

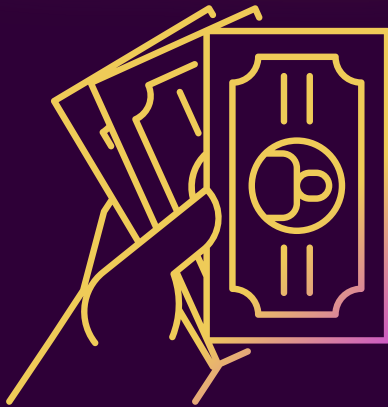
VELOCITY GLOBAL

card game

CUSTOMER CARE



PAYROLL



LEGAL



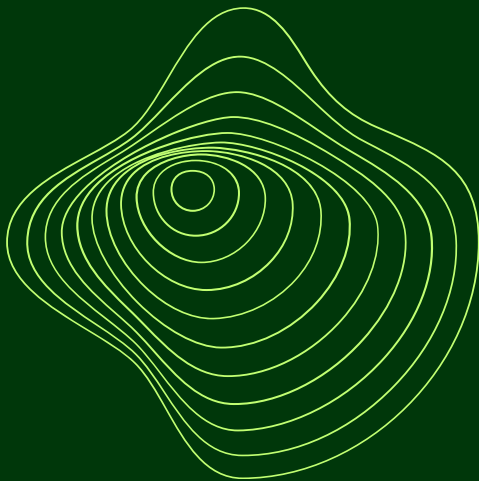
HRX



x3

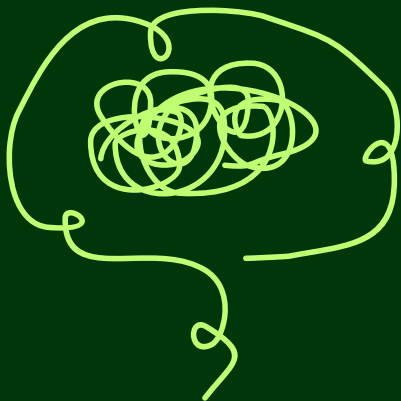
*

DIGITAL



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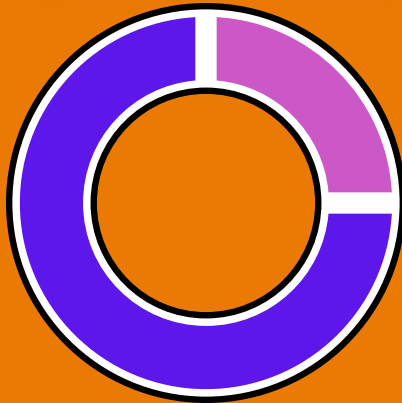
STRATEGIC



GROWTH

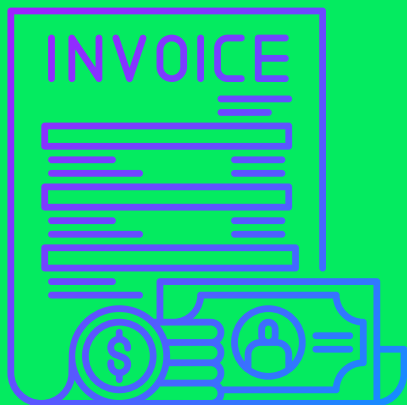


FINANCE



1 - 3 - 6 - 10 - 15

EXPENSES



x2=5

SALES



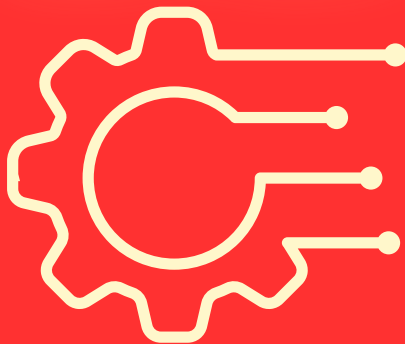
x3=10

BENEFITS



End: +6
-6

PLATFORM SUPPORT



Swaps

VELOCITY GLOBAL

card game guide

Velocity Global game card is played by 9 players.

At the start of each round, one player deals cards from the draw pile, face-down to each player.

The players take the cards into their hands.

During the game, the cards in players' hands are kept secret.

DO THE RIGHT THING

Round 1

The players take their turns simultaneously. Each turn, all players choose any 1 card from their hand that they would like to keep. They place this card face-down on the table in front of them. When each player has done this, everyone turns their chosen card face-up.

After revealing cards, the players pass their remaining hand face-down to the player on their left. Everyone picks up their new hand, and the next turn begins. The players now have a new and smaller hand to choose from.

Kept cards remain with the player until the end of the round, when they are scored. It is helpful to group cards of the same type together on the table.

WIN AS A TEAM

Round 2

The rules of play are identical to those in round 1, but there's an added element. Now, points are not exclusively awarded to the winner, but also to all members within their department.

So, for example, if the victor is part of the Legal department, every player in Legal is granted the same point total.

LEAD WITH CURIOSITY

Round 3

The players take their turns simultaneously. However, each turn, they are required to blindly pick a single card from their hand, which means they remain unaware of the card they've selected.

CONNECT WITH EMPATHY

Round 4

The gameplay remains the same as in the first round, but there's a twist before tallying up the points. Players holding Finance, Sales, and Expenses cards have the opportunity to exchange them to accumulate points.

For instance, if player 1 possesses 2 Sales cards and 1 Expenses card, they won't be able to score any points. However, if player 2 has 1 Sales card and 1 Expenses card, they can swap cards with player 1.

Consequently, player 1 will have a complete set of Sales cards worth 10 points, and player 2 will have a full set of Expenses cards worth 5 points.

DRIVE FOR IMPACT

Round 5

The players take their turns simultaneously. Each turn, all players choose any 1 card from their hand that they would like to keep. They place this card face-down on the table in front of them.

When each player has done this, everyone turns their chosen card face-up **BUT** this time players can super quickly steal 1 card from another player.

ENDING A ROUND

When the final remaining card of each hand is passed on, the player receiving it simply places it face-up with the other cards they have collected.

The players now score the cards they have collected, as follows:

Purple cards:

- A Legal card (5 cards) scores 3 points. If it is on top of a HRx card it scores 9 points.
- A Payroll card (10 cards) scores 2 points. If it is on top of a HRx card it scores 6 points.
- A Customer Care (5 cards) card scores 1 point. If it is on top of a HRx card it scores 3 points.
- A HRx card (6 cards) alone scores nothing.

ENDING A ROUND

#USING HRX CARD:

If a player chooses a Legal, Payroll or Customer Care card, and already has a HRX card in front of them, then this card must be placed on top of the HRX.

This is to show that the card has been powered by HRX and has tripled in value! Only 1 card may be placed on each HRX card. A player may have multiple HRX cards in front of them.

ENDING A ROUND

Green cards:

Each player adds up the star icons (*) at the top of all their green cards. The player with the most icons scores 6 points.

If multiple players tie for the most, they split the points evenly (ignoring any remainder) and no second place points are awarded.

The player with the second most icons scores 3 points. If multiple players tie for second place, they split the points evenly (ignoring any remainder).

NOTE: A player must have at least 1 green card to be counted in the green card scoring!

- Growth: 8 cards with 3* each.
- Strategic: 12 cards with 2* each
- Digital: 6 cards with 1* each.

ENDING A ROUND

Finance (14 cards):

The more Finance cards a player has, the more points they will score, as follows:

1 2 3 4 5 or more

Points: 1 3 6 10 15

Sales (14 cards):

A set of 3 Sales cards scores 10 points. A single Sales card or a set of only 2 is worth nothing. A player may score multiple sets of Sales in a round, although this is very hard to do!

Expenses (14 cards):

A set of 2 Expenses cards scores 5 points. A single Expenses card is worth nothing. A player may score multiple sets of Expenses in a round.

ENDING A ROUND

Benefits (10 cards):

The player with the most Benefits cards scores 6 points. If multiple players tie for the most, they split the points evenly (ignoring any remainder).

The player with the least Benefits cards (including players with none) loses 6 points. If multiple players tie for the least, they split the lost points evenly (ignoring any remainder).

On the rare occasion that all players have the same number of Expenses cards, no one scores anything for them.

ENDING A ROUND

#USING PLATFORM SUPPORT (4 cards)

If a player already has a Platform Support card in front of them, they may take 2 other cards on a turn! Here's how it works:

The player chooses the first card they would like from their hand as usual. Before everyone else reveals their cards, the player calls out "Velocity!" and takes a second card from their hand, also placing it face-down on the table.

Then all players reveal the cards they have chosen. Before hands are passed on, the player who used their Platform Support card puts it into their hand. This means the Platform Support will now be passed on, and other players may take them to use again.

A player may have multiple Platform Support cards in front of them, but may only use 1 per turn.

VELOCITY GLOBAL

ENDING A ROUND

AND THE WINNER IS...

Whoever has the most points after the 5 rounds!