

Each player must bring their own strategy to the game. Using and playing only when it's your turn is critical. Accumulating 'Rapport' cards is the key to winning.

In accordance with the Rules of Conduct, extreme bouts of schizophrenia during play is discouraged, and will lessen a player's chances of winning.

GROUND RULES :

1. Understanding the Process of Playing is critical to success. Players will lose valuable time and tokens if they get off on the wrong foot. Hint: For advanced play, see the 'Experience' card labeled, 'Breaking the Rules.'

2. All players should refine their personal technique of rolling the dice. Always be ready when it's your turn and be prepared to accept the consequences of your actions, even if you suspect the dice are loaded.

GROUND RULES :

3. Each player must establish their own range of play. Well-executed, complete thoughts usually have an advantage. The gold 'Interior Design' cards are assets worth obtaining. Hint: Beware of the card marked 'Owner's Wife.'

4. Each decision during play has financial consequences. Players must budget their resources in a responsible manner. Rewards await those willing to trade in their 'Kid in the Candy Store' cards.

5. The acumen of all players will be severely tested in the maze labeled, 'Plans and Specifications.' In this portion, the 'Technology' card is wild.

6. To avoid drawing the 'Office Space For Lease' card prematurely, each player is advised to stockpile tokens embossed as 'Paid Accounts.'

7. Construction is the most rewarding and yet agonizing phase of the game. When you land on 'Paperwork' or 'Phone Calls,' count your blessings, it could have been 'Law suit.'

8. Depending on the number of players, the pace of the game can resemble a marathon or a sprint. 'Headache,' 'Overtime,' and 'Insanity' penalty cards will be drawn by all. These are inevitable roadblocks encountered during play.

REMEMBER :

Teamwork is everything. Without it... Game Over.

