# Light Speed

1. $15 to buy 4 Level 1 + 2 Level II cards.
2. Pay for kept cards and keep change. Cards not purchased go at the bottom of their decks.
3. Market 6 cards for each level
4. First player is highest $, then highest sector, then roll to break ties.

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| **Player** |  |
| 1 |  |
| 2 | +1 Money |
| 3 | +2 Money |
| 4-7 | +1 Economy |

# Turn Structure

1. Take turns and roll dice. After roll all players act **SIMULTANEOUSLY**:
   1. Allocate dice separately or summed
   2. Roller takes BLUE rewards
   3. Others take *deployed* RED rewards
   4. Anyone can take GREEN rewards
2. End game trigger when score of 40 reached:  
   Finish current round, then one final round.