

# Inventing the Future

## Walk Through of One Round of Play

The players are seated, in clockwise order, Purple, Green, Yellow. Each begins with

- player board
- 5 coins
- 1 green cube on the 2 box of each of the public and private income tracks
- 1 white cube on the 1 box of the white track (a research team)
- 5 winks placed to the side
- 1 pawn of their color on the Start area of each of three research and development tracks.

The initial research tracks setup looks like this:

<b>10 points</b>	(face down Stage Three)	(face down Stage Three)	(face down Stage Three)
<b>7 points</b>	(face down Stage Three)	(face down Stage Three)	(face down Stage Three)
<b>5 points</b>	(face down Stage Two)	(face down Stage Two)	(face down Stage Two)
<b>4 points</b>	(face down Stage Two)	(face down Stage Two)	(face down Stage Two)
<b>3 points</b>	(face down Stage One)	(face down Stage One)	(face down Stage One)
<b>2 points</b>	(face down Stage One)	(face down Stage One)	(face down Stage One)
	 <b>Start</b>	 <b>Start</b>	 <b>Start</b>
	<b>Flying Car</b>	<b>Teleportation</b>	<b>Time Travel</b>

Figure 1 – each player starts a pawn on the start of each track

## Dice Allocation

### Round 1

Purple is the first player and takes 1 die of each color: red, white, blue, green and black. He must add one more die of the color of his choosing. Believing that the best plan is to ensure financial stability, he chooses green so as to have a better choice for the green row. He rolls these six dice with results as follows:

**Green-1 Green-5 Red-5 White-1 Blue-5 Black-6**

Reviewing the results, he drafts the Green-5 in hopes of increasing one of his funding tracks (Private) by 2. He marks this choice with a wink on the box at the intersection of the Green row and column 5. The rest of the dice pass to Green.

Green chooses White-1 and marks the corresponding box with a wink. Not only does this provide a white research team, it also provides a specialist.

Yellow chooses from the remaining four dice and picks Red-5, marking this box with a wink. Early in the game red (Manufacturing) teams are not so important so this is a good row to choose for progress instead.

The Red-5 box provides 3 progress opportunities, an amount probably sufficient for all of her first turn needs.

### Round 2

The dice pass to Green, who, wanting to ensure getting at least one Test team, chooses Blue for her extra die, with these results:

**Green-5** **Red-5** **White-2** **Blue-4** **Blue-4** **Black-2**

Unhappy with the results in Blue and unable to choose the white die because her white row is already subscribed, Green chooses and marks the Green-5, for reasons similar to Purple's last round.

Yellow cannot choose the Red-5 because she has already made a choice in her red row. She chooses the White-2, hoping to recruit two research teams.

Purple must choose from among Red and the last three dice. For many, Red would be the obvious choice at this stage, but Purple wants to pursue his financial strategy of driving the others into bankruptcy and so chooses the Black-2, which will force others to pay for their teams and give him a monetary advantage.

### Round 3

The dice pass to Yellow. Since she will be first to resolve a phase, she chooses to make her additional die black, with results of

**Green-3** **Red-6** **White-6** **Blue-3** **Black-1** **Black-2**

Unable to choose Red or White, she rejects Green because early in the game she prefers funding increases to cash. She also rejects the Black dice, the 1 because it may help the others who already have funding more than her self and the 2 because it may hurt more than help. So she chooses the Blue-3 which will allow her to steal a specialist .

Purple cannot choose Green or Black and so chooses Red to get some progress.

Green cannot choose White or Green and Red and Blue have already been taken. Thus she must take one of the Black dice. She could take the Black-2 and thereby preempt Purple, but she decides it is more important to ensure that Funding occur and so chooses Black-1.

### Round 4

The dice come back to Purple, who now needs to fill the White and Blue rows. Since both the other players have already filled their White rows, Blue seems the best choice. He rolls and

**Green-3** **Red-1** **White-2** **Blue-4** **Blue-5** **Black-3**

Paradoxically neither of the Blue results are what Purple was looking for, so he chooses the White-2, hoping to get two White teams. Now only his Blue row remains.

Green cannot choose White, Green or Black and is not thrilled either with what remains. Finally she chooses Red-1 as it at least provides a specialist. Only her Blue row remains.

Yellow cannot choose Red, White or Blue and so chooses Black-3 to ensure that her teams are hired. Only her Green row remains.

### Round 5

The dice pass to Green, who, only needing to fill the Blue row, thinks it critical to get a good number in this row and so chooses two Blue dice. Alternately, since Purple also needs Blue chooses later, she might have chosen an extra die in some other color to prevent Purple from getting anything from the Blue row this turn. The results are

**Green-5** **Red-1** **White-3** **Blue-3** **Blue-5** **Black-2**

Green is happy enough with Blue-5 and marks that choice.

Yellow is happy with her choice of Green-5. Strangely, all three players will be increasing their private funding, making competition for public funding on future turns very keen indeed.

Purple must choose the Blue-3, enabling him to steal a specialist.

## **Table Resolution**

### **Hiring Phase**

Yellow, as the player right of the start player, begins this phase. Her Phase (black row) marker is Hiring, which will be the first phase the players resolve. But before this phase, as a bonus Yellow gets to take a bonus in the form of a specialist. She chooses the Recruiter, taking the cube and placing it in box 2 of her white track. This permits her to take an extra red, white or blue cube during the Hiring phase and so she is able to use it right now.

First Yellow checks her hiring area sees that she is to receive 2 white teams and is also to steal a specialist. Since no one else has a specialist yet, she does not steal one, but instead takes one from the general supply.

This time she chooses a Blue Generalist, a specialist who can stand in for either a white or a blue team.

Having no blue teams, she now uses her Recruiter to take one of these. She places the 2 white cubes, the blue cube and the Generalist cube in boxes 3-6 of her white track.

Then proceeding counterclockwise, Green performs Hiring and is due 2 specialists, a white cube, a red cube. Needing some blue cubes, Green chooses two Blue Generalists. The four cubes are placed on her white track.

Finally Purple is entitled to hire 2 white cubes and can steal a specialist. Expecting that Test teams will be necessary for progress, he chooses to steal a Blue Generalist from Yellow. The three cubes go onto his white track.

### **Funding Phase**

Control of the phase continues counterclockwise to Green, whose choice was Funding. As it is her phase, Green acts first. All players have a marker in the Green-5 box so they all advance the cubes on their Private tracks by 2.

### **Payday Phase**

Finally it is Purple's phase. As part of the Payday phase, Purple first receives two coins. Then each player calculates their income levels, which in each case is the lesser of their private and public funding. As it happens, each player has the same numbers at this point – four and two, respectively – meaning that all of the income levels are at two.

With four teams in his employ, Purple pays two (four minus his income level (2)) coins and has five remaining.

Next, Yellow pays two (four minus two) and has three coins left over.

Finally, Green has five teams, pays three (five minus two) and has two coins left over.

Had any player had an income level higher than their number of teams they would have earned money, but in this case everyone had to pay.

### **Progress Phase**

Purple begins this phase. By virtue of his marker in the 6 box of the red row, he may advance up to four times. He declares that he will try the Flying Car track and reveals its first card. The first space requires just one white team. Purple pushes one of his white cubes off the track to show it has been used and advances his pawn into the space. The next space requires two white and one blue cube. Purple has two unused white

cubes and one Blue Generalist that can stand in for a blue and so he chooses to advance again. He could have tried a different track instead, but decides this known is better than the unknown. Having used all of his teams, he returns them to the white track and rests, wasting two advancement opportunities.

Now Yellow acts. She has three white cubes, and a blue cube. She has three opportunities to advance. She decides to try the Teleportation track and reveals the first card. The first space requires one white cube and the second a white and a blue, so Yellow decides to advance twice, leaving a white cube and one more chance to advance. She advances once on the Flying Car track and is out of both unused cubes and advancement opportunities and so stops.

Green has two white, one red and two Blue Generalists. She uses these to advance twice on the Flying Car track. With only a red cube remaining, she chooses to gamble on the Time Travel track and reveals this card. Unfortunately advancement requires a white and a blue, which Green does not have. Without any chance to use the red cube to advance, she ends her turn.

The resulting situation is as follows:

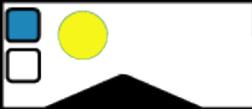
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<b>3 points</b>			
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	<b>Start</b>	 <b>Start</b>	 <b>Start</b>
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Figure 2 – pawns at various states of advancement

The players now remove the winks from their board and return their cubes to their white tracks. The start player marker passes from Purple to Green and the next game turn begins.