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Start with \$25K

Roll the die and move that many spaces

Follow the action of the space you land

Buy Assets at the end of your turn

Game ends if: is passed and you choose to finish (others pay \$5K for flights) OR the bank runs out of money

The player with the highest combined cash and asset value wins!



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Space	Action	Work Tier	Pay per Work Space	How to Unlock
Work	Earn income when you pass	1	\$5K	Starting tier
Expenses	Pay \$2K when you land	2	\$10K	OR Promotion
Event	Draw an Event Card when you land	3	\$15K	(2) OR OR Promotion
Rent	Pay \$5K when you pass	4	\$20K	(+) OR Promotion
		5	\$25K	Promotion Events Only

Asset	Cost	Benefit	Career	Cost	Benefit
Home	\$40K	Skip rent payments	Education	\$20K	Required for Work Tier 4+
Business	\$35K	Earn +\$5K passing a work space	Skill	\$10K	Progress through Work Tiers
Car	\$15K	+1 movement per die roll			

If Unable to Pay for an Expense

Sell assets at a \$5K loss to the bank or to other players.

Move back to the nearest Work Space and "work overtime" without rolling a die until debts are paid.