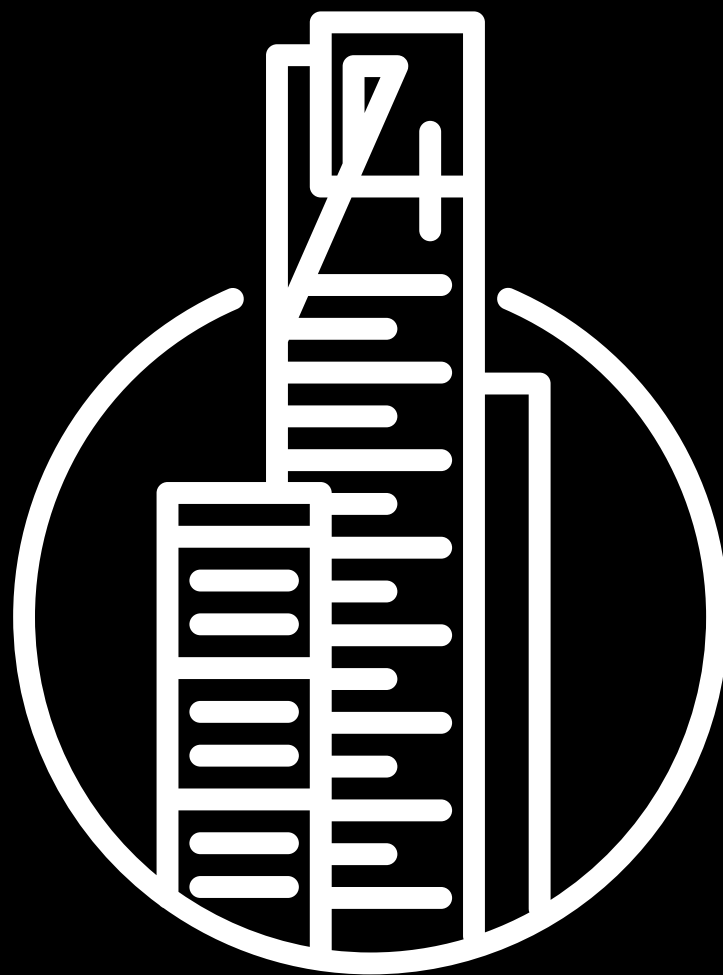




Swinburne
Law School



40 FLOORS UP

DESKTOP TABLETOPIA
INSTRUCTIONS

THE GAME

40 Floors Up is a game set in a law firm on the 40th floor of a Melbourne skyscraper. You play as law associates who plot, backstab and locate evidence to get ahead and become a partner of the law firm. The goal is to become the law partner with the corner office. To do this you will need to prove your worth and win cases as quickly as you can to acquire points. The first to 40 points wins.

CONTENTS

20 × Assistant cards

(includes 5 × Objection; 9 × Opportunity; and 6 × Sabotage cards)



60 × Resource cards

(includes 12 × Research; 12 × Document; 12 × Client; 12 × Evidence; and 12 × Discovery cards)

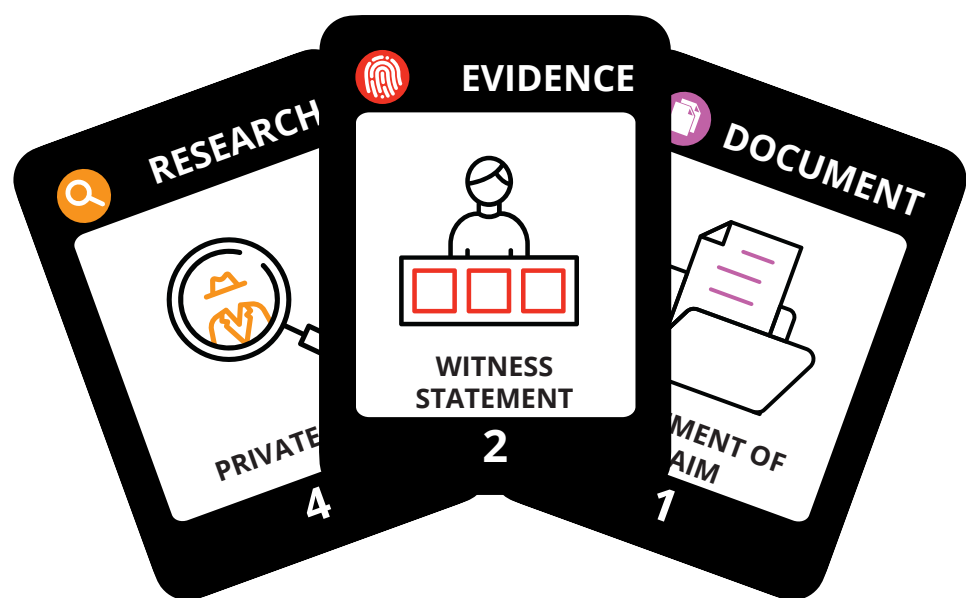


48 × Case cards

6 × Player tokens

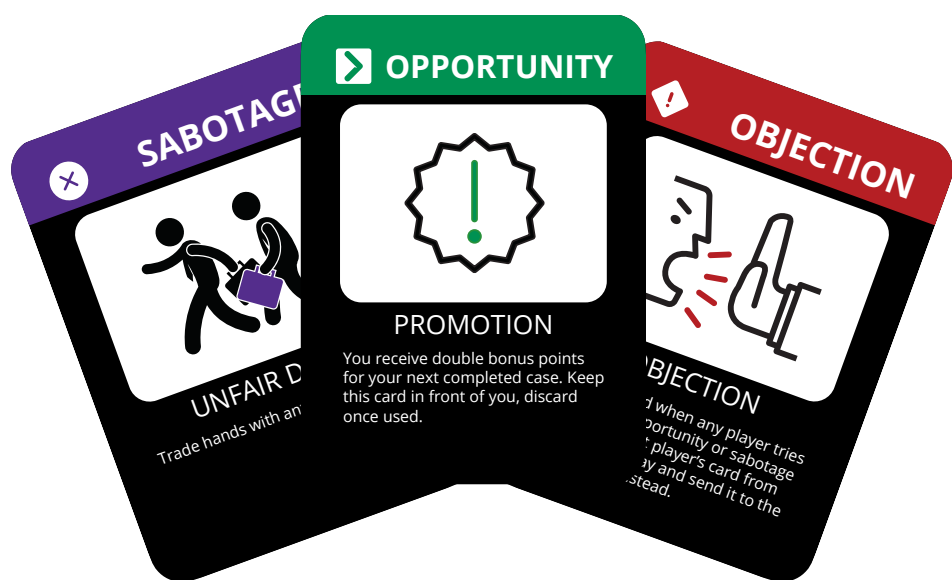
1 × Game board

THE CARDS



RESOURCE CARDS

There are 5 types of Resource cards: Client, Discovery, Document, Evidence and Research. These cards help you complete cases and earn points. Every case requires a combination of these cards. Each card at the bottom has a point value. When competing cases, add these values together to calculate your score.



ASSISTANT CARDS


Assistant cards are used to gain advantage, backstab and defend yourself from other players to help completing cases. Each card has a unique ability. Sabotage cards are directed at other players to disrupt their hand. Opportunity cards are used for your own personal advantage. Objection cards are used as a defence to other players using Sabotage and Opportunity cards.



CASE CARDS

Case cards are completed to gain points and ultimately win the game. Every case requires a different combination of Resource cards. Each card also come with a bonus to help in calculating your score.

CARD ANATOMY




The diagram shows a black Case card with a white center. At the top, the word "CASE" is circled in red. Below it, three resource requirements are listed: "1 x EVIDENCE" with a fingerprint icon, "1 x DOCUMENT" with a document icon, and "1 x RESEARCH" with a magnifying glass icon. At the bottom, a "+1" point bonus is circled in red.

The name of the card

The type and number of Resource cards needed to complete this case

Point bonus for completing this case



The diagram shows a black Evidence card with a white center. At the top left, a fingerprint icon is circled in red. To its right, the word "EVIDENCE" is circled in red. The center features an icon of a person at a witness stand with three empty boxes for text. Below the icon, the words "WITNESS STATEMENT" are written. At the bottom, the number "2" is circled in red.

Symbol for this Resource card

The type of Resource card

Point value of the card



The diagram shows a black Opportunity card with a green top section. The word "OPPORTUNITY" is circled in red. The center features a starburst icon with an exclamation mark. Below the icon, the word "PROMOTION" is circled in red, followed by the text: "You receive double bonus points for your next completed case. Keep this card in front of you, discard once used."

The type of Assistant card

The rules and abilities unique to this Assistant card

SET UP

1. Gather **2 to 6** players.

2. Learn the **Rules**.

Tabletopia is a sandbox system. To play, you need to know the rules of the game. Rules are available on the game page or in the game room.

3. To play, you need to **create** or **join** a room.

(a) Create: Click 'Play Online' to host a game and select the number of seats.

(b) Join: Go to Find & Play and click any game that is now open to join.

4. As the Host, create a room and allow the game to load.

5. Send your friends the room information

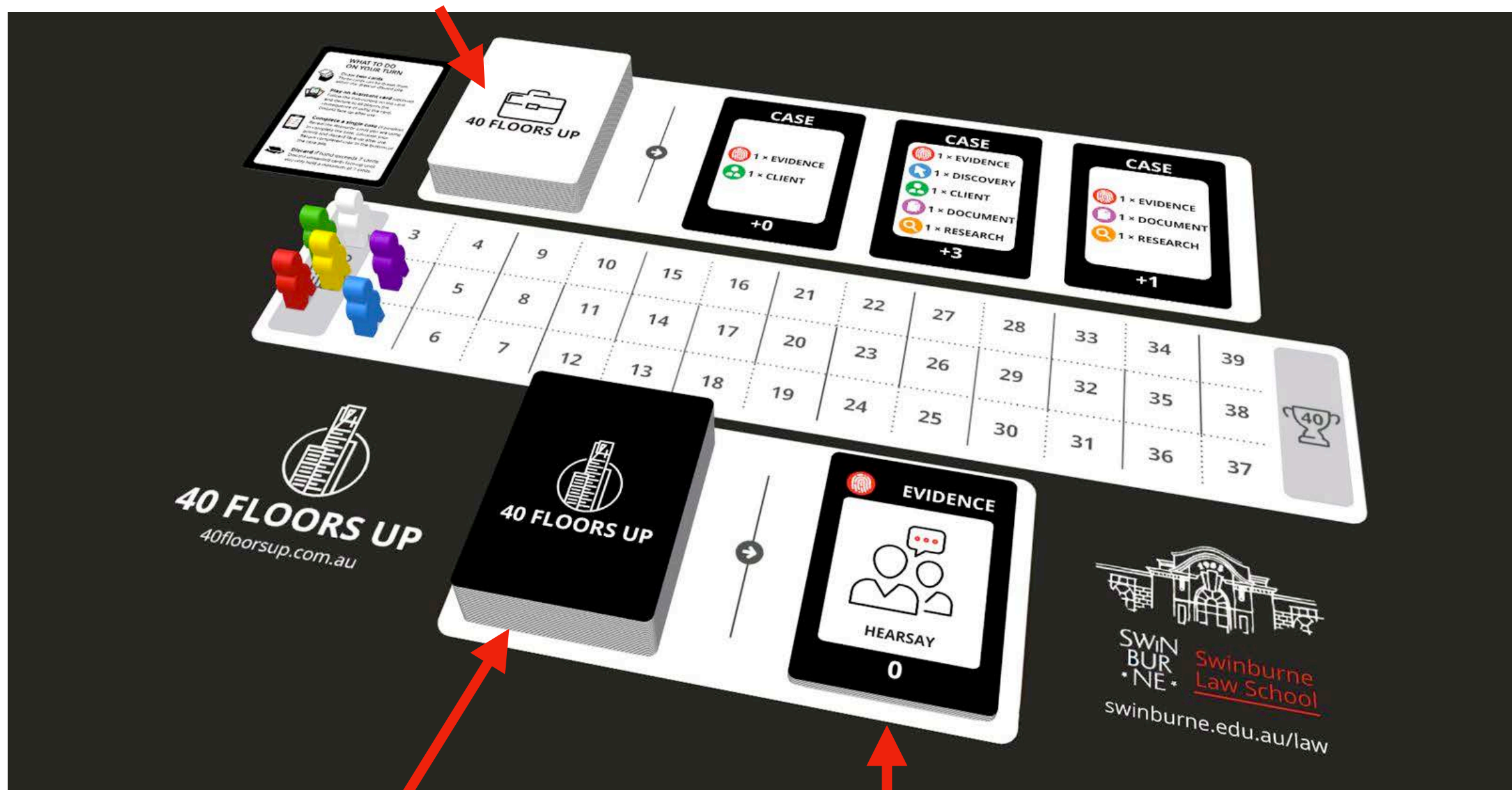
(a) Copy the room URL for friends to play in a web browser

(b) For friends playing on a mobile device, send each player the # number found under the Tabletopia menu within the room.

6. The Host should then select the game style as **'Turn-based Clockwise'**

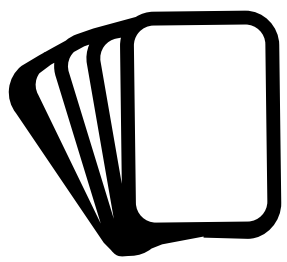
7. All the elements are set up for you to play.

CASE PILE



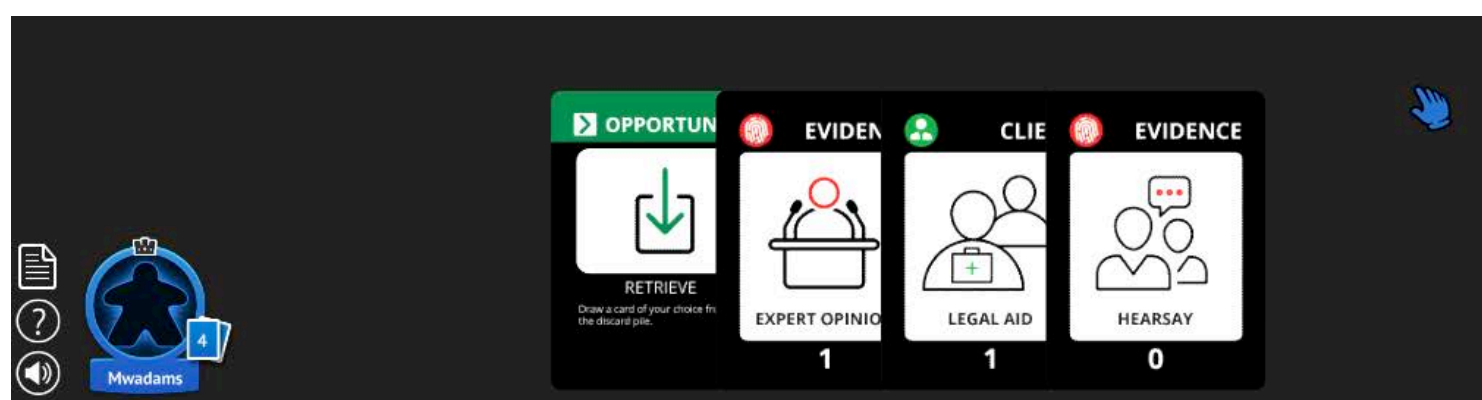
DRAW PILE DISCARD PILE

SEQUENCE OF PLAY



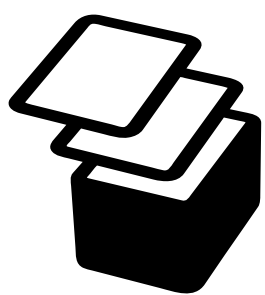
The Host is to deal four cards from the draw pile to each player.

Right click the draw pile and select the 'Deal' button. The cards will appear in each player's hand automatically.



The Host will go first and turns will move around the group clockwise.

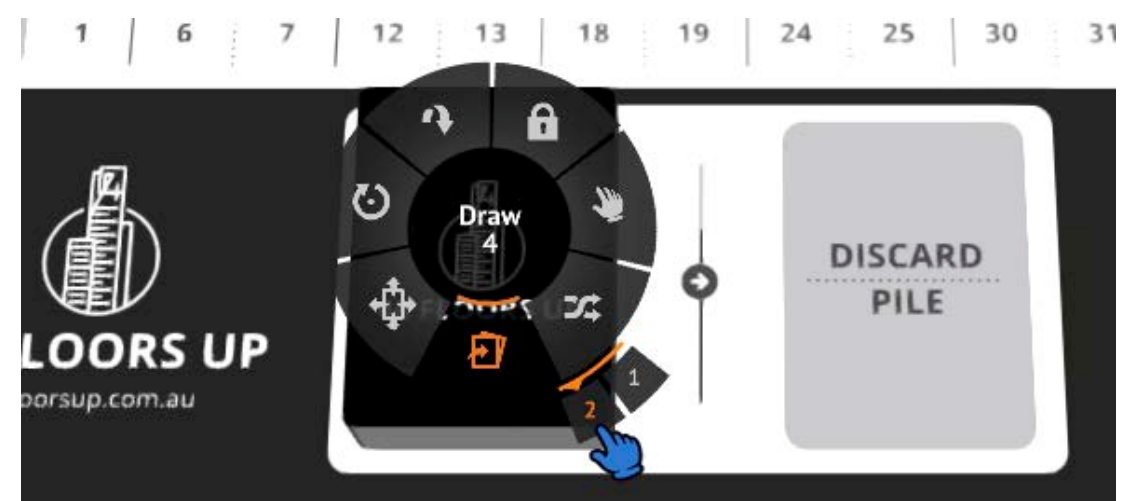
On your turn:



1. Draw **two cards**. These cards can be drawn from either the **draw** or **discard pile**.

To select your cards, click and hold either pile to select a single card. Once selected, drag the card to your hand at the bottom of the screen until your coloured area appears. Cards from the draw pile will automatically flip to reveal its contents.

Alternatively, right click the draw pile and select 'Draw' for 1-2 to move into your hand.





2. Play an Assistant card (optional).

Follow the instructions on your chosen Assistant card and declare to all players the consequence of using the card.

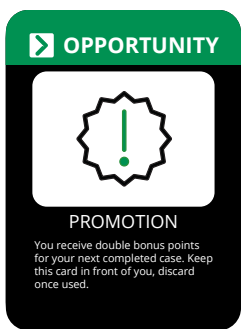
Move your card from your hand and onto the game board so the other players can see it. If another player wants to read the card, they can double-click the card to view the cards details.

Discard the card face-up on the discard pile after use.

Click and drag the Assistant card to the discard pile.



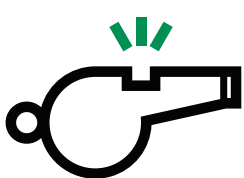
Special Notes



When using a Promotion or Whistle Blower card during your turn, place the card in front of you on the game board during gameplay. These will not be counted towards the total number of cards in your hand.

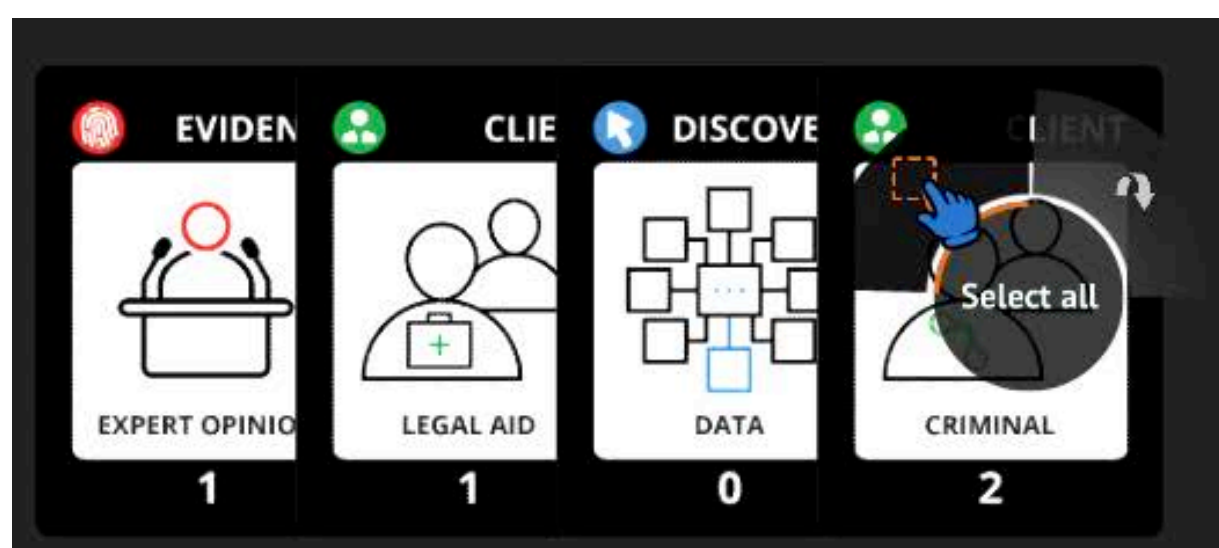


Objection cards may be played at any time by any player.



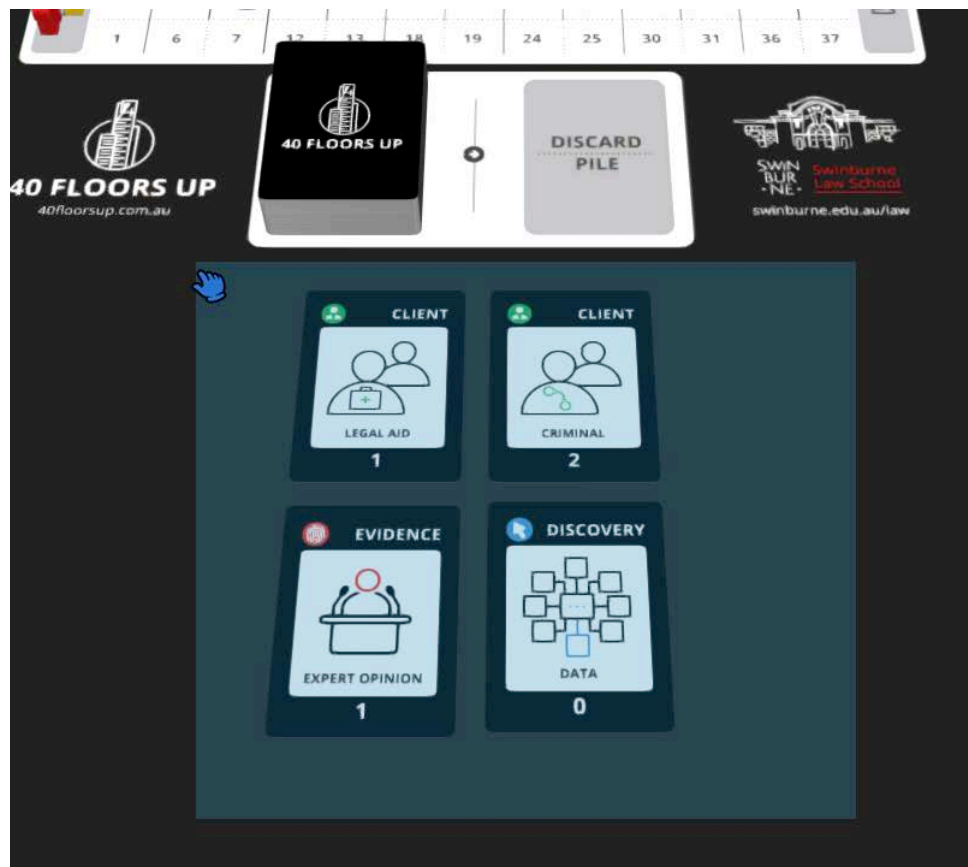
To bring Whistle Blower into effect, the affected player must reveal all cards to the group.

Right click the cards in your hand and move them to the game board.

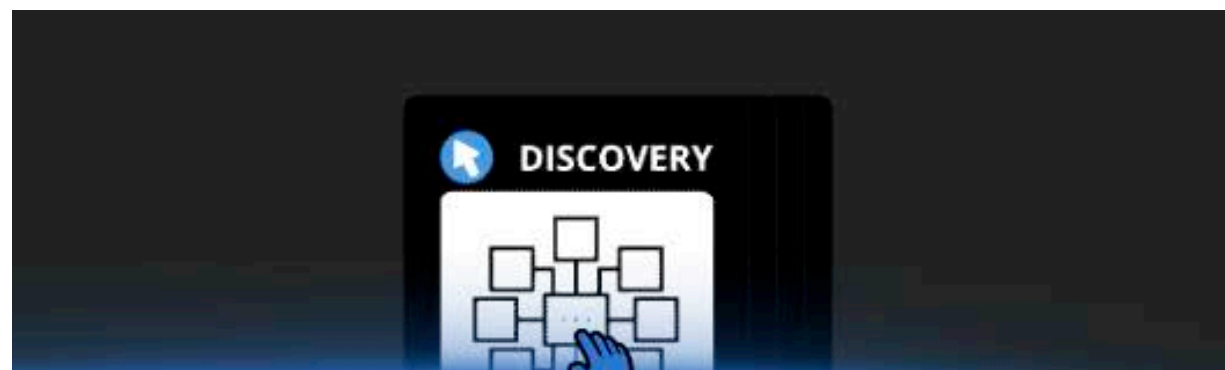


To bring your cards back, select them and drag them to your hand.

While holding the shift key, select you the cards on the game board.

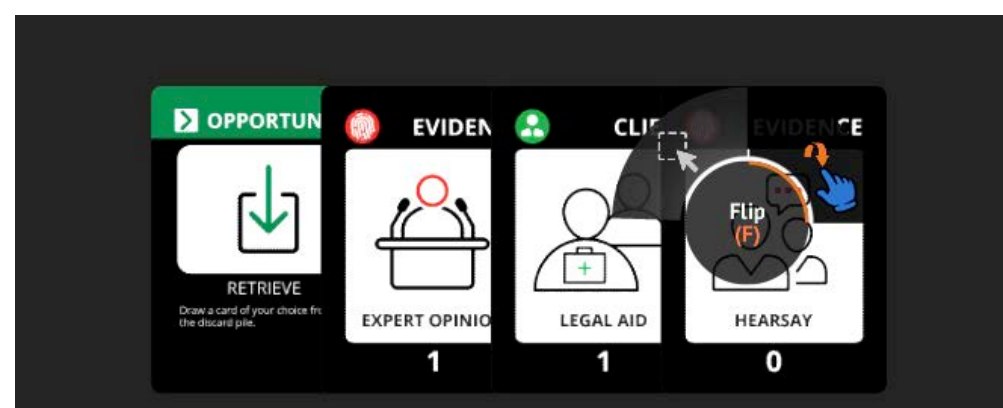
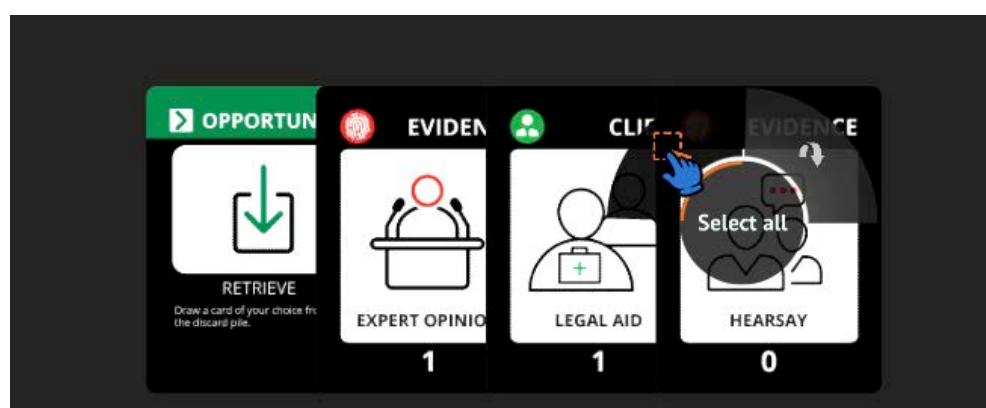


Now they are highlighted you can drag them back to your hand at the bottom of the screen.

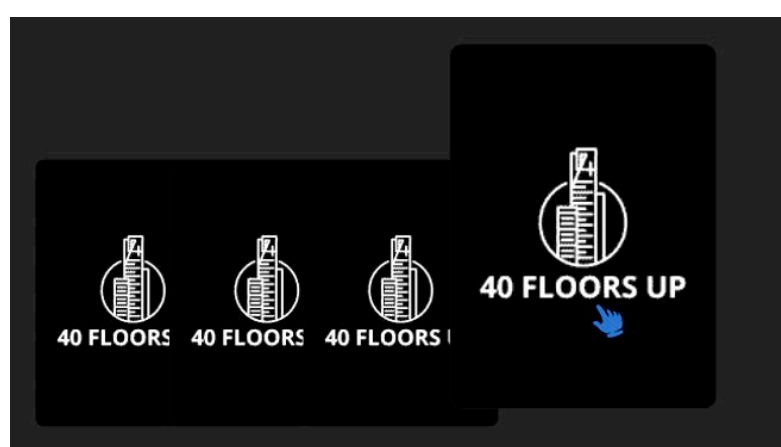


If the effect of an Assistant card is to allow a player to select a card from your hand at random, place your cards face down on the game board.

Right click your hand and choose 'Select all' and then 'Flip.'



Move the cards onto the game board for the player to choose. Once completed, move them back to your hand at the bottom of the screen.





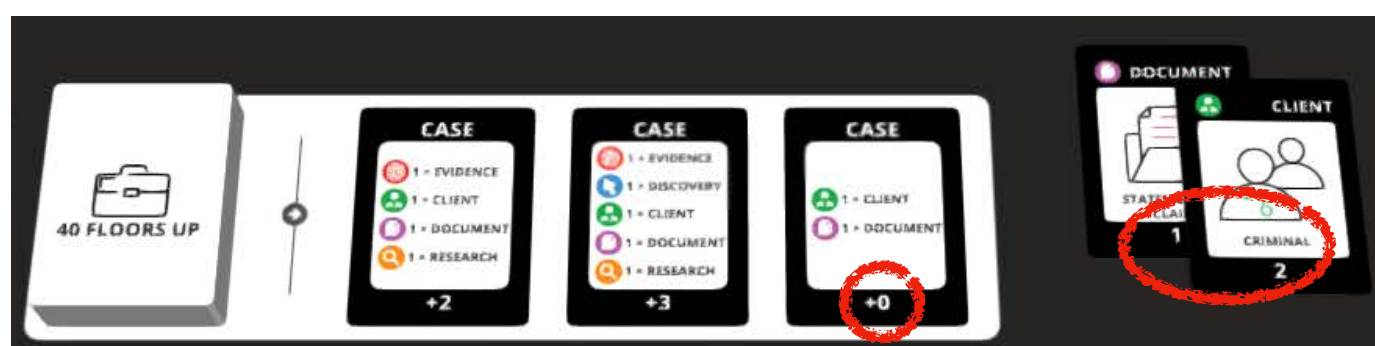
3. Complete a single case (if possible)

Reveal to all players the Resource cards you are using to complete a case.

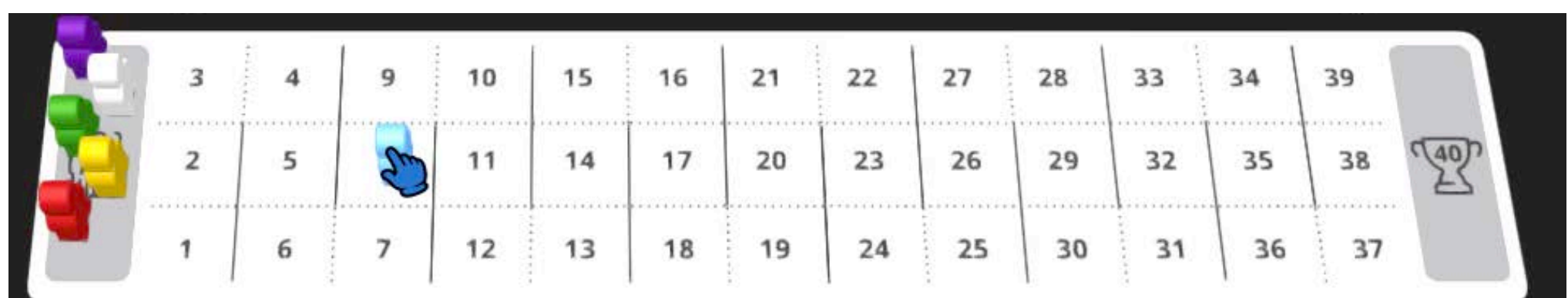


Calculate the total number of points you gain from completing the case.

Add the values at the bottom of all the Resource cards along with the bonus on the Case card.

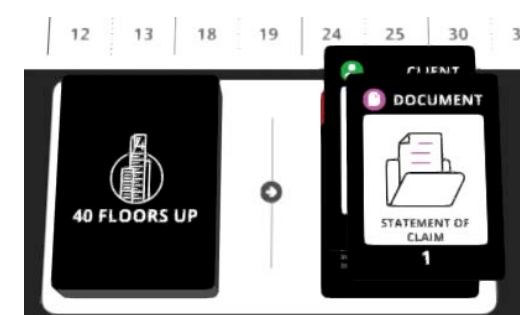


Move your token on the game board to reflect the number of points earned.



Discard the Resource cards face-up on the discard pile.

Select the cards and move them to the discard pile.



Return the completed case to the case pile.



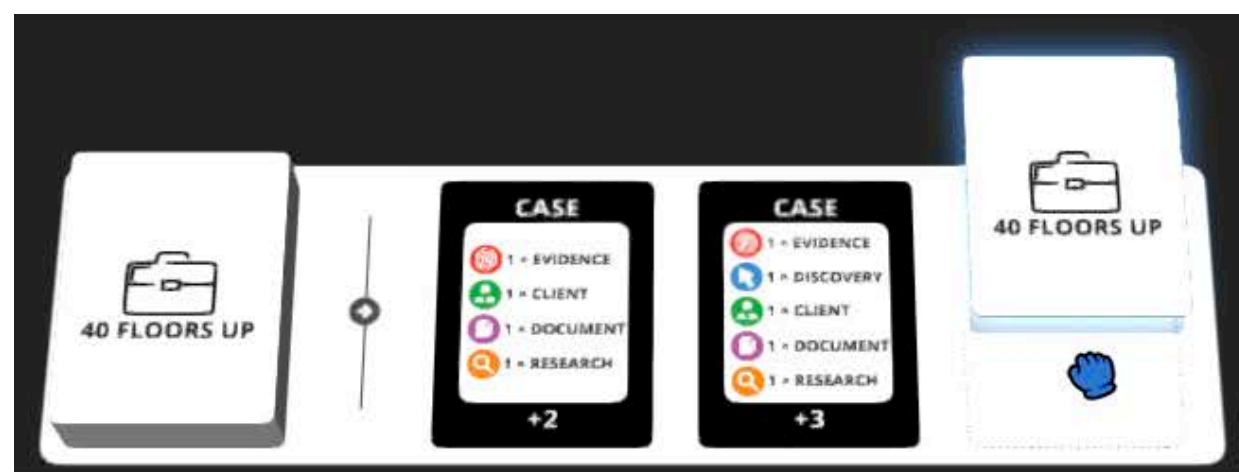
Then shuffle the deck.

Left click the case pile and select 'shuffle'.

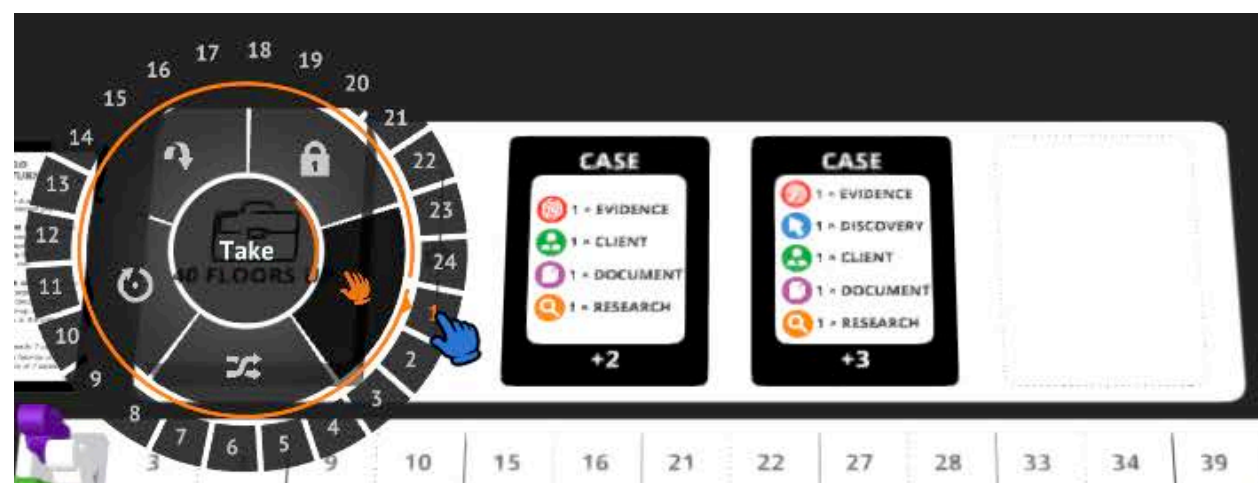


Replace it with a new Case card.

Click and hold the case pile to select a single card and then move it to the empty spot.

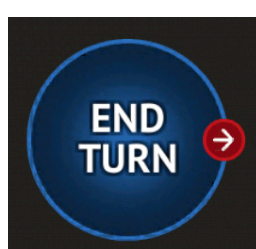
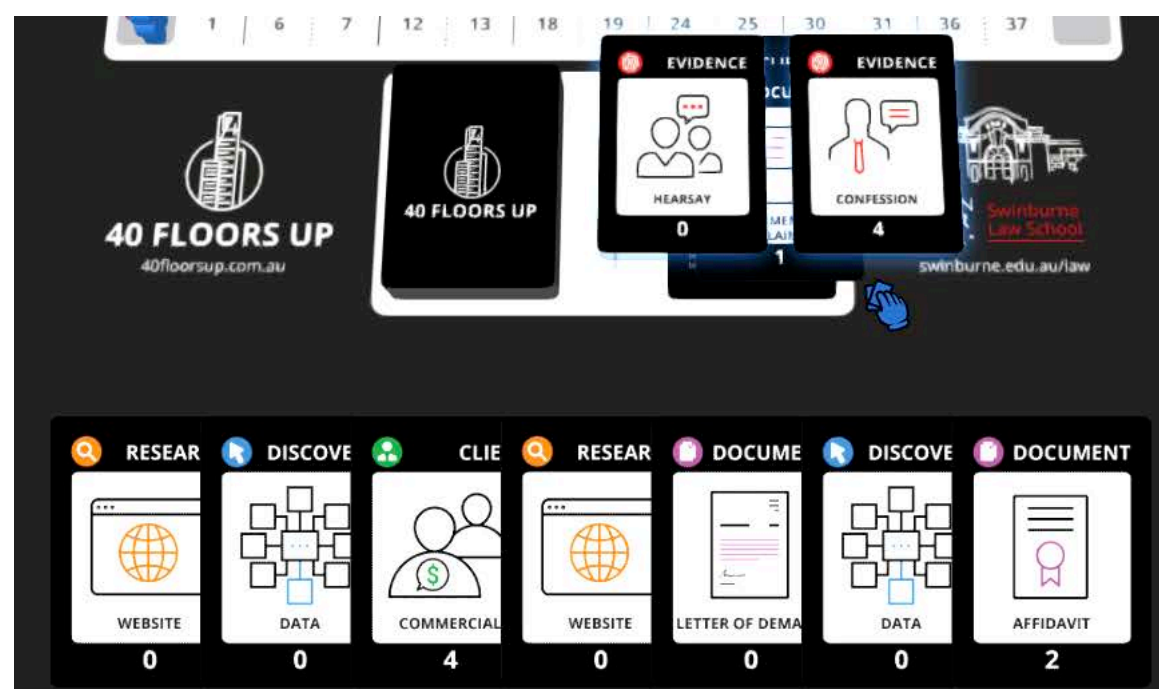


Alternatively, left click the case pile and select 'Take' to place a card in the empty spot.



4. If the **number of cards in your hand exceeds 7**, discard unwanted cards face-up until you only hold a maximum of 7 cards.

Select the cards from your hand to move to the discard pile. To select more than one card from your hand, hold the skirt key and click on the cards to discard.

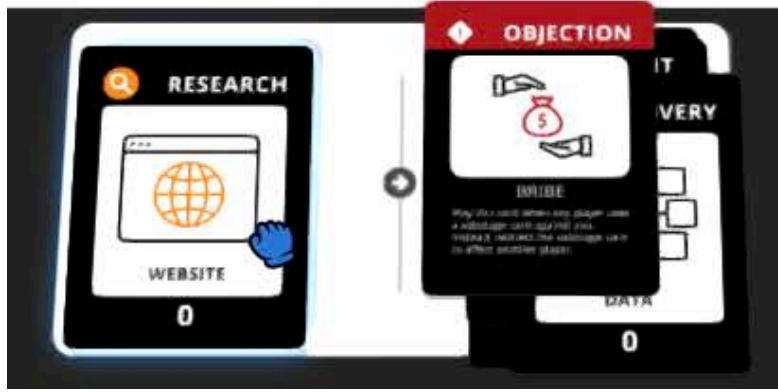


5. Press the **END TURN** button to move to the next player.

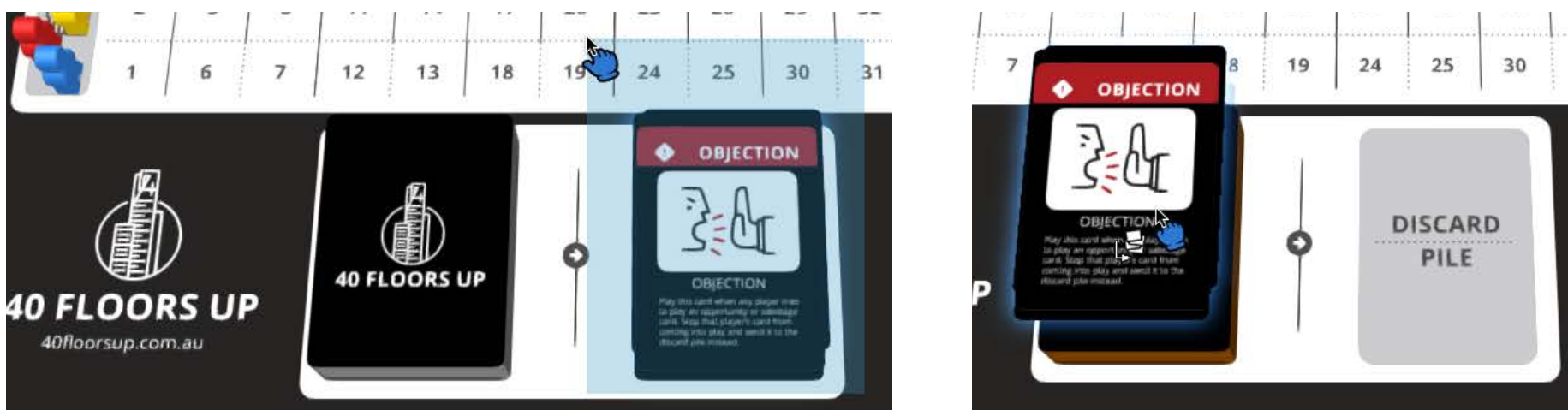


Reshuffling the draw pile.

If you need to reshuffle the draw pile due to a lack of cards available, select and drag one cards over to the draw pile to start the new draw pile. Once placed on the draw pile it will automatically flip over.

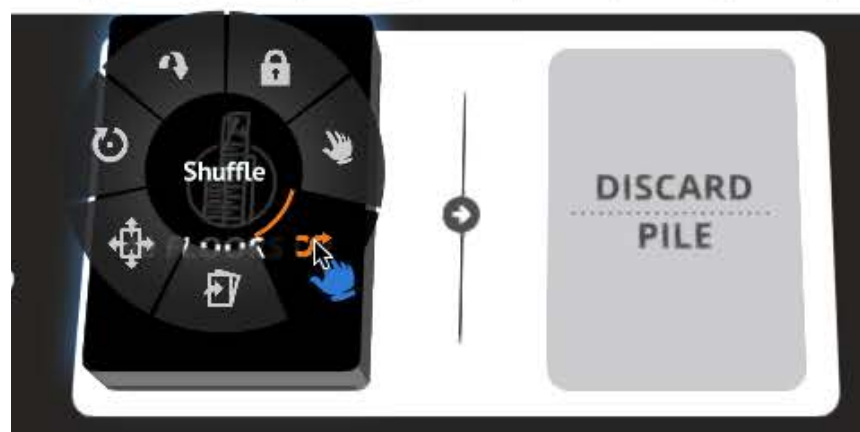


Select all the cards in the discard pile using the shift key by dragging your cursor across the cards. Click and drag the cards over to the new draw pile and wait until the pile turns orange.



When the pile is orange you can drop the cards onto the pile and they will automatically become part of that pile.

Then right click the pile and select 'Shuffle'. You now have a new deck of cards.



END OF THE GAME



The first player to reach 40 points wins.



To finish the game, click on the Tabletopia logo at the top left of the screen and select 'Finish'. Enter the players results on the opened window and then click 'Confirm Results'. Tabletopia will then take you to the Game Lobby. Make sure to then close the room when finished.

