



1. **CREATE TEAMS** – For a solo game there is just 1 team. For a 2, 4, or 6-player game randomly divide the players into two groups forming 2 teams. For a 3 or 5-player game, there are still two teams but one team will have an extra player. The team with 1 fewer player will control an extra venture to balance the game.
2. **DEAL TEAM CARDS** – Shuffle the deck. Deal cards until you reveal two venture cards for each player in a team, then repeat for the second team. Then each player selects one venture card to start the game with. Venture cards have the  symbol in the game text box. Shuffle the rest of the group cards () back into the deck.
3. **CREATE TEAM GROUP DECKS** – Create the team group decks according to the following chart. Each group deck will start with 5 cards in it. The starting cards are marked with a “S” in the lower right. Shuffle the cards and put them face down in front of each team. The group deck is shared and used between all the players in a team.

# PLAYERS	INITIAL GROUP DECKS
1 (Solo play)	Start with two 1s, one 2, one 3 and one 4 of all different domains (for example e.g. 1-Svc, 1-Info, 2-Sci, 3-Tech, 4-Svc). Then, Remove remaining 1s, 2s and 3s from the customer deck
2 – 6	TEAM #1: 4-Service, 1-Technology, 2-Science, 3-Info, 1-Info TEAM #2: 3-Service, 4-Technology, 1-Science, 2-Info, 1-Service

4. **INITIAL GROUP HANDS** – Draw the initial group hand. Draw 4 cards from the group deck to form the group hand. Thus, to start with there will be 1 card left in the group deck. Each team has a group hand, group deck, and group discard. The group cards are shared between the players on the team.
5. **CREATE CUSTOMER DECK & CUSTOMER ROW** – The remaining cards are shuffled to form the Customer Deck. Place the customer deck between the two teams. Deal out two cards into the Customer Row next to the customer deck. This represents the customers that need to be assisted at the start of the game.
6. **FIRST TEAM MARKER** – The first team marker is randomly assigned to a team.



PHASES IN A TURN - Each round is composed of phases:

1. **NEW CUSTOMERS** – Deal new customers into the row from the customer deck.
2. **USE VENTURES & GROUP EFFECTS** – Players may use game effects from their venture and group cards.
3. **ASSIST CUSTOMERS** – Teams use group cards from their group hand to assist customers.
4. **USE VENTURES & GROUP EFFECTS** – Players may use game effects after the assist customers phase if they still have any effects available to use.
5. **REFRESH THE GROUP HAND** – Discard any remaining unused cards in the group hand and redraw 4 cards.
6. **END OF ROUND PHASE** – Game end trigger is checked. First team marker is passed.







NEW CUSTOMERS PHASE

1. **NEW CUSTOMERS** – Put new customers into the row from the customer deck. The number of cards put in the row depends on the number of players and score: For a 1 player game, put 1 customer per turn until you score 2 customers thereafter, add 2 customers per turn. For a 2-4 player game, put 2 new customers in per turn until one team scores 2 assisted customers. Thereafter, put in 3 per turn. For a 5-6 player game, put 3 new customers in per turn. Add new customer cards to the row by drawing new cards from the deck adding them to the right-most side of the customer row, sliding the existing cards to the left. The customer row can hold 4 customers.
2. **UNHAPPY CUSTOMERS** – If a 5th customer would be added, remove the left-most customer and it becomes an unhappy customer. Too many unhappy customers, and the game ends in the end game check phase.

USE VENTURES & GROUP CARD EFFECTS PHASE

1. **USING VENTURE EFFECTS** – Player venture effects () must be part of a player venture in order to be used. Each player may use game effects from their venture cards once a turn. Venture effects may be used before, during and after assisting customers. Venture effects are optional. The team with the first team marker uses an effect. Then, the other team uses an effect. Continue until neither team wishes to play any further effects.
2. **USING GROUP CARD EFFECTS** – Teams may also use group card () effects of group cards in the group hand. The effect of a group card can be used once a turn. If the card effect states a phase when it can be used, then it must be used in that phase. A card may only be used once a turn, even if it leaves the group hand and later returns to the group hand. You can flip over or tap cards that have been used to keep track.
3. **PHASES** – If an effect does not say what phase it is used, then it can be used during the use card effects phase.
4. **CHAINING ABILITIES** – It is possible to chain abilities. After one ability is used, it may open the opportunity to use new game effects in a turn. If there are multiple effects that may take place at the same time, the team may choose the order in which effects are resolved. Effects cannot interrupt another effect in progress.
5. **DO AS MUCH AS POSSIBLE** – If a game effect is unable to be completely executed, do as much as possible. For example, if a game effect has you draw two group cards then discard two group cards (12-Information). If you can only draw one card, because there is only one card in the group deck and none in the discard, you would draw one card then discard two cards.





ASSISTING CUSTOMERS PHASE - Following these sequence of steps during the assist customers phase:

- 1. PLAY GROUP CARDS TO ASSIST** – Both teams play group cards face down to assist a customer card. To assist a customer, one or more group cards must sum exactly to the value of the customer card and at least one of those cards must match the domain (suit) of the customer card.
- 2. REVEAL GROUP CARDS** – Starting with the team that DOES NOT have the first player marker, that team reveals their group card(s) and declares which customer they are going to assist. Then the other team does the same.
- 3. USE GAME EFFECTS** – Venture or group effects may occur when assisting customers. Game effects may only be used once per turn, you can flip or tilt the card to assist you remember that its effect has already been used.
 - A. VENTURE EFFECTS** – Use a player venture () with a game effect that happens while assisting a customer.
 - B. GROUP HAND EFFECTS** – Use group hand () effects that happen while assisting a customer.
- 4. CONTESTED CUSTOMERS** – If both teams want to assist the same customer, the customer is contested. To resolve the conflict, compare the group cards of both teams. The team with the highest value group card wins the customer. If that is tied, then compare the next highest value group card. If all card values are tied, the following domain orders, ranked highest (left) to lowest (right), are used to resolve the tie:    
- 5. DEVELOP GROUP DECK** – If you have a game effect that lets you add a successfully assisted customer to the group deck, group hand, or group discard use it in step 5. Otherwise, you may NOT add a customer to the group deck.
- 6. DEVELOP PLAYER VENTURE** – Move *group* cards used to assist a customer to the winning team's *group* discard. Successfully assisted customers may be moved to the venture of one team player. In a 1-4 player game, any player's venture can support up to 3 venture cards. In a 5-6 player game, it can support 2 venture cards. If the limit would be exceeded, the venture is added and then one is moved into the team score area. A newly added card may be used later in the same turn.
- 7. SCORE CUSTOMERS** – If the assisted customer card is not placed into a player venture, then it is placed into the winning team's assisted customer score pile.
- 8. RETURN GROUP CARDS** – If there was a contested customer, the losing team's group cards are returned to the losing team's group hand. They can use those group cards later to assist any remaining customers in the customer row.
- 9. USE GROUP & VENTURE EFFECTS** – Teams have a chance to use group and venture effects in between assisting customers. The addition of cards to the group discard and new venture cards may open up the possibility to use new effects.
- 10. REPEAT PROCESS** – Repeat steps 1 through 9 to assist remaining customers in the customer row until neither team is able to further assist customers.

REFRESHING THE GROUP HAND PHASE

- 1. DISCARD AND REDRAW THE GROUP HAND** – Any cards still in any group hand are discarded to their respective group discards. Then, 4 new group cards are drawn into each group hand for each team. If there are not enough cards in the group deck, shuffle the team group discard to create a new group deck. Have the other team cut your deck after shuffling. Then, continue drawing cards until there are 4 cards in the group hand.

END OF ROUND PHASE - At the end of round phase checks for the end of game.

- 1. END GAME TRIGGER** – The game ends with all players losing when there are 3 unhappy customers in a 2 player game; 2 unhappy customers in a 3-4 player game; 1 in a 5-6 player game; 4 unhappy customers in a solo game.
- 2. END OF GAME TRIGGER** – If there are no cards in the customer deck, the game ends. Go to end game scoring.
- 3. END OF GAME SCORING** – The team that scored the most successfully assisted customers in their score pile wins. Each successfully assisted customer scores 1 point. If there is a tie, sum the value of all of your scored customers as a tie-breaker. If there is still a tie use the domain rank as a tie breaker:  (highest)    (lowest)
- 4. PASS THE FIRST TEAM MARKER** – The first team marker is passed to the other team.

GENERAL RULES:

- 1. RESHUFFLE** – If you need to draw or reveal card(s) and there are not enough cards in the group draw deck to do so, shuffle the team group discard pile together with what is left of the group deck to form a new group deck.
- 2. GROUP TALK** – Group discussion & collaboration is good. No deal is binding. You don't have to say the truth.
- 3. LOOKING AT PILES** – Any player may look through either team's group discard or assisted customer score pile.
- 4. REVEALING** – When revealing a card, expose the card(s) for all to see. Afterwards, revealed cards are returned, preserving order. If a card allows you to look at something, a person/team may choose to divulge the information.
- 5. EXPELING** – A card that is expelled is removed from the game.
- 6. EXCHANGING** – Exchanging two cards causes two cards to swap places putting each where the other card was.

CREDITS:

Designer, Developer Benjamin Cheung
Play Testers Rich Kopacz, Vincent Mondaro, Lillian Mondaro, Ben Torcivia, Pedro Ortiz, Mike Linkowski, Matthew David, David Fu, Clifton Field, Eugene Ku, Gabriel Horan, Holdan Horan, Stephen Takach, Michael Kornytchuk, Joe Kwiatek, Henry Young, Craig Koeppen

FOR MORE INFORMATION:

For more information, see the Boardgamegeek.com entry, Youtube (walk-through video) or visit cheung.interzone.com