

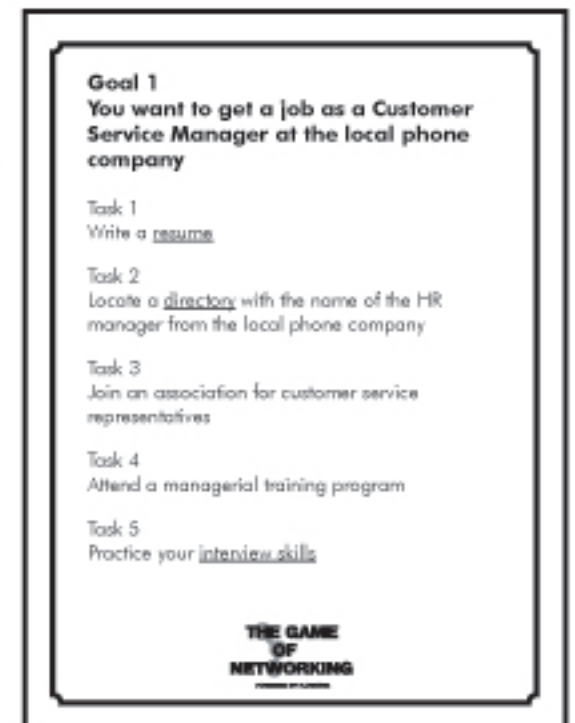
Goal of the Game

The objective of the game is to collect the required resource cards to accomplish the goal and tasks assigned at the start of the game. This will occur by maneuvering a token around the board while collecting resource and opportunities cards along the way. As players move from node to node, they will have the opportunity to determine what resource cards other players have so that they can try and negotiate for them to complete their tasks. The first person to collect the appropriate number of resource cards and reach the solution node wins the game.

Setting up the game








- Each player is randomly assigned a **goal profile card** (see example below). Each profile card has a main goal with tasks. The first player to reach the solution node with all the correct number of appropriate resource cards wins the game. NOTE: For a shorter game, have each player collect one resource card for each task. For a longer game, have each player collect two resource cards.
- Each player randomly **selects 5 resource cards** to start the game, which are not to be shared with other players. These resource cards may or may not help the player accomplish the assigned tasks. The purpose of the cards is for trading with other players. Each player will also have the opportunity to gain other resource cards as they move through the board by landing on designated spaces. The more resource cards collected the better the position the player will be in to negotiate for other resource cards.
- Each player receives a **strategy sheet** (see example on page 2) to record what resource cards are required, which ones are available, the cards obtained and the tasks of other players. The strategy sheet is used to collect information throughout the game so that when the player reaches the negotiate node they are prepared with all the information required to be successful.
- Additionally, each player receives; **1 token, 7 player declaration cards and 1 card holder.**
- Opportunities will present themselves throughout the game by landing on opportunity spaces. These **opportunity cards** can help players move through the board more efficiently. Additionally, players can use the opportunity cards to trade for resource cards when they reach the negotiate node. **NOTE:** Opportunity cards must be played at the beginning of a turn.

Sample goal profile card.
(from Career Edition)



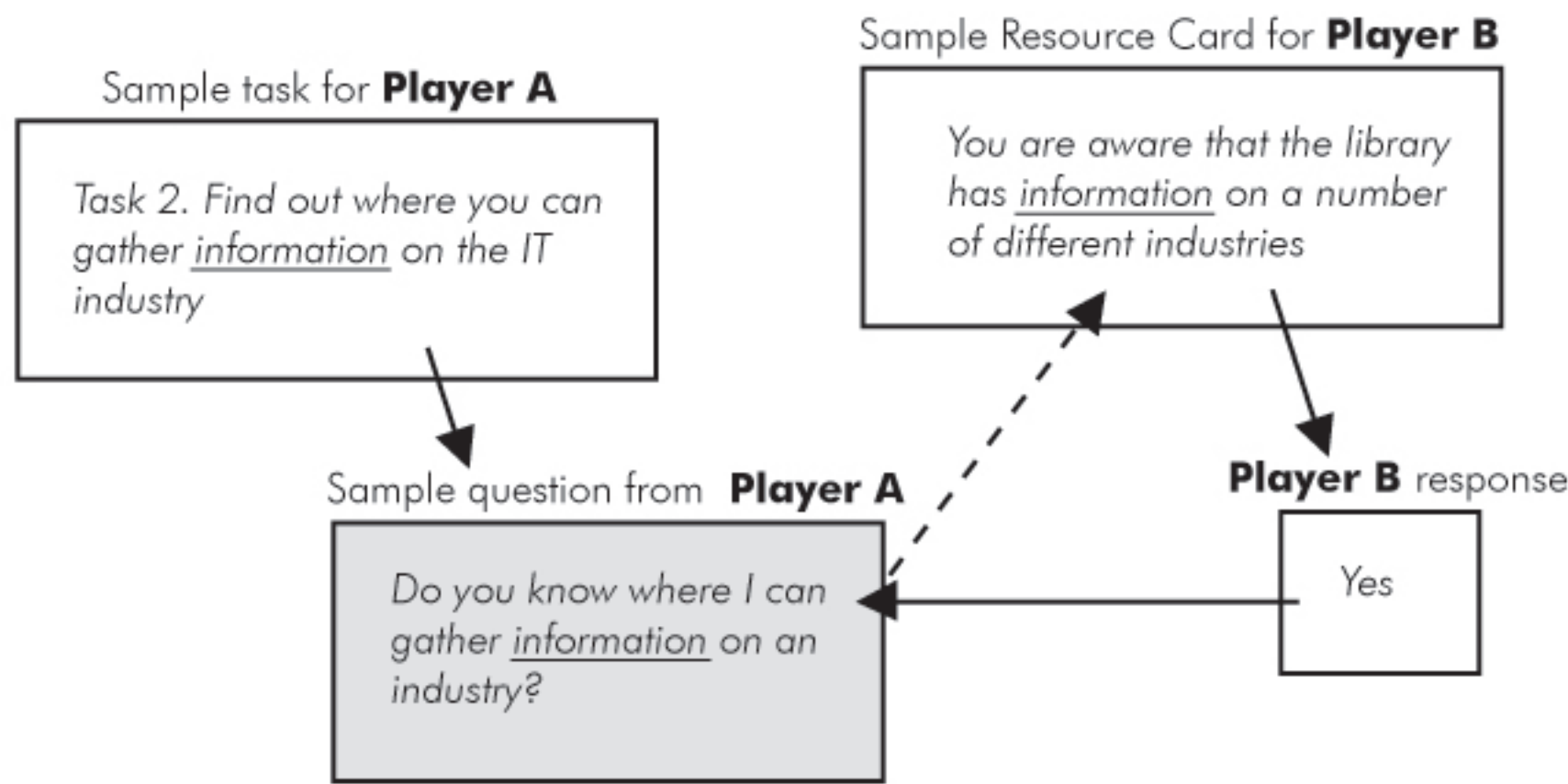
Playing the game

- The player to roll the highest die starts the game. The spaces on the board represent the following:

Space	Meaning
Key 	Pick up an Opportunity Card
Magnifying Glass 	Pick up a Resource Card
FREE ROLL 	Take another turn
LOSE A TURN 	Miss a turn
Declare Space ("C" or "S" spaces)	Declare a player
Burned Bridge 	Lose a Resource Card
Swap 	Swap one Resource Card with any player
Node ("Contact, Explore, Strategize, Negotiate, Solution)	Five (5) stages through which players navigate
Return to Contact Node 	Put your token on the first arrow in the Contact Node

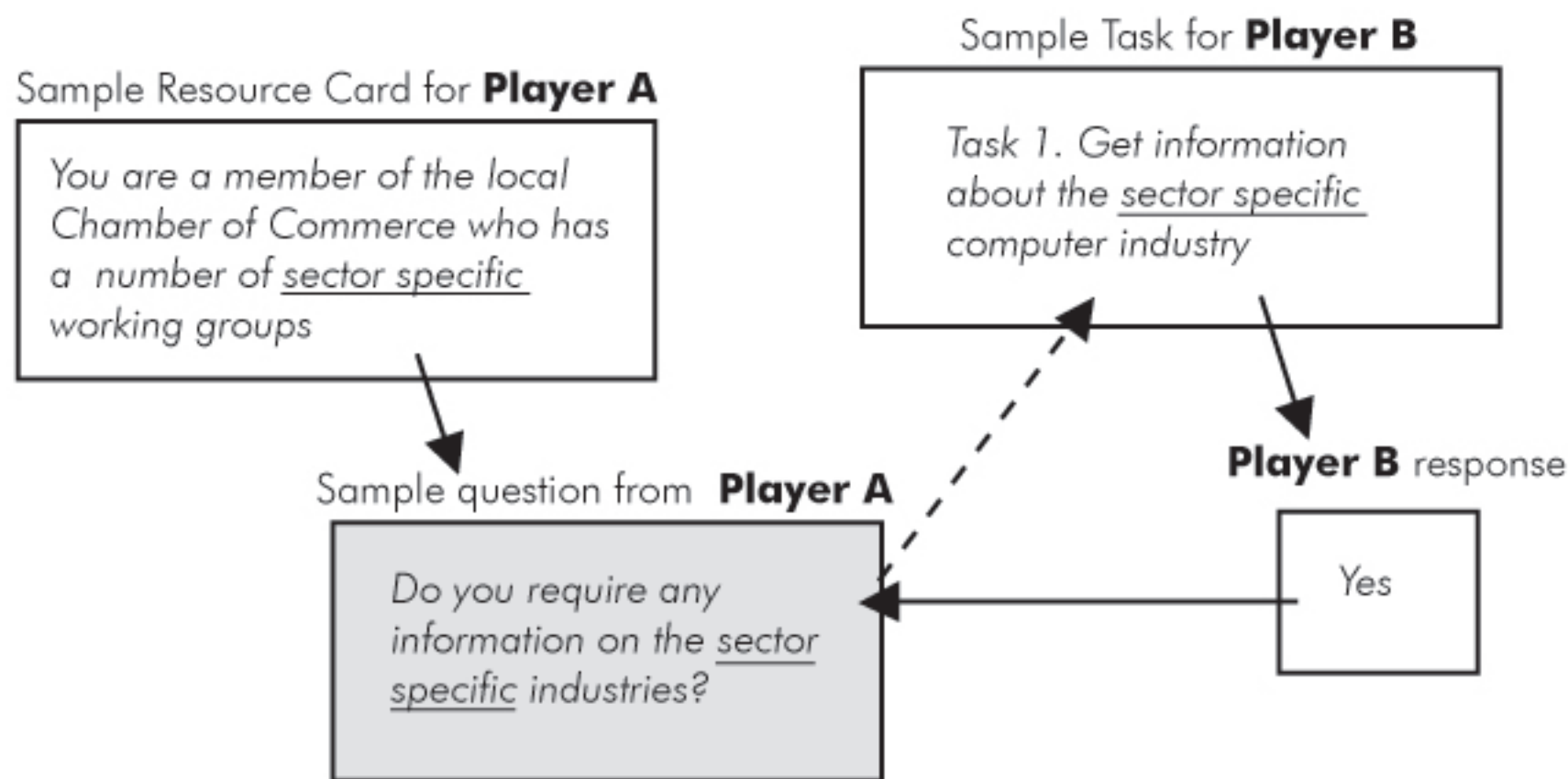
- When a player reaches the 'contact' node, they must land on a 'contact (C) space' in order to move on to the next node. Once landed on the 'contact (C) space,' they must decide which player they will question once they reach the 'explore' node. The player will continue to move around the 'contact' node until they land on a 'contact (C) space.' Only until the player has landed on a 'C' space can they designate one player to question and then move on to the next node. To indicate which player will be questioned, **place the corresponding player's card in the card holder.**
- Once the player (A) reaches the 'explore' node (see Example 1), they must continue around the node until they land on the 'explore (E) space'. Once there, they can ask the player (B) designated in the 'contact' node **three questions about their resource cards.** The player (B) who is being asked the questions only has to respond with a 'yes' or 'no'. If the player indicates 'yes' they have a resource card that matches the underlined word, the player asking the questions is to indicate it on their strategy sheet. The object is not to take the resource card but to find out what resource cards players have through questioning so that when they reach the 'negotiate' node they can try and trade for the resource cards from the designated player.

Example 1
(Career Edition)



- The player **must go back and forth between the 'contact' and 'explore' node** until they feel that they know enough about the other player's resource cards. Keep track of the information on the supplied strategy sheet. Each task and resource card has a word that is underlined. In order to accomplish the task, you must find a resource card with the same underlined word (see below for words in play).
- Opportunities will present themselves throughout the game by landing on opportunity spaces. These **opportunity cards** can help players move through the board more efficiently. Additionally, players can use the opportunity cards to trade for resource cards when they reach the negotiate node. **NOTE:** Opportunity cards must be played at the beginning of a turn.
- After the player has collected enough information on each player's resource cards, they then can roll to move to the 'strategy' node. Once there, they must land on a 'strategy (S) space' to declare a player they would like to negotiate with when they reach the 'negotiate' node. Prior to declaring a player to negotiate with, the individual may ask **3 questions** about what resource cards the player they are questioning requires to accomplish their goals. If the player in question requires a resource card, the player asking the questions may officially declare that they want to negotiate with them when they reach the 'negotiate' node. This information can be recorded on the Strategy Sheet.

Example 2
(Career Edition)



- Once the player has declared another player to negotiate with in the strategy node, they roll until they reach the 'negotiate' node, where they have to land on a 'negotiate (N) space' to start negotiating with the designated player. The negotiation process is all about exchanging a player's resource card for one that can help complete a task (you can also use the opportunity cards as part of the negotiation process). A player has the right to refuse a offer. This information is collected in the 'strategy' node. You can only negotiate one resource card at a time. Remember to keep track of what resource cards players require on your strategy sheet. This will help you negotiate the next time you declare them in the 'strategy' node. **Continue to go back and forth between the 'strategy' and 'negotiate' node** until you have all the resource cards you require to attain your goal.
- The first player to get the required resource cards to complete their tasks and reaches the 'solution' node, wins the game.

Strategy Sheet										THE GAME OF NETWORKING	
Resource Cards Required & Other Player Cards											
Resource Cards Required	Have	P1	P2	P3	P4	P5	P6	P7	P8		
Task 1 Job Board	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Task 2 Mentor	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Task 3 Volunteer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Task 4 Resume	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Task 5 Directory	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Collected Resource Cards											
Job Board	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Information	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Training Program	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Informational Interview	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Resume	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Career Counselor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interview Skills	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skills Training	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mentor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Local Companies	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Employment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skills Assessment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Association	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Directory	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Business Start-up	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Volunteer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sector Specific	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

For more information and resources, visit www.gameofnetworking.com.