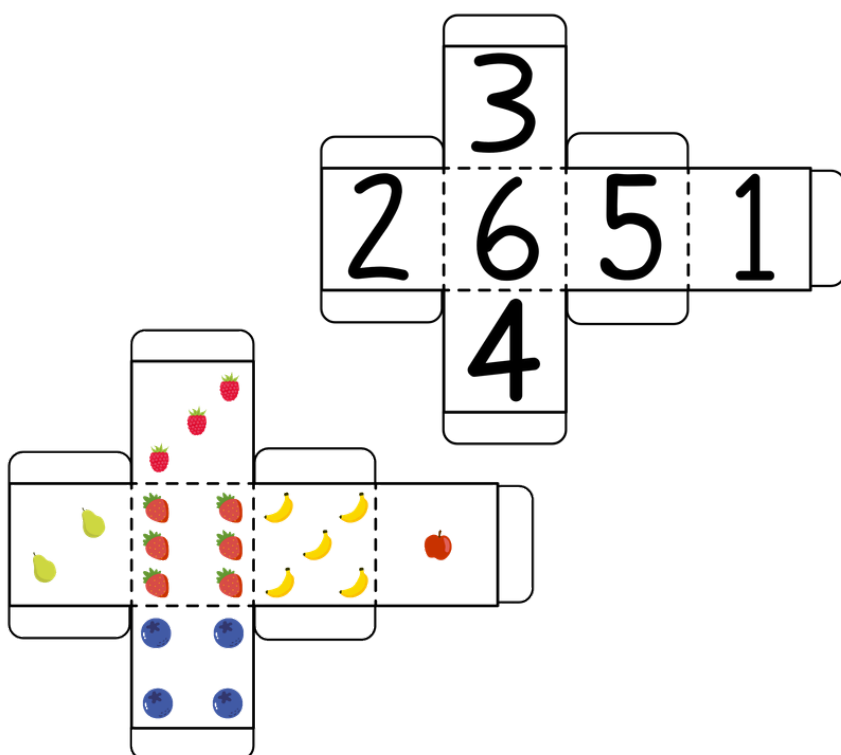


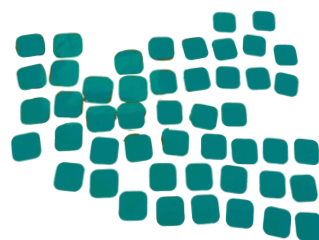
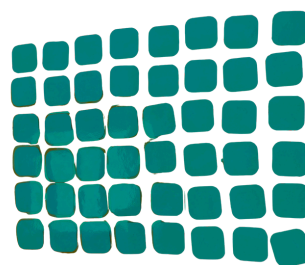
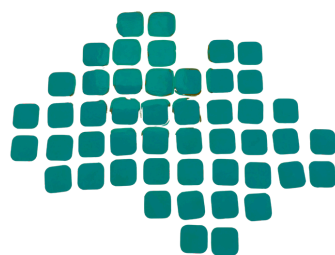


Setup

1. Print out a game board and tile sheet for each player.
2. Cut out all tiles.
3. Shuffle and then lay the tiles out, face down, in any shape you like.
4. Hunt around for things to use as player pieces. These can be anything small enough to fit on the tiles like buttons or small toys.
5. Either use your own dice or print and make one of ours.



Layout Examples

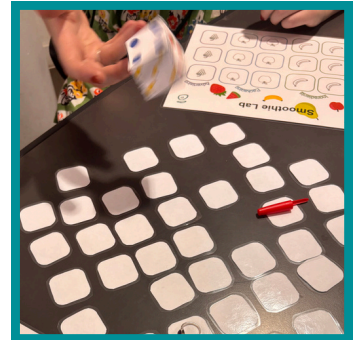




Gameplay

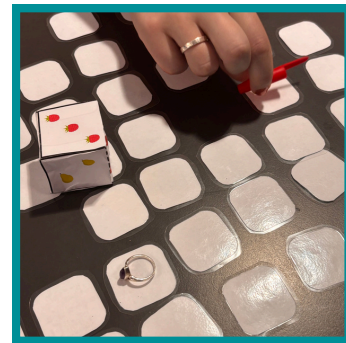
Aim:

Complete all the stages of product development by collecting tiles to fill your board!



On your turn:

- Roll the dice, move the number of spaces shown and turn over the card you land on.
- You must complete the stages in order.

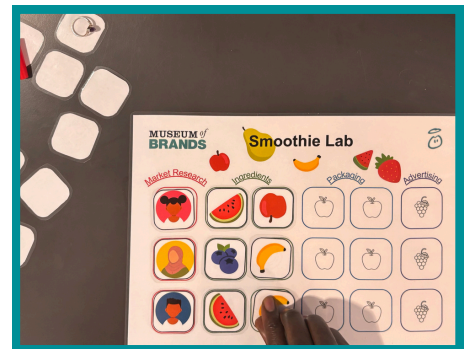


So, say you turn over an ingredient tile but haven't finished your market research.

You have to put it back and carry on looking for your missing tile!



- If you do turn over a card you need, put it on the correct space on your board and roll again.
- If there are big gaps in your layout you can shuffle and replace the tiles but no peeking!



The first person to fill their board with tiles is the winner!

