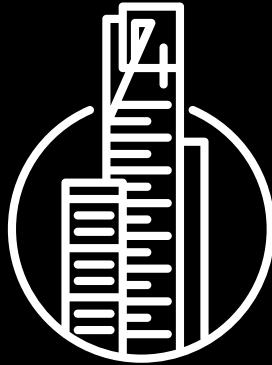




Swinburne
Law School



40 FLOORS UP

MOBILE 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

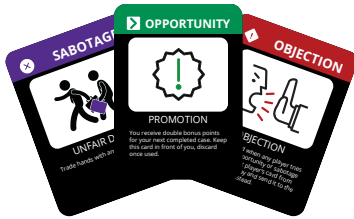
1 × Game board

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 'CASE' card with a black border and a white center. At the top, the word 'CASE' is written in white on a black background. Below it, there are three resource cards 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 center, there is a '+1' point bonus. Red circles highlight the 'CASE' title, the fingerprint icon, and the '+1' bonus. Red lines connect these circles to text labels.

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 an 'EVIDENCE' card with a black border and a white center. At the top, the word 'EVIDENCE' is written in white on a black background. Below it, there is a witness icon (a person at a desk with three boxes) and the text 'WITNESS STATEMENT'. At the bottom center, there is a '2' point value. Red circles highlight the fingerprint icon, the 'EVIDENCE' title, and the '2' value. Red lines connect these circles to text labels.

Symbol for this Resource card

The type of Resource card

Point value of the card



The diagram shows an 'OPPORTUNITY' card with a black border and a white center. At the top, the word 'OPPORTUNITY' is written in white on a green background. Below it, there is a starburst icon with an exclamation mark and the text 'PROMOTION'. At the bottom, there is a text box with the following text: 'You receive double bonus points for your next completed case. Keep this card in front of you, discard once used.' Red circles highlight the 'OPPORTUNITY' title and the text box. Red lines connect these circles to text labels.

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, a Host needs to **create** a table and players need to **join** the table.

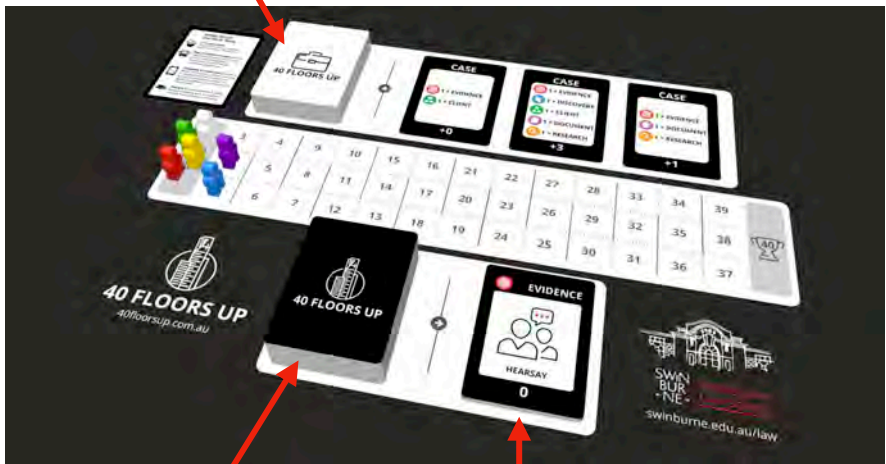
(a) Create: Click 'Create Online Table' to host a game and select the number of players.

(b) Join: Players must join using the 'Online Tables' option in the menu. Join the table using the code offered by the Host. Then select a seat using the coloured options on the right hand side of the screen.

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

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

CASE FILE



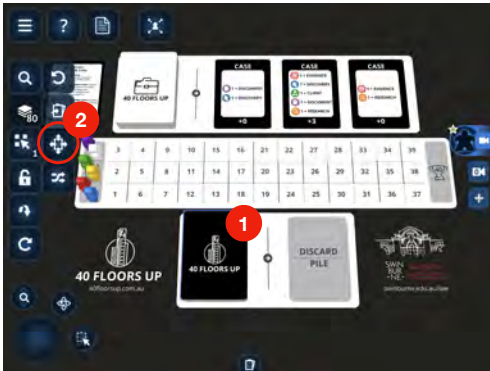
DRAW PILE DISCARD PILE

SEQUENCE OF PLAY



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

Select the draw pile and press the 'Deal' button. The cards will appear in each players hand automatically. Do this four times.



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

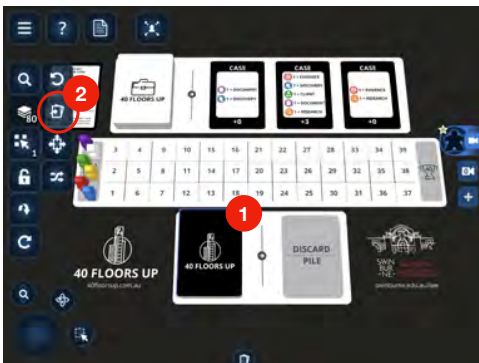
On your turn:



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

To select your cards, press 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, select the draw pile and press the 'Draw' button to move cards into your hand.





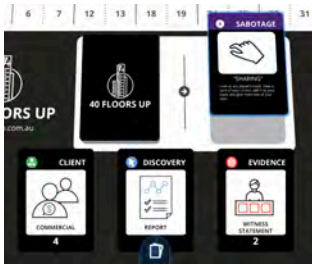
2. Play an Assistant card (optional).

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, double-press the card to view the cards details.

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

Press and move 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.

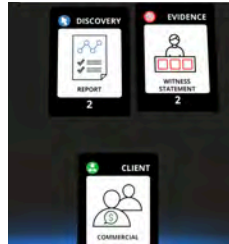
Press on one of your cards in your hand and press on the 'Select all' button.



Now move them to the game board.

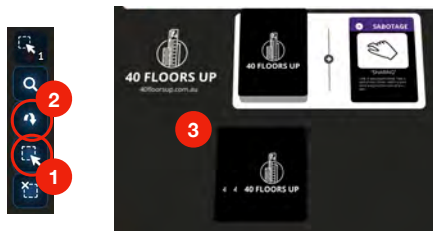


To bring your cards back, select them and drag them to your hand.

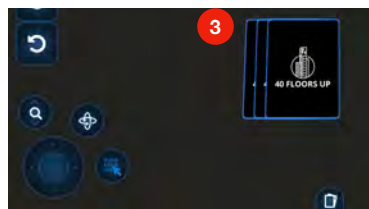
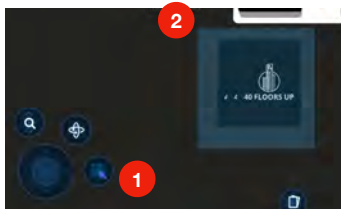


If the effect of an Assistant card is to allow a player to select a card from your hand at random, place your cards face down on the game board.

First select all of your cards using the 'select all' button and then press the 'Flip' button. Drag your reversed cards to to the game board for player selection.



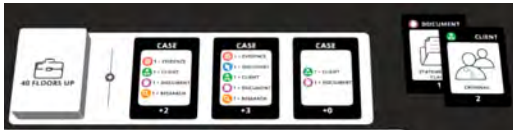
Once completed, move the remaining cards back to your hand at the bottom of the screen. You can use the selection tool to select all of the cards to then drag back to your hand.





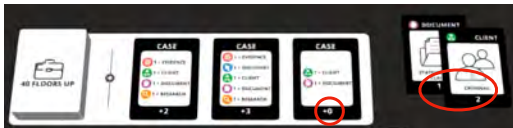
3. Complete a single case (if possible)

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.

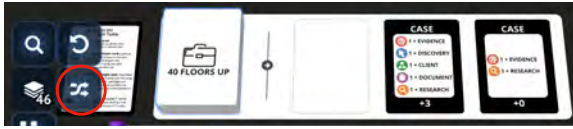


Return the completed case to the case pile.



Then shuffle the deck.

Select the case pile and press on the 'shuffle' button.



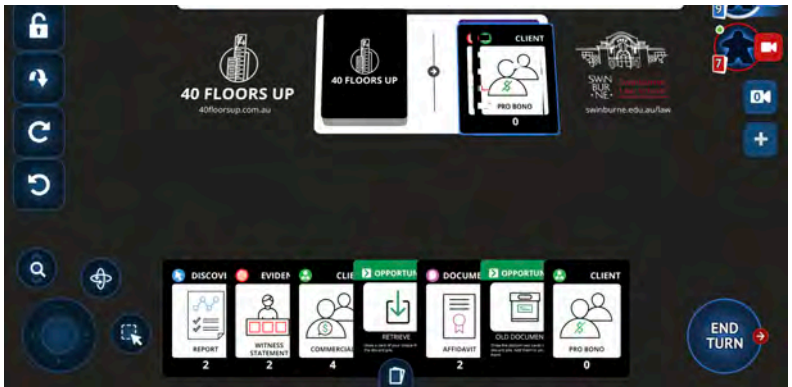
Replace it with a new Case card.

Press and hold on the case pile to select a single card and then move it to the empty spot. The card will flip automatically once in the correct 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.



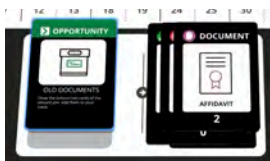
5. Press the **END TURN** button to move to the next player.





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.



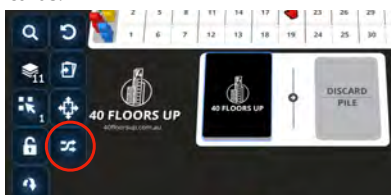
Select all the cards in the discard pile using the select all button:

Then 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 new pile and they will automatically become part of that pile.

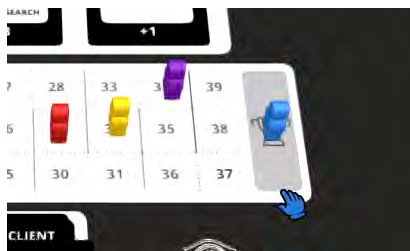
Then select the new pile and press the 'Shuffle' button. You now have a new deck of cards.



END OF THE GAME



The first player to reach 40 points wins.



To finish the game, click on the Game Menu button to return to the Main Menu.

Then close the game by entering the Online Tables menu and closing your current game.



