



Rules

1. *Upon your turn:* **Choose a Path card (without first seeing it) and connect it to any available (unblocked) path** to build toward the Goal.
  
2. **Draw an Obstacle card,**  
if it's blank proceed to step 3, otherwise  
**Read it aloud & lay it over your just-played Path card, blocking progress on all its paths.** (Paths blocked by an Obstacle become unavailable 'til unblocked).
  
3. **Now the whole team *may* remove any Obstacle** by agreeing to apply one or more Strategy cards to resolve it.  
**Discuss possibilities**  
**One person makes a clear proposal**
  - **Team decides whether to try it (using thumb voting)**
  - **If no Veto, move Obstacle & its Strategies aside**
  - **If Veto'd, then someone else may make a proposal, vote again.**
  
4. **If an obstacle was resolved:**
  - a. ***Thank* each one who contributed a Strategy to solve your obstacle, and bring their hand to 5 cards by giving them cards from your hand.**
  - b. **Draw from the Strategy stack to refill your own hand, or from another player's hand when the stack is exhausted.**
  
5. **PAUSE TO READ new cards.** *Play passes to the next player.*

