

Player Aids and Lab Mats

Print one aid and one lab mat per player. These are intentionally text-first so the first teaching game can run without another app.

Player Aid 1

Round Reference

ROUND

Funding and Revenue; Buy Compute and Talent; Play Project Cards; Private Incident Check; Public Event; Lab Mandate Check and Cleanup

PURCHASES

Project Capacity: each player has 3P per round; P is capacity, not a token; Compute: 2 Capital each, max 3 per round; Talent: 4 Capital each, max 1 per round; Bridge Financing: gain 4 Capital, then spend 1 Influence or lose 1 Trust

INCIDENTS

Safety Gap 0-2: draw 0; Safety Gap 3-5: draw 1; Safety Gap 6-8: draw 2; Safety Gap 9+: draw 3; +1 draw if any active Risky Project was played; +1 draw if you funded at Trust 0; Private Incident Records stay face down with a Severity marker visible

SCORING

Project LP + Capability LP + Deployment LP + Revenue LP; Safety/Trust LP + Financing Stage LP + AGI LP + Mandate LP; Subtract Incident Record Severity

Player Aid 2

Round Reference

ROUND

Funding and Revenue; Buy Compute and Talent; Play Project Cards; Private Incident Check; Public Event; Lab Mandate Check and Cleanup

PURCHASES

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SCORING

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Player Aid 3

Round Reference

ROUND

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PURCHASES

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SCORING

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Player Aid 4

Round Reference

ROUND

Funding and Revenue; Buy Compute and Talent; Play Project Cards; Private Incident Check; Public Event; Lab Mandate Check and Cleanup

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SCORING

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Player Aid 5

Round Reference

ROUND

Funding and Revenue; Buy Compute and Talent; Play Project Cards; Private Incident Check; Public Event; Lab Mandate Check and Cleanup

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Lab Mat 1

Lab Dashboard

CAPABILITY

0 1 2 3 4 5 6 7 8 9 10+

SAFETY

0 1 2 3 4 5 6 7 8 9 10+

SAFETY GAP

0 1 2 3 4 5 6 7 8 9+

TRUST

0 1 2 3 4 5 6 7 8 9 10

INFLUENCE

0 1 2 3 4 5 6 7 8 9 10

REVENUE

0 1 2 3 4 5 6 7 8 9+

FINANCING STAGE

Boot / Seed / Growth / Frontier / Public

CAPITAL

COMPUTE

READY TALENT

EXHAUSTED TALENT

DEPLOYMENTS

LAB ARCHIVE

INCIDENT RECORDS

MANDATE

Lab Mat 2

Lab Dashboard

CAPABILITY

0 1 2 3 4 5 6 7 8 9 10+

SAFETY

0 1 2 3 4 5 6 7 8 9 10+

SAFETY GAP

0 1 2 3 4 5 6 7 8 9+

TRUST

0 1 2 3 4 5 6 7 8 9 10

INFLUENCE

0 1 2 3 4 5 6 7 8 9 10

REVENUE

0 1 2 3 4 5 6 7 8 9+

FINANCING STAGE

Boot / Seed / Growth / Frontier / Public

CAPITAL

COMPUTE

READY TALENT

EXHAUSTED TALENT

DEPLOYMENTS

LAB ARCHIVE

INCIDENT RECORDS

MANDATE

Lab Mat 3

Lab Dashboard

CAPABILITY

0 1 2 3 4 5 6 7 8 9 10+

SAFETY

0 1 2 3 4 5 6 7 8 9 10+

SAFETY GAP

0 1 2 3 4 5 6 7 8 9+

TRUST

0 1 2 3 4 5 6 7 8 9 10

INFLUENCE

0 1 2 3 4 5 6 7 8 9 10

REVENUE

0 1 2 3 4 5 6 7 8 9+

FINANCING STAGE

Boot / Seed / Growth / Frontier / Public

CAPITAL

COMPUTE

READY TALENT

EXHAUSTED TALENT

DEPLOYMENTS

LAB ARCHIVE

INCIDENT RECORDS

MANDATE

Lab Mat 4

Lab Dashboard

CAPABILITY

0 1 2 3 4 5 6 7 8 9 10+

SAFETY

0 1 2 3 4 5 6 7 8 9 10+

SAFETY GAP

0 1 2 3 4 5 6 7 8 9+

TRUST

0 1 2 3 4 5 6 7 8 9 10

INFLUENCE

0 1 2 3 4 5 6 7 8 9 10

REVENUE

0 1 2 3 4 5 6 7 8 9+

FINANCING STAGE

Boot / Seed / Growth / Frontier / Public

CAPITAL

COMPUTE

READY TALENT

EXHAUSTED TALENT

DEPLOYMENTS

LAB ARCHIVE

INCIDENT RECORDS

MANDATE

Project Cards

The first deck has 72 Project cards. Duplicate cards are rendered as physical copies for print-and-play testing.

3C

1K

1T

No Requirement

1P

copy 1/2

Scaling Law Training Run

Capability Program

CAPABILITY

BENCHMARK CURVE / TRAINING RUN

+3 Capability. If below Growth stage, gain 1 Influence from benchmark recognition by funders and standards bodies.

+3 Capability

+1 Influence

2 LP

3C

1K

1T

No Requirement

1P

copy 2/2

Scaling Law Training Run

Capability Program

CAPABILITY

BENCHMARK CURVE / TRAINING RUN

+3 Capability. If below Growth stage, gain 1 Influence from benchmark recognition by funders and standards bodies.

+3 Capability

+1 Influence

2 LP

4C

2K

1T

Capability 3+

1P

copy 1/2

Tool-Use Training Run

Capability Program

CAPABILITY RISKY

BENCHMARK CURVE / TRAINING RUN

+3 Capability. Risky. If Safety 5+ and you have a Deployment, gain 1 Revenue.

+3 Capability

possible +1 Revenue

2 LP

4C

2K

1T

Capability 3+

1P

copy 2/2

Tool-Use Training Run

Capability Program

CAPABILITY RISKY

BENCHMARK CURVE / TRAINING RUN

+3 Capability. Risky. If Safety 5+ and you have a Deployment, gain 1 Revenue.

+3 Capability

possible +1 Revenue

2 LP

5C

2K

1T

Growth stage

1P

copy 1/2

Multimodal Foundation Model

Capability Program

CAPABILITY

BENCHMARK CURVE / TRAINING RUN

+4 Capability.

+4 Capability

3 LP

5C

2K

1T

Growth stage

1P

copy 2/2

Multimodal Foundation Model

Capability Program

CAPABILITY

BENCHMARK CURVE / TRAINING RUN

+4 Capability.

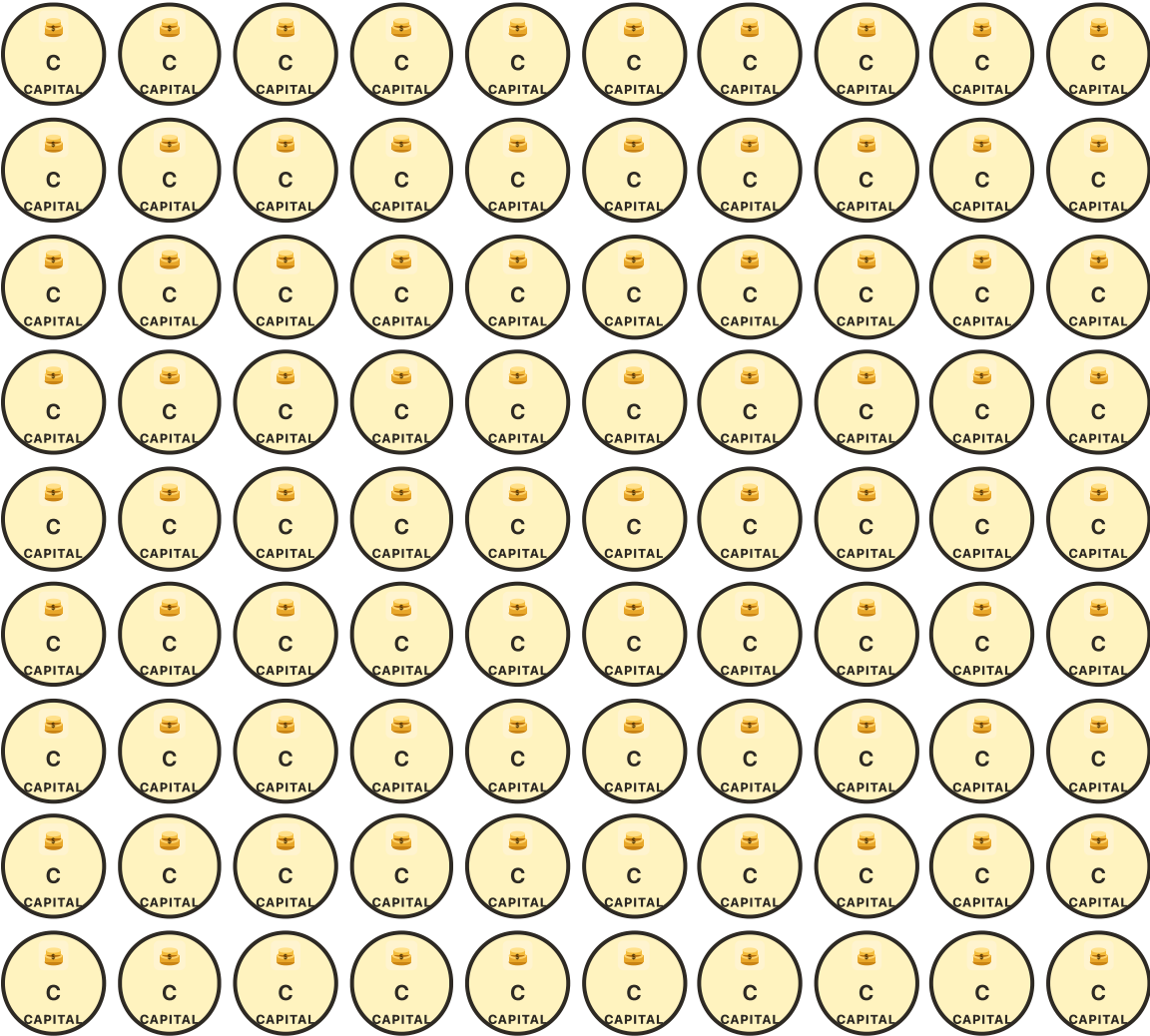
+4 Capability

3 LP

Token Sheets

Use cubes if you prefer. These sheets provide printable labels for the full v0.5 component counts.

Capital x90



Physical Print QA

Use this sheet before the first teaching game. It is the bridge between a checked digital print kit and proof that printed cards are actually readable in hand.

PRINT CHECK	PASS	ISSUE TO FIX
Printed at 100% scale		
Project card measures 2.5 x 3.5 inches after cutting		
Cost rail readable without picking up the card		
Requirement rail readable and not cramped		
Rules text readable after cutting		
Outcome strip readable and not clipped		
Player aid phase list readable		
Lab mat track labels and bottom zones readable		
Severity markers visible on face-down incidents		
Capability and Influence icons are distinct		
Trust and Influence icons/colors are distinct		