Rules

This is a cooperative board game for up to 3 people. To play, you will need one six-sided die. You will also need to download the game cards and print them on standard Avery 5871 business cards. Each player picks one of the 3 Role cards, and places it at the beginning of the corresponding road. Players then roll to see who goes first, highest roll wins. The first player draws five achievement cards (on) from the stack, places them on the matching achieve square on the board, and then takes their turn.

If one or more of the roads do not have an achievement card, move the road's player card straight to the destination. The players who have cards on their road will have to take turns, on their turn moving through their road segments either asserting quality targets, achieving those targets, or maintaining the service levels.

When you reach a space with an Achieve card, roll the indicated number or less to solve the described problem. Some cards require help from another player to solve the problem. If the roll is successful, move to the next space, otherwise you will have to attempt to solve the problem on your next turn. If three turns are needed to solve a problem, draw an additional achievement card and place it on the board.

The game is over and all players have won when all three player cards are in the center Service Management triangle.