

Who Manages the Network? vs 6.2
Rules and Objectives to get to “The Land of Peace and Abundance”?

Players are organized into groups of 4 creating their network. They take a seat at their table and select a playing piece that represents themselves at the game board called Land of Peace and Abundance. They place it on the start square.

The objective is for every one to get to the last square on the board (square number 64) and enter “The Land of Peace and Abundance” *as fast as possible*. You will begin the journey at the starting space to the left of square 1 and attempt to make forward progress (ASAP) as described below.

The 1st order of business BEFORE each turn, is to select a business plan that is appropriate for that particular turn. You must assess your situation before you pick a plan. **A turn is a spin of the dice (AFTER... selecting YOUR business plan)** and moving the piece accordingly (advancing, moving back-ward, or staying in place).

You can change your plan with each move BEFORE the dice are tossed. When landing on a square with arrows (shoots and ladders) you must move the piece accordingly in that direction! You will then be on a new square at the tip of that arrow.

Once a team member’s piece is moved, **the business plan can and most likely should be changed prior to the next spin of the dice**. This is important to allow for the best chance of success based on your management of the elements of the game and because of the dynamics of the current space.

Players can take turns and proceed in any order that they agree upon. The game is timed; therefore players must be efficient in their execution and understanding of piece management strategy to advance as fast as possible.

Your game facilitator can change the rules, options, time to play, and results anytime so players must remain alert to these unpredictable influences. These changes happen, even with the best business plans in the real world.

Landing on an OOPS square or moving a piece that puts you into OB (Out of Bounds/) is a mandatory loss of three turns. If you land in OB a second time you are indefinitely BANKRUPT (BK) and stuck out of the game! You can only get out of BK and back into the game if you have TWO insurance chips!

You will be granted a few minutes to review the game board and develop a piece and game playing management strategy. The OBJECTIVE, is for ALL players to get out of the rat race by advancing pieces quickly and arriving at the land of Peace and Abundance ASAP.

Get out of your box and create a great business plan using asymmetrical risk in your favor with leverage. Who goes first? Who manages their time and the network operations for results? Devise a brilliant plan and execute with authority! The whistle can be blown anytime so be on point with your time, efficiency, and tools available.