

The Journey to the Top

The Mindset of an Entrepreneurial Engineer

INSTRUCTION MANUAL

For 2 to 6 Players (Teams)/Ages 10+

This informative game of a life of entrepreneurship will give students the opportunity to step into the shoes of an entrepreneurial engineer and observe and/or analyze the techniques used to achieve success. Players will engage in risky decisions, learn what it is like to budget, and will ideally develop a basic understanding of what aspects are associated with entrepreneurial engineering. This board game can be used as a lesson in schools, as entertainment at home, or as a competition between friends to see who best fits an entrepreneurial engineer. With this new knowledge, players will have a new positive perception of engineering entrepreneurship.

Game Contents

Game Board
6 Pawns
1 Die
1 Timer/Stopwatch
50 Risk/Reward Cards
20 Legal/Ethical Issues Cards
20 Resources Cards
25 Curriculum Cards
20 Networking Cards
17 Final Question Cards

Objective

Be the first player (team) to successfully reach the final space in the center of the board to become a successful entrepreneurial engineer.

Game Setup

Open up the game board and position the board so that all players can move their desired pawns. Place all of the pawns on the start space of the outer ring; all pawns not selected leave in the game box. Grant 5 points to all players at the start of the game. Remove all card decks from the box and shuffle them thoroughly. Place each deck in a space reachable by all players (teams).

The Meaning Behind the Spaces and Their Corresponding Cards

Take a look at game board while reading the following:

Start Spaces: This space is where all of the pawns will start at the beginning of the game, and at the beginning of each level. When a player (team) accumulates the desired number of points to advance to the next stage, they advance to the start space of the next ring (If they are on the “Brainstorming” stage, they advance to the “Drawing

Board” stage). If the player lands on this space again while following circular path of the board, the space is considered a “Lunch Break” space, where this space acts as a safe zone. There is nothing good nor bad about landing on this space.

Winner Space: This is the final space on the board that each player (team) aims to reach in the quickest amount of time. In order to reach this space, players have to acquire at least 25 points and win an all-play competition. The catch: all other players (teams) have a shot at the final competition! If a player’s (team’s) answer is chosen as the best, and they have at least 25 points, they are deemed the winner (whether it is their turn or not). This means that if there are multiple players (teams) with 25 points, and a final question card is drawn, either player (team) can win the game if their answer is chosen. If a team with less than 25 points answers the question correctly, they are awarded 3 points, which gives them a chance to come back from behind.

Risk/Reward Space - One of the most significant spaces in the game, landing on this space grants players the opportunity to gamble their points in an attempt to gain double the points and advance further in the game. Before the player (team) who lands on this space draws a risk/reward card, they must decide how many points they would like to gamble. A player (team) does not have to gamble anything, however if they draw a reward card, they do not receive any points, as the risk/reward cards are based on the number of points gambled. Points that have been deposited are not allowed to be gambled as they are deemed to be locked (see “Bank Space” Below). Once a player (team) has made his or her gamble, an opposing player (team) or the instructor draws the top card of the “risk/reward” deck and reads it aloud.

Legal/Ethical Issues Space - These spaces are where teams encounter negative or positive legal or ethical experiences that they may face in the entrepreneurship field. When a team lands on this space, the professor draws a Legal/Ethical Issues card and reads it aloud. The card either informs the team of the illegal action they have committed and how great of a consequence they will suffer, or commends the team for making an ethical decision with their work.

Bank Space - The bank space is where players have the opportunity to lock their chips to protect them from a negative drawing of a card by saving them in the bank. If chips are locked and stored in the bank, players are not allowed to anti them up when a risk/reward card is drawn. A player can lock as many chips as they desire, however, once they are locked, they cannot be unlocked until the player lands on the bank space again. If a player lands on the bank space and wishes to take chips out, they may do so at that time.

Resources Space - The resources space awards players a specified number of points if they answer the question displayed on the card correctly. When a player (team) lands on this space, an opponent draws a resource card and asks the question on the card. If the player (team) answers correctly, they receive the specified number of points. If the player (team) answers incorrectly, the player’s (team’s) turn ends. There is no penalty for an incorrect answer.

Curriculum Space - If a player (team) lands on this space, they must draw a card from the curriculum deck. The questions include content freshmen engineers may have learned through their clinics. These questions can be true-false questions, multiple choice, or short answer questions. These cards only have one correct answer. Players must answer the question correctly to earn points.

Networking Space - This space is where players (teams) can gain or lose points outright. There is no gambling before the drawing of the card. The player (team) who lands on this space draws a card from networking deck and follows the instructions on the card.

How To Play

To start, everyone rolls the die, the highest number goes first. If there is a tie, the remaining players roll the die again. The order of turns follows a clockwise rotation from the player (team) who rolled the highestt number.

What to do on Your Turn

To move, players must roll a die and move their pieces around the game board in a clockwise direction along the outer ring (The first ring is the “Brainstorming Stage”) according to the number they rolled on the die. The board is split up into 4 rings that model the journey of an entrepreneur. The outer ring is called the “Brainstorming Stage”, the next ring going towards the middle is the “Drawing Board” followed by the “Marketing Stage” and the “Sales Stage”. Players start off by moving around the “Brainstorming Stage” until they acquire a certain number of points(10), once they obtain the 5 points, in addition to the 5 points that players start out with, making a total of 10, they proceed to the start space of the next stage. This process is repeated until they reach the final stage and acquire 25 points. Stages are related to the number points that a player (team) has at one time. If a player (team) has:

1 → 9 points	Brainstorming Stage
10 → 14 points	Drawing Board Stage
15 → 19 points	Marketing Stage
20 → 24 points	Sales Stage

If a player (team) accumulates 25 or more points at any time, they are deemed the winner. If a player (team) is at the Drawing board stage (ring 2) and loses points, falling in the range of points corresponding to the Brainstorming stage (outermost ring, ring1), they return to the start space of that stage. **Do not forget:** a player (team) cannot lose locked points. Therefore if a player (team) locks 15 points, that player (team) guarantees a spot in the Marketing stage (ring 3). While the player (team) is advancing around the ring, he or she will land on a multitude of spaces. These spaces include a “Risk/Reward” space, a “Legal Issues” space, a “Bank” space, a “Lunch Break” space, a “Resources” space, a “Curriculum” space, and a “Networking” space (see ‘What Do the Spaces Mean?’ above for space descriptions).