SETUP

1. **CREATE TEAMS** – Divide your players in two teams.
2. **DEAL TEAM CARDS** – Deal out two venture cards to each player, then they select one to use.
3. **CREATE TEAM GROUP DECKS** – Pull out the five starting cards for each team (see diagram).
4. **INITIAL GROUP HANDS** –Draw 4 cards from the group deck to form the initial group hand.
5. **CUSTOMER DECK & CUSTOMER ROW** – Remaining cards form the Customer Deck placed between the two teams. Deal out two customer cards into the Customer Row next to the customer deck.
6. **FIRST TEAM MARKER** – The first team marker is randomly assigned to a team.

PEER-TO-PEER STARTING GROUP DECKS

TEAM #1 STARTING GROUP DECK

4 ♥ CONSTRUCTION SERVICES	A ♣ INTERNET OF THINGS	2 ♦ PHYSICS	3 ♠ CRYPTO-CURRENCY	A ♠ DATA MINING
When this card is used to *assist*, the assisted customer card may be added to the group discard.	When this card is used to *assist*, the assisted customer card may be added to the group discard.	Another card in the group hand may be used to *assist* a customer as a card.	*Reveal* the top card of the group deck. A group card may be *exchanged* with the revealed card.	Draw a card then discard a card.

TEAM #2 STARTING GROUP DECK

3 ♥ DELIVERY SERVICES	4 ♣ CYBERSECURITY	A ♦ MATERIAL SCIENCES	2 ♠ THE INTERNET	A ♥ E RETAILING
When this card is used to *assist*, the assisted customer card may be added to the group discard.	When this card is used to *assist*, the assisted customer card may be added to the group discard.	When this card is used to *assist* a customer, it may count as a or card.	Draw a card then discard a card.	When this card is used to *assist*, the assisted customer card may be added to the group discard.

PEER TO PEER GAME LAYOUT

First team marker

Team #1 Player 1

Team #1 Player 2

Venture Icon

Player Venture

LODGING SERVICES

8 ♥ 8

Reveal the top 3 cards of the customer deck. You may put one of them on the bottom of the customer deck.

PHARMACOLOGY

7 ♦ 7

Reveal the top 4 cards of the group deck. Discard up to 2 of them.

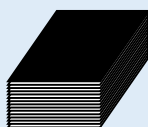**Player Venture**

Team #1's Group Hand

Group HAND

Group DECK

Group Discard

Group Score Pile

CUSTOMER ROW

GAMING SERVICES

Shuffle a card in the customer row back into the customer deck and draw a new customer card into the row.

COMPUTER NETWORKING

Reveal the top 2 cards of the group deck. This card may be exchanged with one of the revealed cards.
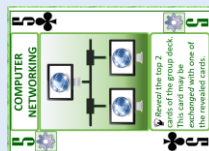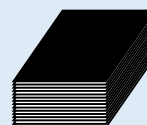
Customer DECK

Unhappy Customers

Team #2's Group Hand

Group HAND

Group DECK

Group Discard

Group Score Pile

Player Venture

IMAGING SOFTWARE

8 ♣ 8

Reveal the top 3 cards of the group deck. You may put one of them on the bottom of the group deck.

ARTIFICIAL INTELLIGENCE

K ♦ K

When a group card is used to assist a customer, you may add 2 to its value.
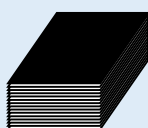
Player Venture

Team #2 Player 3

Team #2 Player 4

PHASES IN A TURN
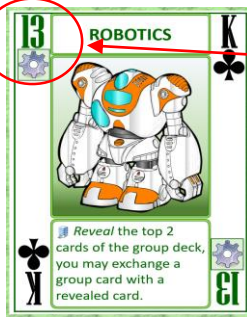
Each round is composed of phases:

1. **NEW CUSTOMERS** – Deal two (or three *) new customers into the customer row from the customer deck. Deal 3 if a team has scored 2 or more customers.
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 by using group hand card(s) to sum exactly to a customer card with at least a card matching suit.
4. **USE VENTURES & GROUP EFFECTS** – Players may use game effects after the assist customers phase if they still have any effects available to use. Effects can be used once per turn. Repeat steps 3 & 4 until neither team wants to assist a customer.
5. **REFRESH THE GROUP HAND** – Discard any remaining unused cards in each group hand and redraw to a hand of 4 group cards.
6. **END OF ROUND PHASE** – If there are too many unhappy customers or if the customer deck runs out, the game ends. First team marker is passed. For a solo game, 4 unhappy customers ends the game. For 2 Players = 3 Unhappy customers; 3-4P = 2; 5-6P =1 unhappy customer.

ASSISTING A CUSTOMER

Example of Assisting a customer

Customer Card in row

ROBOTICS

13 🔧 K ♣

Reveal the top 2 cards of the group deck, you may exchange a group card with a revealed card.

These two cards add to a value of 13, with at least one of them being a Technology (🖼) card.

Group Cards

CLOUD SERVICES

2 🔧 2 ♣

When this is used in a assist a customer, you may put the assisted customer card on top of the group deck.

TRANSPORTATION SERVICES

J ♥

Exchange a customer card with a card in the group discard.

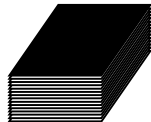**AFTER Assisting a customer …**

Assisted Customer
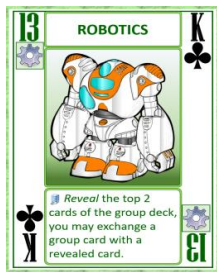
AFTER ASSISTING, THE CUSTOMER CARD CAN GO TO:
(1) Player Venture, or
(2) Group Score Pile, or
(3) Group Discard (by effect)

Group Cards go to Group Discard

When this card is used to *assist*, the assisted customer card may be added to the group discard.

Exchange a customer card with a card in the group discard.

Group HAND

Group DECK

Group Discard
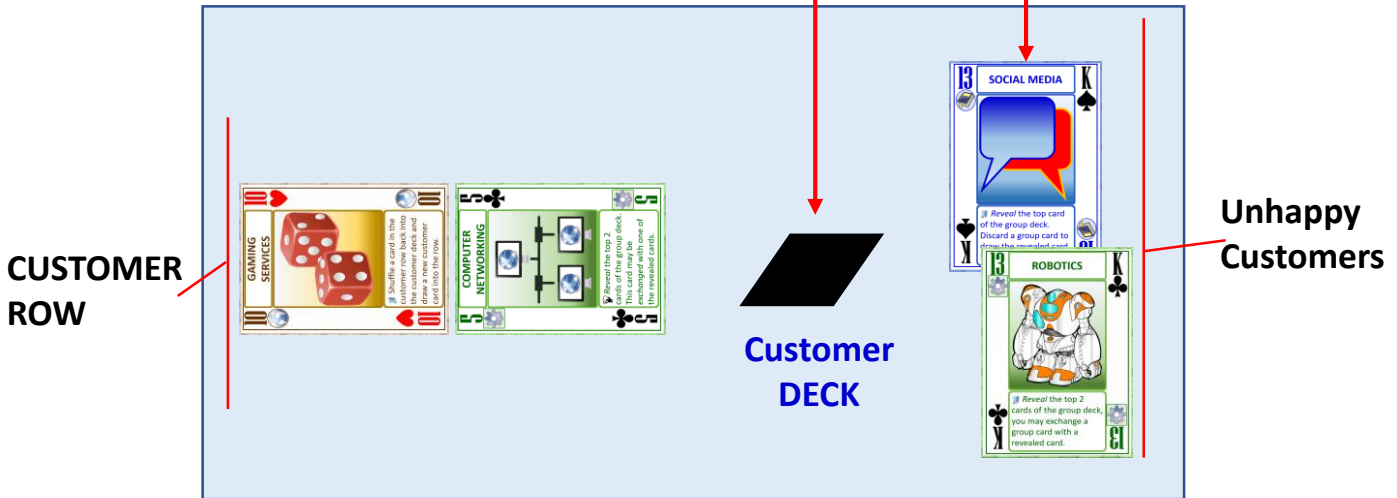
Group Score Pile

Player Venture

Team #2 Player 4

PEER-TO-PEER END OF GAME

The game ends when …
(1) There are too many unhappy customers *, or
(2) The customer deck runs out

CUSTOMER ROW

Customer DECK

Unhappy Customers

*For a solo game = 4 unhappy customers, 2 Players = 3 Unhappy customers; 3-4P = 2; 5-6P =1

PEER-TO-PEER SCORING

Each team counts their number of scored customers, the team with the most scored customers win. Resolve ties by summing all card values.

Team #1

Group Score Pile

Count number of scored customers

Compare

Team #2

Group Score Pile

Count number of scored customers