

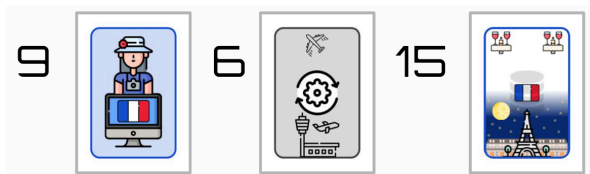
Overview

You are building a website for your travel agency. Help your customers book trips to Paris, Kyoto and Rio.

When building your website you have to consider technical and market requirements. Will your business thrive with its online presence?

Components

Website Cards (15)



Front and back of cards

Requirement Cards (3)



Set UP

1. Place all website cards in a pile.
2. Select 3 requirements 1 of each type.



3. Each player draws 3 website cards
4. Place a server website card in the middle of the table.

Gameplay Turns

1. Place a website card in the middle of the table on top of another website card to make a connection.
2. Draw 1 website card.

3. Continue until all website cards are placed or no legal moves are available. If all requirements are met you won!

You will always have to serve customers. A customer is served when a client is connected to a server that has a database of the same type connected. A database can satisfy any number of clients. Anything stated on a market or tech requirement card overrides the standard rules.

Connection Rules

- The card being placed must overlap the center area of another card.
- Can only establish 1 connection at a time.
- A client/database can only connect with servers.
- Servers cannot connect to servers.
- Once a card is placed it cannot be moved
- A placed website card cannot be moved.

Learn More

Learn how a website works, but more importantly how the 3 parts of any information system interact.

- **Network:** *Connections*
- **Hardware :** *Website Cards*
- **Software:** *Functionality of each website card*

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