

Logistics Satellite Data game

Purpose of the game

- The game ends when the time is up. How long the game will be played can be decided by the teacher.
- The player with the most credits at the end of the game is the winner.

Set up before the game

- Lay out the board on the table
- Each player gets their own logistic chain
- Shuffle the 'satellite data' cards and face them up on the board
- Shuffle the chance, order and action cards and face them down on the board
- Each player places their pawn on START on the board
- Each player receives 20 credits at the start of the game
- Have one container (BANK) with the rest of the credits.
- Decide which player will be the BANK.
- Person with the highest dice throw begins

Rules

- Walk clockwise the number of eyes of the die on the board
- Multiple players are allowed on the same spot on the board
- If you land on an order spot on the board, pick the top order card
- Orders can be accepted or refused
- Place new orders in the supplier box
- Players can have a maximum of 4 orders in their logistic chain
- The BANK pays credits to a player when an order has reached the customer box
- Refused and fulfilled orders are put back at the bottom of the order pile
- A player may buy the top Satellite data card when on a satellite data spot on the board, otherwise put the card at the bottom of the pile
- Receive 10 credits when passing start

Gameplay

1. Roll the die
2. Move pawn on the board
3. Take the card assigned on the board
4. Everyone move orders one spot further down their logistic chain
5. The BANK pays out orders that reached the customer box in the logistic chain

