

OVERVIEW

What You Are Trying To Do

Each player runs a frontier AI lab. You raise Capital, buy Compute, hire Talent, play research and deployment projects, manage Safety, preserve Trust and Influence, and try to make the most valuable AGI-era lab.

Capability creates tempo. Safety controls your Safety Gap. Deployments create Revenue and Legacy Points. Private Incidents punish overreach. Public Events change the field for everyone.

Design mantra: Capability is the race axis. Safety keeps your lab alive. Capital lets you scale. Trust is public legitimacy; Influence is institutional access.

The Core Loop

1. Funding and Revenue

Gain Capital equal to Revenue, then optionally Bridge Financing or Raise Capital.

- Bridge Financing: gain 4 Capital, then spend 1 Influence or lose 1 Trust.
- Raise Capital advances one Financing Stage if requirements are met.
- Funding at Trust 0 is allowed, but adds one incident draw.

2. Buy Compute and Talent

Refresh shared market supply and buy resources in turn order.

- Compute supply: 3 x players + 2. Cost: 2 Capital each. Limit: 3 per player per round.
- Talent supply: players + 2. Cost: 4 Capital each. Limit: 1 per player per round.

3. Play Project Cards

Use up to 3 Project Capacity points from the public 8-card Project Market.

- Pay all listed Capital, Compute, and Influence costs.
- Exhaust Talent.
- Resolve effect and refill the market.
- All played cards go to your visible Lab Archive; Deployments stay active.

4. Private Incident Check

Calculate Safety Gap and draw Private Incident cards if risk is high.

- Gap 0-2: draw 0.
- Gap 3-5: draw 1.
- Gap 6-8: draw 2.
- Gap 9+: draw 3.
- Active Risky projects and Trust 0 funding add extra draws.
- Queued extra Public Events resolve after the normal Public Event.

5. Public Event

Reveal and resolve one global event.

- Most events resolve immediately.
- Ongoing events remain until the next Public Event phase.

6. Lab Mandate Check and Cleanup

Privately check Lab Mandate progress, refresh Talent, clear temporary effects, and pass first player.

- Do not reveal Lab Mandates until final scoring unless a card says otherwise.
- Discard the 2 oldest market cards and refill to 8.
- Finish the current round before scoring if AGI is certified.

Setup

Player Setup

STARTING ITEM	AMOUNT
Capital	8
Compute	2
Talent	2 ready Talent
Trust	5
Influence	1
Capability	0
Safety	0
Revenue	0
Financing Stage	Bootstrapped
Lab Mandate	Draw 3, keep 1 secret

Deck Setup

1. Shuffle Project, Private Incident, Public Event, and Lab Mandate decks separately.
 2. Reveal 8 Project cards into the public Project Market.
 3. Place shared supplies of Capital, Compute, Talent, Trust, and Influence near the table.
 4. Each player draws 3 Lab Mandates, keeps 1 secret, and returns the others to the box.
 5. Randomly choose first player.
-

Resources and Tracks



Capital

Spend to buy Compute, hire Talent, play Projects, and absorb losses.

RULE
Capital is not scored at endgame. It only matters because it lets you act.



Compute

Spend on capability, safety, infrastructure, and deployment projects.

RULE
v0.5 uses one Compute type. Frontier Compute is an optional later module.



Talent

Reusable expert bandwidth. Exhaust Talent to play projects and refresh it at cleanup.

RULE
Talent is token capacity in v0.5, not typed specialist cards.



Trust

Public legitimacy and customer confidence. Required for funding, deployment, and AGI certification.

RULE
At Trust 0 you can still fund, but you draw an extra Private Incident.



Influence

Institutional access to policymakers, standards bodies, cloud vendors, procurement, and enterprise partners.

RULE
Spend 1 Influence after drawing incidents to choose which drawn incident resolves.



PRIMARY RACE AXIS

Capability Is The Tempo Engine

Capability unlocks stronger Projects, gates major Deployments, pressures AGI Claim Certification, and creates Safety Gap risk when it outruns Safety.

Tracks



Capability



Safety



Safety Gap

RANGE

0+

SETUP

0

Model progress. Unlocks stronger projects and AGI claims.

RANGE

0+

SETUP

0

Evals, red teaming, interpretability, containment, governance, and deployment safeguards.

RANGE

Calculated

SETUP

0

$\max(0, \text{Capability} - \text{Safety})$. Drives Private Incident draws.



Revenue

RANGE

0+

SETUP

0

Recurring Capital from active Deployments during Funding and Revenue. Non-Deployment cards can raise Revenue only when they improve an active Deployment.



Financing Stage

RANGE

Bootstrapped to Public

SETUP

Bootstrapped

Compressed funding ladder: Bootstrapped, Seed, Growth, Frontier, Public.

Funding and Revenue

Each player gains Capital equal to Revenue. Then each player may Bridge Financing or Raise Capital.

Bridge Financing: gain 4 Capital, then spend 1 Influence or lose 1 Trust.

NEW STAGE	REQUIREMENT	CAPITAL	UNLOCK
Seed	None	6	Basic projects stay available.
Growth	Capability 3+ or 1 Deployment	9	Growth-gated cards.
Frontier	Capability 7+ or Revenue 4+	12	AGI certification becomes possible later.
Public	Trust 6+, Revenue 5+, 2 Deployments	14	Worth 8 LP at endgame.

Round Reference

Buy Compute and Talent

PURCHASE	COST	LIMIT
1 Compute	2 Capital	3 per round
1 Talent	4 Capital	1 per round

Private Incident Draws

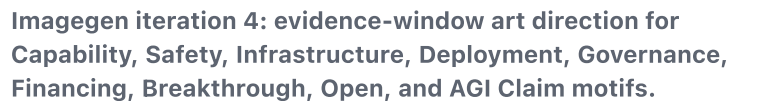
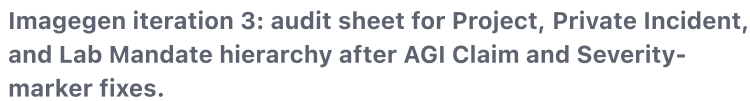
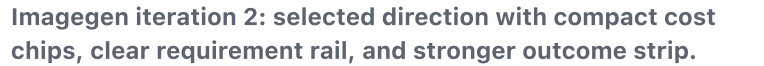
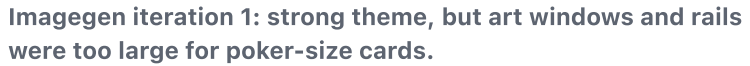
SAFETY GAP	CARDS DRAWN
0-2	0
3-5	1
6-8	2
9+	3

Final Scoring

CATEGORY	LEGACY POINTS
Printed Project card LP	Printed LP on all Project cards in your Lab Archive
Capability, primary race axis	1 LP per 2, rounded down
Deployment Portfolio	2 LP per active Deployment
Revenue	1 LP per Revenue
Safety and Trust	1 LP per 2 Safety, plus 1 LP per Trust above 5. +3 LP if Safety is higher than Capability and you have 1+ Deployment
Financing Stage	Seed 1, Growth 3, Frontier 5, Public 8

CATEGORY	LEGACY POINTS
AGI Claim Certified	10 LP, plus 3 LP if first
Lab Mandate	Printed value if complete
Incident Records	Lose LP equal to Severity

Card Anatomy



3C 1K 1T 1P

No requirement

Scaling Law Training Run

Capability Program

benchmark chart / training curve

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

+3 Capability | +1 Influence | 2 LP

Layout Rules

- Cost lives in the upper left; P means Project Capacity.
 - Requirements live in the upper right.
 - Type line sits under the title.
 - Rules text is always in the lower half.
 - Outcome strip at the bottom shows what you get.
 - Incidents show Severity first and hide private details by default.
 - Evidence-window art uses repeated type motifs, not unique art per card in v0.5.
-

Timing and State

Risky

If you played one or more active Risky cards this round, draw 1 extra Private Incident in Phase 4. Conditional Risky is checked after the card resolves.

Immediate incident draws

When an effect says to draw and resolve N Private Incidents, resolve N separate one-card incidents. Influence choice and unresolved-card Trust loss apply only to multi-card Phase 4 checks.

Public incidents

Private Incidents stay hidden unless Public. Conditional Public checks your active Deployments when the incident resolves.

Discounts

Costs cannot go below 0. Project Compute-cost discounts reduce Project K costs, not the Phase 2 price to buy Compute, unless a card says otherwise.

Choices and targets

If an effect says or, disable one Deployment, or choose one of your own cards/resources, the affected player chooses unless the card names another chooser.

Disabled deployments

A disabled Deployment provides no Revenue and satisfies no requirements while disabled, but still keeps printed endgame LP unless a card says otherwise. Delayed Talent exhaustion starts before the next Funding and Revenue phase.

Ties

If a card affects the highest or lowest player and there is a tie, all tied players are affected unless the card says otherwise.

AGI Claim Certification

AGI is a claim under scrutiny, not only a Capability number. Certification is an always-available special project action that costs 2 Project Capacity points and can end the game after the current round.

REQUIREMENT	VALUE
Financing Stage	Frontier or Public
Capability	10+
Safety	8+
Trust	5+
Influence	1+
Safety Evidence	1 Safety Case card in your Lab Archive or 3 total Safety Program and/or Governance Program cards in your Lab Archive
Cost	5 Capital + 3 Compute
Talent	Exhaust 2 Talent
Project Capacity	2
Safety Gap Rider	If Safety Gap is 5+ when you certify, resolve two one-card Private Incident draws

Result: gain an AGI Claim Certified marker, score 10 LP at endgame, and score +3 LP if you are first. If your Safety Gap is 5+ when you certify, immediately resolve two one-card Private Incident draws.

Worked Examples

Use these when teaching the first game. They cover the procedures most likely to create rules questions.

Project Capacity

USE WHEN

A player wants to play multiple Projects in Phase 3.

They have 3P total. They may play a 1P Project and later a 2P Project, refilling the market after each play. Once all 3P are spent, they are done for the round.

Private Incident Verification

USE WHEN

A lab at Safety Gap 6 has also played a Risky Project.

The lab draws 3 incidents, fans them with only Severity visible, and resolves the highest Severity unless it spends 1 Influence to choose a different drawn incident. Unresolved cards each cost 1 Trust and are discarded face down.

AGI Claim Certification

USE WHEN

A Frontier-stage lab has Capability 10, Safety 8, Trust 5, Influence 1, Safety Evidence, and 3P left.

It may spend 2P, 5 Capital, 3 Compute, and exhaust 2 Talent to gain AGI Claim Certified. If Safety Gap is 5+, it immediately resolves two one-card Private Incident draws.

Final Scoring

USE WHEN

A player has 14 printed Project LP, Capability 9, 2 active Deployments, Revenue 4, Safety 8, Trust 7, Growth stage, a 7 LP mandate, and 3 Severity in Incident Records.

Score $14 + 4 \text{ Capability} + 4 \text{ Deployment} + 4 \text{ Revenue} + 6 \text{ Safety/Trust} + 3 \text{ Growth} + 7 \text{ Mandate} - 3 \text{ Incidents} = 39 \text{ LP}$.

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

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 3

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 4

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 5

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

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

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

5C3K2T

2P

Capability6+

Long-Horizon Agent Training

Capability Program

CAPABILITYRISKY

BENCHMARK CURVE / TRAINING RUN

+4 Capability. Risky. Gain 1 Influence from frontier-access interest.

+4 Capability

+1 Influence

4 LP

3C2K1T

1P

No Requirement

copy 1/2

Post-Training Capability Sprint

Capability Program

CAPABILITYPOST-TRAINING

BENCHMARK CURVE / TRAINING RUN

+3 Capability and +1 Trust.

+3 Capability

+1 Trust

2 LP

3C2K1T

1P

No Requirement

copy 2/2

Post-Training Capability Sprint

Capability Program

CAPABILITYPOST-TRAINING

BENCHMARK CURVE / TRAINING RUN

+3 Capability and +1 Trust.

+3 Capability

+1 Trust

2 LP

2C1K1T

1P

No Requirement

Benchmark-Tuned Model Sprint

Capability Program

CAPABILITYCONDITIONAL RISKY

BENCHMARK CURVE / TRAINING RUN

+2 Capability and gain 4 Capital. Risky if Safety Gap is 4+.

+2 Capability

+4 Capital

1 LP

4C1K1T

1P

Capability4+

Synthetic Data Flywheel

Capability Program

CAPABILITY

BENCHMARK CURVE / TRAINING RUN

+3 Capability. Your next Capability Program costs 1K less.

+3 Capability

discount

2 LP

6C3K2T

2P

Capability8+

Agentic Scaffolding Run

Capability Program

CAPABILITYRISKY

BENCHMARK CURVE / TRAINING RUN

+5 Capability. Risky. Draw 1 Private Incident immediately if Trust is below 5.

+5 Capability

5 LP

3C

1K

1T

No Requirement

1P

copy 1/2

Robust Eval Harness

Safety Program

SAFETY

EVAL DOSSIER / RED-TEAM TRACE

+3 Safety. Gain 1 Trust.

+3 Safety

+1 Trust

2 LP

3C

1K

1T

No Requirement

1P

copy 2/2

Robust Eval Harness

Safety Program

SAFETY

EVAL DOSSIER / RED-TEAM TRACE

+3 Safety. Gain 1 Trust.

+3 Safety

+1 Trust

2 LP

3C

1T

No Requirement

1P

copy 1/2

Adversarial Red Teaming

Safety Program

SAFETY

EVAL DOSSIER / RED-TEAM TRACE

+2 Safety. Until cleanup, reduce one incident Trust loss by 2.

+2 Safety

incident shield

1 LP

3C

1T

No Requirement

1P

copy 2/2

Adversarial Red Teaming

Safety Program

SAFETY

EVAL DOSSIER / RED-TEAM TRACE

+2 Safety. Until cleanup, reduce one incident Trust loss by 2.

+2 Safety

incident shield

1 LP

4C

1K

1T

Safety 2+

1P

copy 1/2

Mechanistic Interpretability Sprint

Safety Program

SAFETY

EVAL DOSSIER / RED-TEAM TRACE

+3 Safety. Gain 1 Influence if Capability 6+.

+3 Safety

possible +1 Influence

2 LP

4C

1K

1T

Safety 2+

1P

copy 2/2

Mechanistic Interpretability Sprint

Safety Program

SAFETY

EVAL DOSSIER / RED-TEAM TRACE

+3 Safety. Gain 1 Influence if Capability 6+.

+3 Safety

possible +1 Influence

2 LP

5C2T1PGrowth stage

Safety Case Dossier

Safety Program

SAFETY SAFETY CASE

EVAL DOSSIER / RED-TEAM TRACE

+3 Safety and +2 Influence. Counts as Safety Case.

+3 Safety+2 Influence3 LP

4C1TNo Requirement

Preparedness Framework

Safety Program

SAFETY GOVERNANCE

EVAL DOSSIER / RED-TEAM TRACE

+2 Safety, +1 Trust, +1 Influence.

+2 Safety+1 Trust+1 Influence2 LP

3C1K1TAny Deployment

Model Behavior Monitoring

Safety Program

SAFETY DEPLOYMENT SUPPORT

EVAL DOSSIER / RED-TEAM TRACE

+2 Safety and +1 Revenue.

+2 Safety+1 Revenue1 LP

3C1K1TAny Deployment

Model Behavior Monitoring

Safety Program

SAFETY DEPLOYMENT SUPPORT

EVAL DOSSIER / RED-TEAM TRACE

+2 Safety and +1 Revenue.

+2 Safety+1 Revenue1 LP

5C2K2TCapability 5+

Safety Post-Training

Safety Program

SAFETY POST-TRAINING

EVAL DOSSIER / RED-TEAM TRACE

+4 Safety.

+4 Safety3 LP

4C1T1PCapability 7+

Deployment Safeguards Review

Safety Program

SAFETY DEPLOYMENT SAFEGUARD

EVAL DOSSIER / RED-TEAM TRACE

+3 Safety. Remove Risky from your next Capability Program this round.

+3 Safetyrisk control2 LP

5C1P

No Requirement

copy 1/2

Frontier Datacenter Buildout

Infrastructure Program

INFRASTRUCTURE

CLUSTER MAP / SERVING STACK

Gain 2 Compute.

+2 Compute

1 LP

5C1P

No Requirement

copy 2/2

Frontier Datacenter Buildout

Infrastructure Program

INFRASTRUCTURE

CLUSTER MAP / SERVING STACK

Gain 2 Compute.

+2 Compute

1 LP

3C1K1T1P

Any Deployment or Capability 4+

copy 1/2

Inference Optimization

Infrastructure Program

INFRASTRUCTUREINFERENCE

CLUSTER MAP / SERVING STACK

If you have a Deployment, gain 1 Revenue; otherwise reduce your next Deployment cost by 2K.

+1 Revenue or discount

1 LP

3C1K1T1P

Any Deployment or Capability 4+

copy 2/2

Inference Optimization

Infrastructure Program

INFRASTRUCTUREINFERENCE

CLUSTER MAP / SERVING STACK

If you have a Deployment, gain 1 Revenue; otherwise reduce your next Deployment cost by 2K.

+1 Revenue or discount

1 LP

4C1K1T1P

No Requirement

Inference Serving Stack

Infrastructure Program

INFRASTRUCTUREINFERENCE

CLUSTER MAP / SERVING STACK

Reduce your next Deployment cost by 2C.
If you have a Deployment, gain 1 Revenue.

discountpossible +1 Revenue

1 LP

3C1T1P

No Requirement

Data Pipeline Hardening

Infrastructure Program

INFRASTRUCTURESAFETY

CLUSTER MAP / SERVING STACK

+1 Safety and gain 1 Compute.

+1 Safety+1 Compute

1 LP

5C1 Influence

Influence 2+

1P

Chip Supply Contract

Infrastructure Program

INFRASTRUCTURE

CLUSTER MAP / SERVING STACK

Gain 4 Compute.

+4 Compute

1 LP

5C1P

No Requirement

Power Purchase Agreement

Infrastructure Program

INFRASTRUCTURE

CLUSTER MAP / SERVING STACK

Gain 2 Compute and 1 Influence.

+2 Compute+1 Influence

1 LP

4C1K1T

No Requirement

1P

Training Efficiency Sprint

Infrastructure Program

INFRASTRUCTUREEFFICIENCY

CLUSTER MAP / SERVING STACK

Your next Capability Program costs 2K less and ignores one Risky keyword.

discountrisk control

2 LP

6C2T1P

Growth stage

Weights Access Control Program

Infrastructure Program

INFRASTRUCTURESECURITY

CLUSTER MAP / SERVING STACK

Gain 1 Talent permanently and +1 Safety.

+1 Talent+1 Safety

2 LP

4C2K1T1P

Capability 3+, Trust 4+
copy 1/2

Consumer Assistant Launch

Consumer Deployment

CONSUMERDEPLOYMENT

ASSISTANT SURFACE / PUBLIC ROLLOUT

Deployment. +1 Revenue and +1 Trust.

+1 Revenue+1 Trust

3 LP

4C2K1T1P

Capability 3+, Trust 4+
copy 2/2

Consumer Assistant Launch

Consumer Deployment

CONSUMERDEPLOYMENT

ASSISTANT SURFACE / PUBLIC ROLLOUT

Deployment. +1 Revenue and +1 Trust.

+1 Revenue+1 Trust

3 LP

3C

1K

1T

1P

Capability 2+, Trust 5+

Education Access Program

Consumer Deployment

CONSUMER OPEN

ASSISTANT SURFACE / PUBLIC ROLLOUT

Deployment. Open. +1 Revenue, +2 Trust.

+1 Revenue

+2 Trust

2 LP

3C

2K

1T

1P

Capability 4+

Developer Platform Preview

Consumer Deployment

CONSUMER CONDITIONAL RISKY

ASSISTANT SURFACE / PUBLIC ROLLOUT

Deployment. +1 Revenue and +1 Influence. Risky if Safety Gap 5+.

+1 Revenue

+1 Influence

3 LP

5C

2K

1T

1P

Capability 5+, Trust 5+

Multilingual Rollout

Consumer Deployment

CONSUMER

ASSISTANT SURFACE / PUBLIC ROLLOUT

Deployment. +2 Revenue and +1 Trust.

+2 Revenue

+1 Trust

4 LP

4C

1K

1T

1P

Capability 2+, Safety 4+

Accessible Assistant Rollout

Consumer Deployment

CONSUMER SAFETY PUBLIC BENEFIT

ASSISTANT SURFACE / PUBLIC ROLLOUT

Deployment. +1 Revenue, +2 Trust. Counts as Public Benefit.

+1 Revenue

+2 Trust

4 LP

4C

2K

1T

1P

Capability 6+

Long-Context Assistant

Consumer Deployment

CONSUMER RISKY

ASSISTANT SURFACE / PUBLIC ROLLOUT

Deployment. +2 Revenue. Risky.

+2 Revenue

4 LP

3C

1K

1T

1P

Capability 4+, Safety 5+

Open Model Access Portal

Consumer Deployment

CONSUMER OPEN

ASSISTANT SURFACE / PUBLIC ROLLOUT

Deployment. Open. +3 Influence and +1 Trust, but no Revenue.

+3 Influence

+1 Trust

4 LP

5C2K1T1P

Capability 4+,
Influence 2+

copy 1/2

Enterprise Workflow Assistant

Enterprise Deployment

ENTERPRISE

PROCUREMENT WORKFLOW / SECURE GATEWAY

Deployment. +2 Revenue and +1 Influence.

+2 Revenue+1 Influence4 LP

5C2K1T1P

Capability 4+,
Influence 2+

copy 2/2

Enterprise Workflow Assistant

Enterprise Deployment

ENTERPRISE

PROCUREMENT WORKFLOW / SECURE GATEWAY

Deployment. +2 Revenue and +1 Influence.

+2 Revenue+1 Influence4 LP

4C1K1T1P

Capability 3+

Research API Contract

Enterprise Deployment

ENTERPRISE

PROCUREMENT WORKFLOW / SECURE GATEWAY

Deployment. +1 Revenue and +2 Influence.

+1 Revenue+2 Influence3 LP

5C2K1T1P

Capability 4+,
Influence 4+,
Trust 5+

Government Evaluation Contract

Enterprise Deployment

ENTERPRISEGOVERNANCE

PROCUREMENT WORKFLOW / SECURE GATEWAY

Deployment. +2 Revenue and +2 Influence.

+2 Revenue+2 Influence4 LP

6C2K1T1P

Capability 4+,
Safety 5+,
Influence 4+

Regulated Industry Suite

Enterprise Deployment

ENTERPRISE

PROCUREMENT WORKFLOW / SECURE GATEWAY

Deployment. +2 Revenue, +1 Trust.

+2 Revenue+1 Trust5 LP

5C2K1T1P

Capability 5+,
Safety 4+

Scientific Discovery Platform

Enterprise Deployment

ENTERPRISECAPABILITY

PROCUREMENT WORKFLOW / SECURE GATEWAY

Deployment. +1 Revenue, +1 Capability, +1 Trust.

+1 Revenue+1 Capability+1 Trust5 LP

4C

1K

1T

1P

Capability 3+, Safety 4+

Secure Model Gateway

Enterprise Deployment

ENTERPRISE SAFETY

PROCUREMENT WORKFLOW / SECURE GATEWAY

Deployment. +1 Revenue and +2 Trust.

+1 Revenue

+2 Trust

3 LP

6C

3K

1T

1P

Capability 7+

Agentic Workflow Platform

Enterprise Deployment

ENTERPRISE RISKY

PROCUREMENT WORKFLOW / SECURE GATEWAY

Deployment. +3 Revenue. Risky.

+3 Revenue

5 LP

3C

1T

1P

No Requirement

copy 1/2

External Model Audit

Governance Program

GOVERNANCE SAFETY

SYSTEM CARD / POLICY MEMO

+2 Trust and +1 Safety.

+2 Trust

+1 Safety

1 LP

3C

1T

1P

No Requirement

copy 2/2

External Model Audit

Governance Program

GOVERNANCE SAFETY

SYSTEM CARD / POLICY MEMO

+2 Trust and +1 Safety.

+2 Trust

+1 Safety

1 LP

4C

1T

1P

No Requirement

Responsible Scaling Policy

Governance Program

GOVERNANCE

SYSTEM CARD / POLICY MEMO

+1 Safety, +1 Trust, +2 Influence.

+1 Safety

+1 Trust

+2 Influence

2 LP

4C

1 Influence

1P

Influence 2+

Standards Body Seat

Governance Program

GOVERNANCE

SYSTEM CARD / POLICY MEMO

+2 Influence. You may ignore 1 Influence requirement this round.

+2 Influence

2 LP

2C1T

No Requirement

1P

Transparency Report

Governance Program

GOVERNANCE

SYSTEM CARD / POLICY MEMO

+2 Trust. If Safety Gap is 0-2, gain 1 Influence.

+2 Trust

possible +1 Influence

1 LP

3C1T

No Requirement

1P

System Card Release

Governance Program

GOVERNANCE

SYSTEM CARD / POLICY MEMO

+3 Trust.

+3 Trust

1 LP

4C1T

No Requirement

1P

Policy Engagement Team

Governance Program

GOVERNANCE

SYSTEM CARD / POLICY MEMO

+2 Influence and +1 Trust.

+2 Influence

+1 Trust

1 LP

3C1T

No Requirement

1P

Incident Response Playbook

Governance Program

GOVERNANCE

SYSTEM CARD / POLICY MEMO

+1 Safety. The next Private Incident you resolve has -1 Severity for scoring.

+1 Safety

incident control

2 LP

1C1T

No Requirement

1P

copy 1/2

Frontier Demo Day

Financing Program

FINANCING

TERM SHEET / COMPUTE CONTRACT

Gain 5 Capital. If Safety Gap 6+, lose 1 Trust.

+5 Capital

0 LP

1C1T

No Requirement

1P

copy 2/2

Frontier Demo Day

Financing Program

FINANCING

TERM SHEET / COMPUTE CONTRACT

Gain 5 Capital. If Safety Gap 6+, lose 1 Trust.

+5 Capital

0 LP

2C1 Influence

Influence 2+

1P

Strategic Cloud Partnership

Financing Program

FINANCINGINFRASTRUCTURE

TERM SHEET / COMPUTE CONTRACT

Gain 2 Compute and 3 Capital.

+2 Compute

+3 Capital

1 LP

1T1P

No Requirement

Enterprise Pilot Eval

Financing Program

FINANCING

TERM SHEET / COMPUTE CONTRACT

Gain 4 Capital. If you have an Enterprise Deployment, gain 1 Influence.

+4 Capital

0 LP

1C1P

Capability 5+

Benchmark-Driven Fundraise

Financing Program

FINANCINGCONDITIONAL RISKY

TERM SHEET / COMPUTE CONTRACT

Gain 7 Capital and +1 Influence. Risky if Safety Gap 5+.

+7 Capital

+1 Influence

0 LP

1T1P

Trust 6+ or Safety 5+

Public Benefit Grant

Financing Program

FINANCINGPUBLIC BENEFIT

TERM SHEET / COMPUTE CONTRACT

Gain 4 Capital and +1 Trust. Counts as Public Benefit.

+4 Capital

+1 Trust

1 LP

3C2 Influence

Influence 5+

1P

Sovereign Compute Deal

Financing Program

FINANCINGINFRASTRUCTURE

TERM SHEET / COMPUTE CONTRACT

Gain 5 Compute. Lose 1 Trust unless Safety 6+.

+5 Compute

2 LP

1P

Revenue 3+

Revenue-Backed Compute Facility

Financing Program

FINANCING

TERM SHEET / COMPUTE CONTRACT

Gain Capital equal to twice your Revenue.

+Capital

0 LP

5C2K2T

1P

Capability5+

MoE Efficiency Run

Breakthrough

BREAKTHROUGH

CAPABILITY

EFFICIENCY

FRONTIER LAB NOTEBOOK

+3 Capability. Your Compute costs are reduced by 1 for the rest of the round.

+3 Capability

discount

3 LP

6C1K2T

1P

Safety5+

Interpretability Breakthrough

Breakthrough

BREAKTHROUGH

SAFETY

FRONTIER LAB NOTEBOOK

+3 Safety and +2 Trust.

+3 Safety

+2 Trust

4 LP

8C5K

2T2P

Frontier stage, Capability 8+

Frontier Training Run

Breakthrough

BREAKTHROUGH

RISKY

FRONTIER LAB NOTEBOOK

+5 Capability. Risky.

+5 Capability

5 LP

4C2T

1P

At least 1 Incident Record

Safety Culture Reset

Breakthrough

BREAKTHROUGH

SAFETY

FRONTIER LAB NOTEBOOK

+3 Safety and remove 1 Severity from one Incident Record for scoring.

+3 Safety

incident repair

3 LP

3C1T

1P

No Requirement

Open Evaluation Benchmark

Breakthrough

BREAKTHROUGH

OPEN

FRONTIER LAB NOTEBOOK

+1 Safety. Each other player may gain +1 Safety. You gain +2 Influence. Open.

+1 Safety

+2 Influence

3 LP

5C2K1T

1P

2 Deployments

Inference Revenue Flywheel

Breakthrough

BREAKTHROUGH

DEPLOYMENT SUPPORT

FRONTIER LAB NOTEBOOK

Gain +2 Revenue and +1 Trust.

+2 Revenue

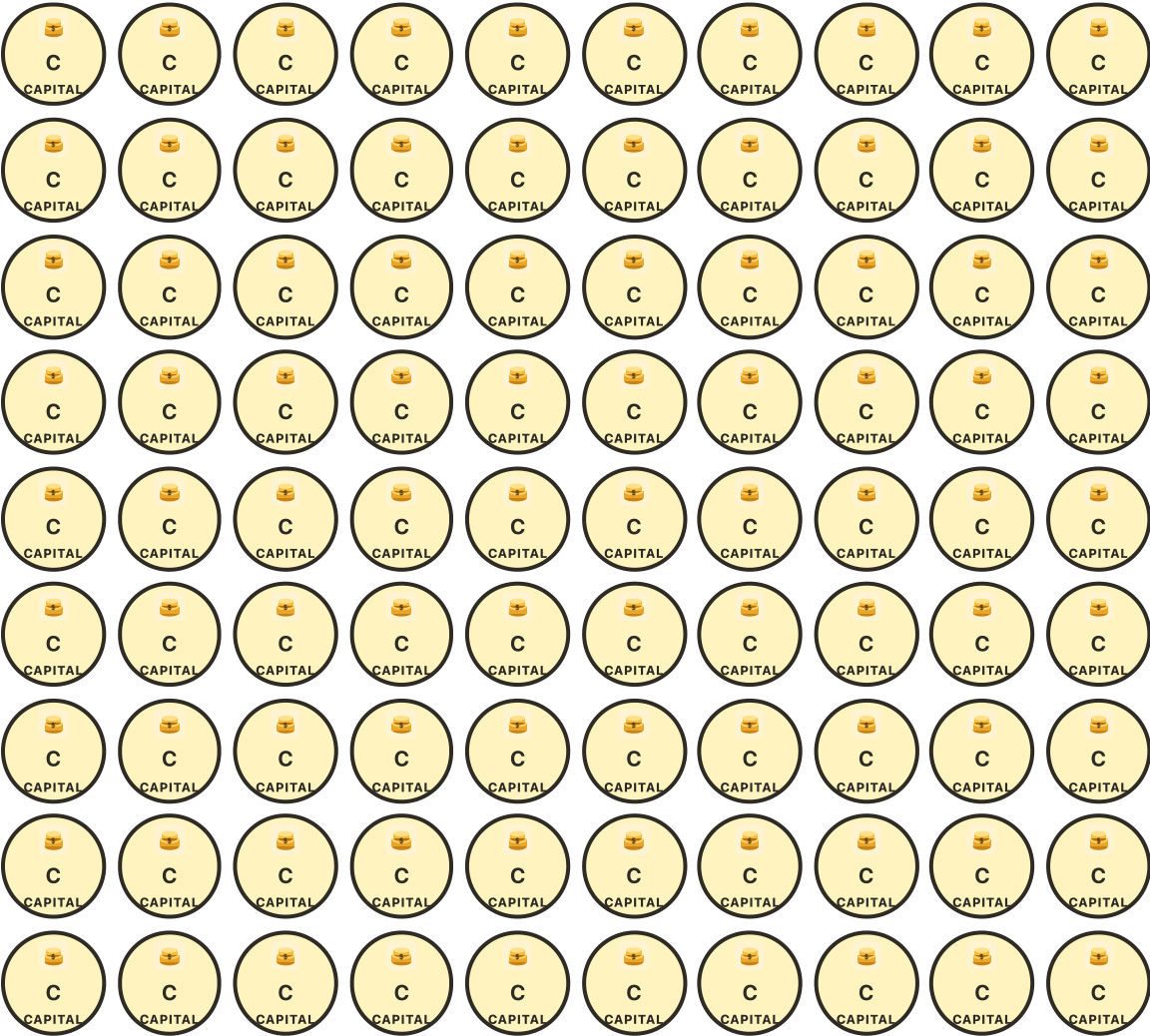
+1 Trust

4 LP

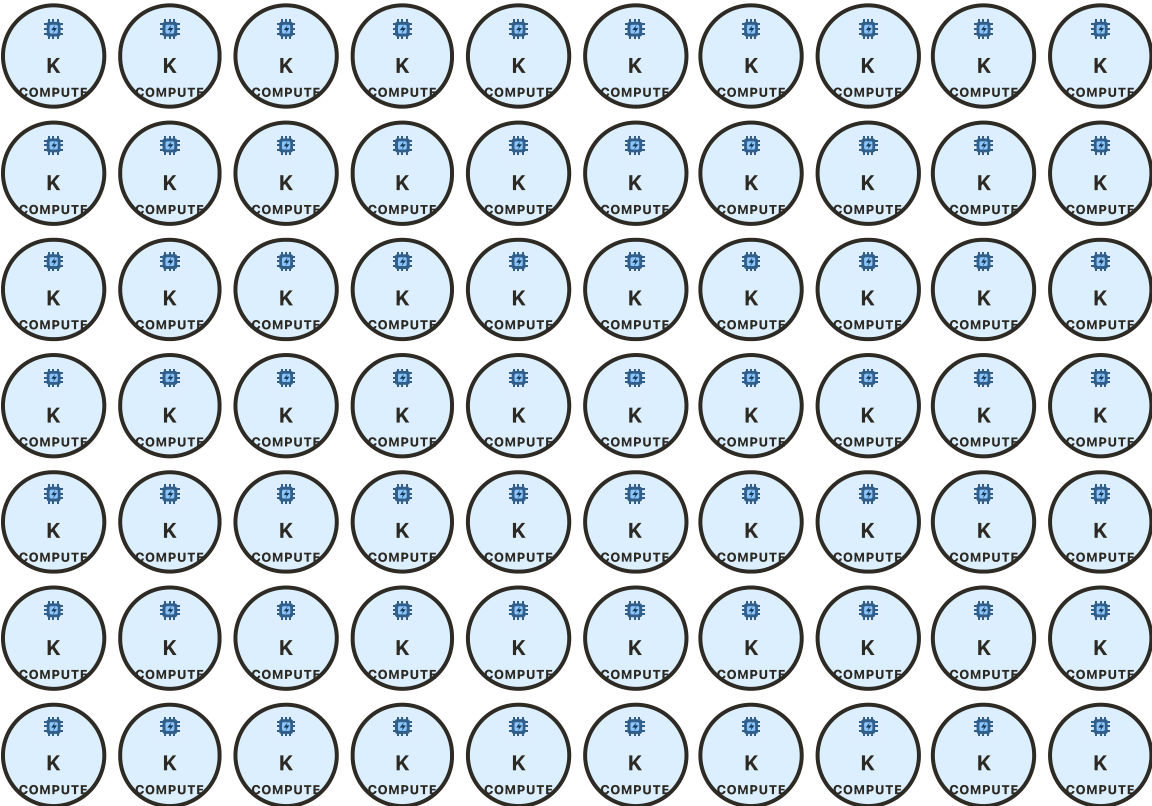
Token Sheets

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

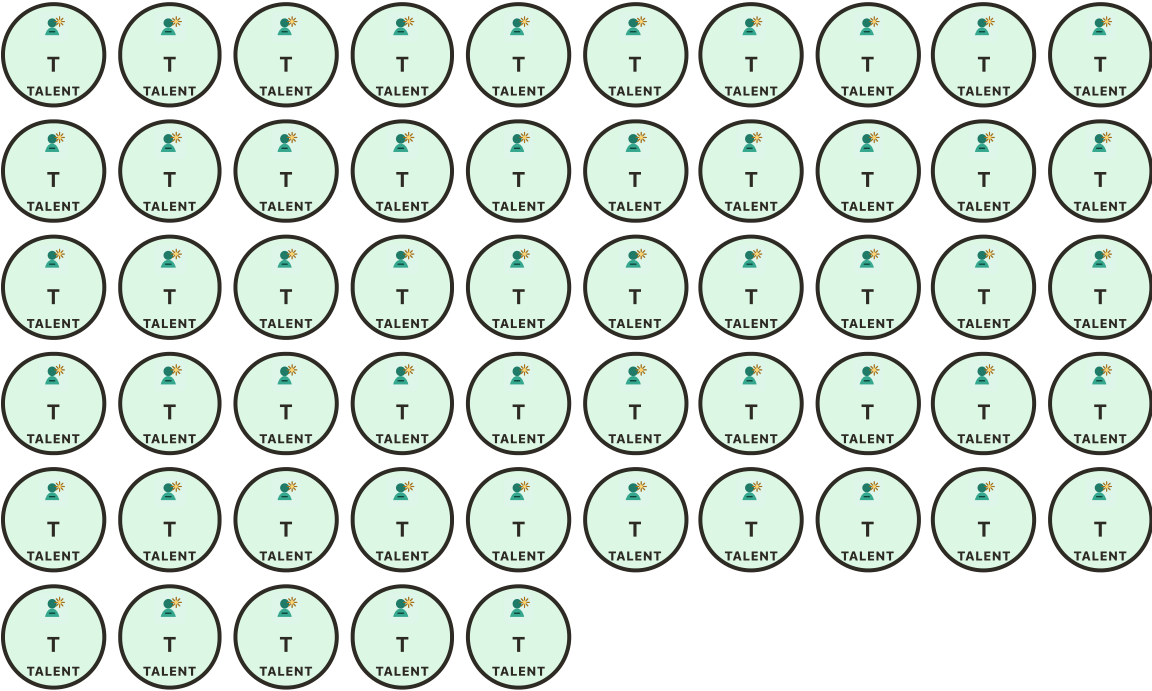
Capital x90



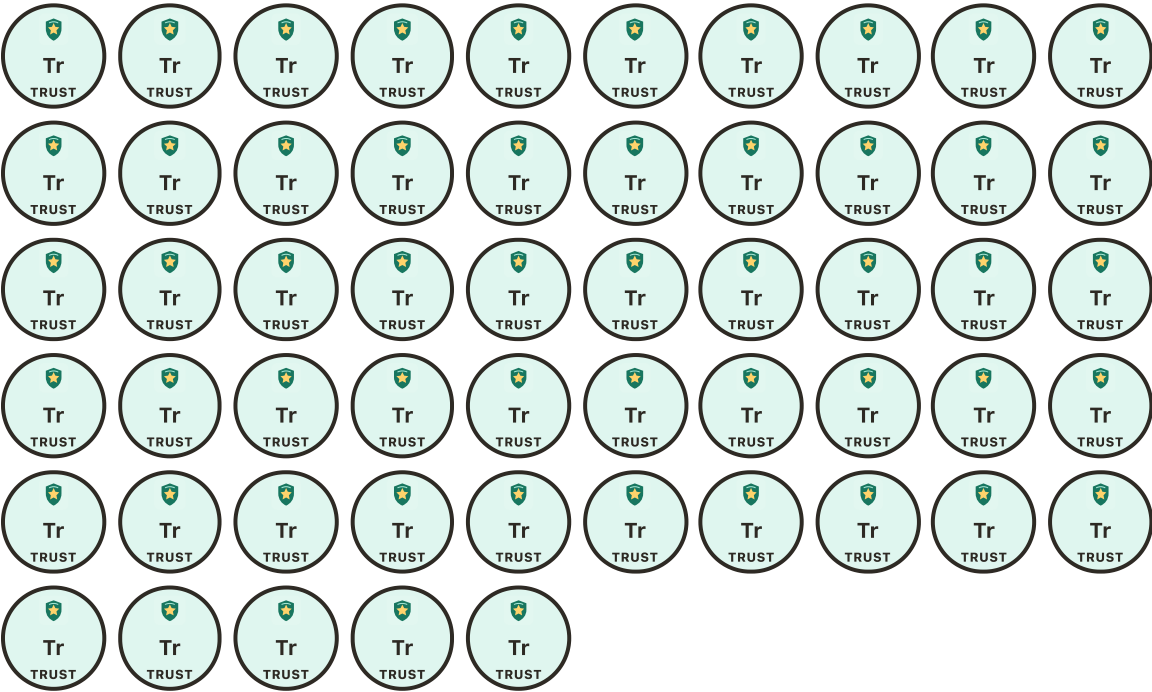
Compute x70



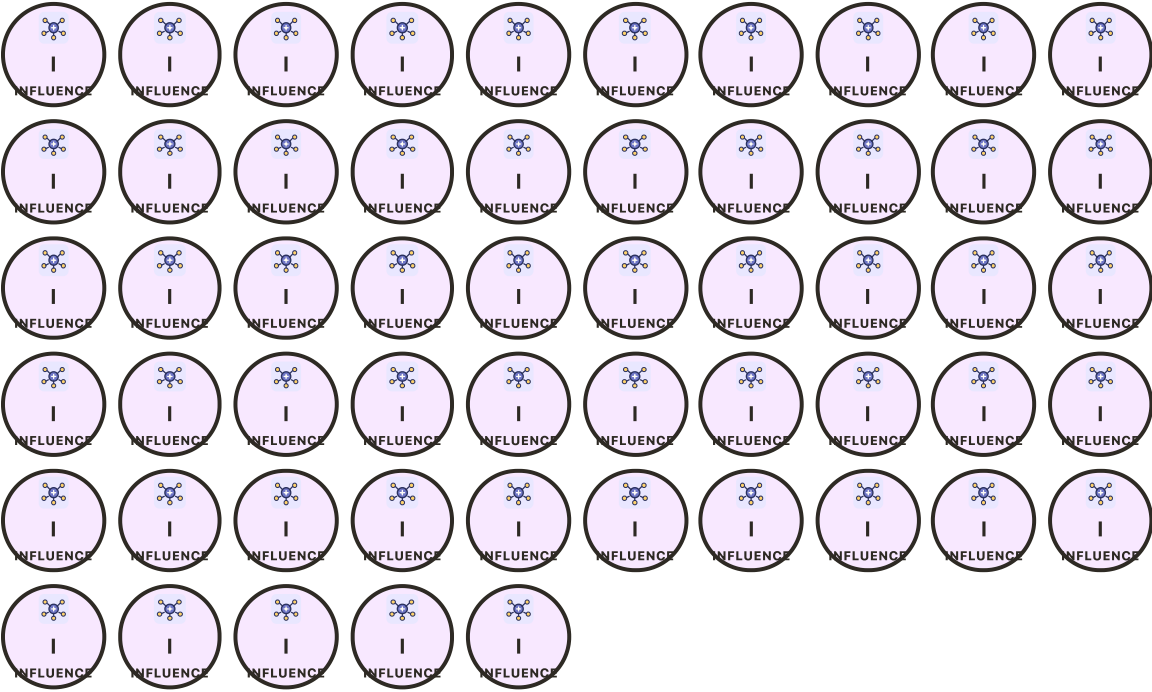
Talent x55



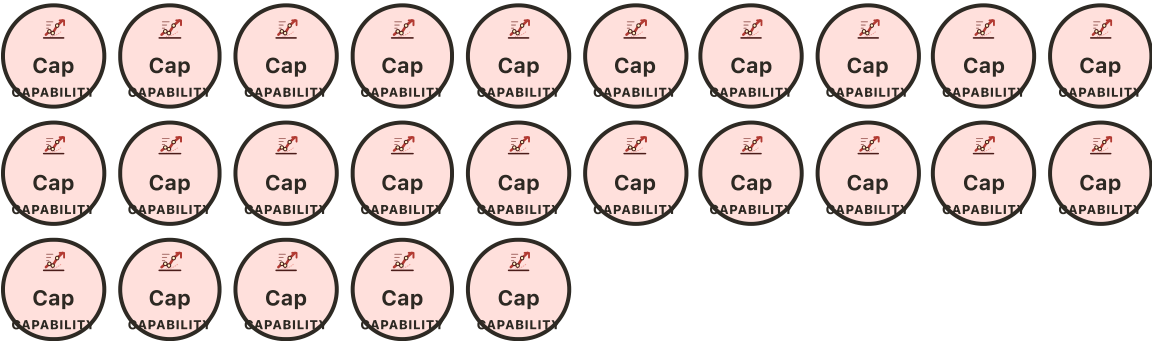
Trust x55



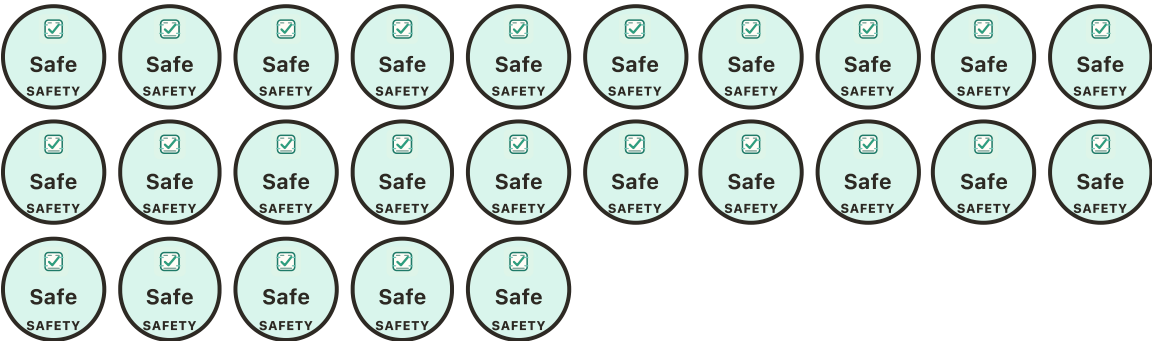
Influence x55



Capability x25



Safety x25



Revenue x20



Financing Stage x5



Round x1



AGI Claim x5



First AGI Claim x1



Severity 1 x6



Severity 2 x10



Severity 3 x5



Severity 4 x3



Print And Assembly Guide

Print fronts first, then add backs only after one physical readability pass. The card sheets are built around true 2.5 x 3.5 inch poker cards, six cards per letter sheet.

COMPONENT	COUNT	PRINT SHEETS	ASSEMBLY NOTE
Project fronts	72 cards	12 sheets	Six poker-size cards per sheet.
Private Incident fronts	24 cards	4 sheets	Keep resolved private records face down with a Severity marker visible.
Public Event fronts	18 cards	3 sheets	One event resolves each round.
Lab Mandate fronts	15 cards	3 sheets	Enough for 5 players drawing 3 each.
Player aids	5 cards	1 sheet	One aid per player.
Lab mats	5 mats	3 sheets	Two mats fit per sheet, with the final mat on its own sheet.
Card backs	129 backs	22 sheets	Sleeve behind fronts for early tests, or duplex per deck after a printer-flip test.
Token labels	431 labels	about 3 sheets	Use cubes, coins, or discs under labels.
Evidence capture sheets	5 sheets	5 sheets	Physical print QA, teaching round metrics, standard-game acceptance gates, and a two-page playtest report worksheet.

- Print fronts single-sided for the first physical QA pass. Sleeves make backs optional until the card text is stable.
- If duplexing, test one Project sheet first before printing a full deck. Each deck has matching back counts.
- Cut cards to 2.5 x 3.5 inches. The print CSS forces six cards per letter sheet so cards are not silently scaled.
- Use all 15 Lab Mandates only at 5 players. At 2-4 players, return unused mandates to the box after setup.
- For Private Incident Records, place the resolved card face down and put the matching Severity marker on top.
- Fill the physical QA, table evidence, and playtest report sheets before claiming readability, learnability, or balance.

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		

Teaching Game Round Metrics

Fill this during the 5-round teaching game so later balance notes are based on round state, not memory.

ROUND	PLAYER	CAP	SAFE	GAP	TRUST	INFL.	REV.	CARDS	INC.	QUESTION
1										
2										
3										
4										
5										

Standard Game End State

Fill this after the first full standard game. Then mark the acceptance gates before changing any costs, payouts, scoring, or card mix.

PLAYER	LP	CAP	SAFE	TRUST	INFL.	REV.	DEPL.	SEV.	AGI
1									
2									
3									
4									
5									

Acceptance Gates

☐ Players can explain Phase 3 after Round 1.

☐ Private Incident Severity can be verified without revealing hidden text.

☐ Capability feels like the central race axis.

☐ Trust and Influence feel distinct.

☐ At least one player makes a meaningful safety or governance choice.

☐ At least one Deployment creates visible Revenue tempo.

☐ No player is action-stuck for two consecutive rounds.

☐ At least one final score lands near the 35-45 LP target band.

Table Report Worksheet

Fill this immediately after the session, then transfer it into the matching staged draft in `docs/evidence-drafts/`. Promote it to `docs/playtests/` only after it passes the matching `--file` validator.

Session

FIELD	VALUE
Date	
Variant	Teaching / Standard / Long Race
Players	
Rounds Completed	
End Trigger	Round limit / AGI certification / stopped early
Print Format	Browser print / physical cards / proxy cards / mixed
Packet or Source Used	

Rules Questions

ROUND	QUESTION OR CONFUSION	RULING USED	RULEBOOK/CAR FIX?

Final Score

PLAYER	PROJECT LP	CAP LP	DEPL. LP	REV. LP	SAFETY/TRUST	AGI	MANDATE	INC. PENALTY	FINAL
1									
2									
3									
4									
5									

Player Feedback

PLAYER	BEST DECISION	MOST CONFUSING RULE	SCARCEST RESOURCE	FORGETTABLE RESOURCE
1				
2				
3				
4				
5				

Single-Category Tune

SINGLE CATEGORY TO TUNE	CHANGE PROPOSED	EVIDENCE FROM THIS SESSION
Costs / Funding / Incidents / Scoring / Card Mix / Round Count		

Private Incidents

Private Incidents stay hidden unless they have the Public keyword. Keep private Incident Records face down with a Severity marker visible for endgame penalties.

Severity 1

copy 1/2

Eval Regression

KEYWORD

Private

Lose 1 Trust or exhaust 1 Talent next round.

Endgame penalty: -1 LP

Severity 1

copy 2/2

Eval Regression

KEYWORD

Private

Lose 1 Trust or exhaust 1 Talent next round.

Endgame penalty: -1 LP

Severity 1

copy 1/2

Benchmark Contamination

KEYWORD

Private

Lose 1 Influence. If you played Benchmark-Tuned Model Sprint this round, lose 1 Trust.

Endgame penalty: -1 LP

Severity 1

copy 2/2

Benchmark Contamination

KEYWORD

Private

Lose 1 Influence. If you played Benchmark-Tuned Model Sprint this round, lose 1 Trust.

Endgame penalty: -1 LP

Severity 1

copy 1/2

Unsupported Reliability Claim

KEYWORD

Private

Lose 2 Capital and 1 Trust.

Endgame penalty: -1 LP

Severity 1

copy 2/2

Unsupported Reliability Claim

KEYWORD

Private

Lose 2 Capital and 1 Trust.

Endgame penalty: -1 LP

Severity 2

copy 1/2

Customer
Hallucination Incident

KEYWORD
Public if Consumer Deployment

Lose 2 Trust. If Public, all players with Consumer Deployments lose 1 Trust.

Endgame penalty: -2 LP

Severity 2

copy 2/2

Customer
Hallucination Incident

KEYWORD
Public if Consumer Deployment

Lose 2 Trust. If Public, all players with Consumer Deployments lose 1 Trust.

Endgame penalty: -2 LP

Severity 2

copy 1/2

Red Team Finding Goes
Public

KEYWORD
Public

Lose 1 Trust and 1 Influence. Safety Programs cost you 1C less next round.

Endgame penalty: -2 LP

Severity 2

copy 2/2

Red Team Finding Goes
Public

KEYWORD
Public

Lose 1 Trust and 1 Influence. Safety Programs cost you 1C less next round.

Endgame penalty: -2 LP

Severity 2

copy 1/2

Deployment Policy
Reversal

KEYWORD
Private

Lose 2 Influence or discard an unused discount.

Endgame penalty: -2 LP

Severity 2

copy 2/2

Deployment Policy
Reversal

KEYWORD
Private

Lose 2 Influence or discard an unused discount.

Endgame penalty: -2 LP

Severity 2

copy 1/2

Enterprise Outage

KEYWORD
Public if Enterprise Deployment

Lose Capital equal to Revenue, maximum 5.

Endgame penalty: -2 LP

Severity 2

copy 2/2

Enterprise Outage

KEYWORD
Public if Enterprise Deployment

Lose Capital equal to Revenue, maximum 5.

Endgame penalty: -2 LP

Severity 3

copy 1/2

Model Weight Leak

KEYWORD
Public

Lose 2 Trust and 2 Influence. Reveal an extra Public Event after the current one.

Endgame penalty: -3 LP

Severity 3

copy 2/2

Model Weight Leak

KEYWORD
Public

Lose 2 Trust and 2 Influence. Reveal an extra Public Event after the current one.

Endgame penalty: -3 LP

Severity 3

copy 1/2

Jailbreak Cascade

KEYWORD
Public

Lose 3 Trust. If Safety Gap 8+, lose 1 additional Trust.

Endgame penalty: -3 LP

Severity 3

copy 2/2

Jailbreak Cascade

KEYWORD
Public

Lose 3 Trust. If Safety Gap 8+, lose 1 additional Trust.

Endgame penalty: -3 LP

Severity 3

Unauthorized Fine-Tune

KEYWORD
Private

Lose 2 Trust and 3 Capital. If you have Open Model Access Portal, this is Public.

Endgame penalty: -3 LP

Severity 2

Training Cluster Failure

KEYWORD
Private

Lose 3 Compute.

Endgame penalty: -2 LP

Severity 2

Talent Retention Crisis

KEYWORD
Private

Exhaust 2 Talent next round. If Trust 3 or lower, lose 1 Talent permanently.

Endgame penalty: -2 LP

Severity 4

Agentic Tool Misuse

KEYWORD
Public

Lose 4 Trust. Disable one Deployment until after next Funding and Revenue.

Endgame penalty: -4 LP

Severity 4

Unmitigated Capability Overhang

KEYWORD
Public

Lose 2 Influence. Draw another Private Incident and resolve it.

Endgame penalty: -4 LP

Severity 4

Deployment Moratorium

KEYWORD
Public

You cannot play Deployment cards next round. Lose 2 Trust.

Endgame penalty: -4 LP

Public Events

Market shock

Compute Shortage

Compute costs +1 Capital during the next Buy Compute and Talent phase.

Opportunity

Hardware Leap

Each player may pay 3 Capital to gain 3 Compute.

Market shift

Investment Boom

During the next Funding and Revenue phase, every player may use Bridge Financing without losing Trust or spending Influence.

Governance

AI Safety Summit

Each player may exhaust 1 Talent to gain +1 Safety.

Negative shock

Public Failure Report

Player with highest Safety Gap loses 2 Trust. Ties lose 1 Trust.

Opportunity

Enterprise Demand Spike

Enterprise Deployments cost 1C less next round.

Social shock

Consumer Trust Dip

Players with Consumer Deployments lose 1 Trust unless Safety Gap is 2 or less.

Research shock

Open Model Breakthrough

Lowest Capability player gains +2 Capability. If tied, all tied players gain +1.

Governance

Model Evaluation Standard

Players with 2+ Safety Programs gain +1 Influence and +1 Trust.

Regulation

Data Privacy Law

Consumer Deployments require Trust 5+ next round. Governance Programs cost 1C less next round.

Market shock

Frontier Talent Crunch

Talent costs +1 Capital next round.

Opportunity

Public AI Literacy Push

Players with Trust 6+ gain 2 Capital and 1 Influence.

Negative shock

Autonomy Concern

If any player has Capability 8+, all players with Safety Gap 5+ draw and resolve 1 Private Incident.

Opportunity

Procurement Reform

Players with Influence 5+ gain 1 Revenue if they have an Enterprise Deployment.

Neutral

Steady-State Quarter

No effect.

Governance

International Safety Accord

All players gain +1 Safety. Players at Frontier stage gain +1 Influence.

Regulation

Deployment Legal Review

Players with Trust below 4 lose 2 Capital or 1 Influence.

Market shift

Talent Migration

Lowest Capability player gains 1 Talent. Highest Capability player pays 2 Capital or exhausts 1 Talent next round.

Lab Mandates

Draw 3, keep 1 secret. Reveal during final scoring.

Broadly Beneficial AGI
Complete AGI Claim Certification; or have Capability 12+, a Consumer Deployment, Trust 7+, and Safety Gap 3 or less.

9 LP

Responsible Scaling Lab
Capability 12+ and Safety 11+ with no Severity 4 Incident Record.

9 LP

Trusted Enterprise Platform
Have 3 Enterprise Deployments and Revenue 6+.

8 LP

Safety Case Leader
Have the highest Safety and either at least 1 Safety Case card or at least 3 total Safety Program and/or Governance Program cards.

8 LP

Compute-Efficient Frontier
Capability 10+ and at least 2 efficiency cards in your Lab Archive: Synthetic Data Flywheel, Inference Optimization, Training Efficiency Sprint, or MoE Efficiency Run.

8 LP

Inference Margin Leader
End with Revenue 7+.

7 LP

Frontier Funding Pipeline

Reach Public stage or use Bridge Financing/Raise Capital in four different rounds.

7 LP

Trusted Frontier Lab

End with Trust 8+ and no incident above Severity 2.

8 LP

Open Ecosystem Leader

Play 3 Open or Public Benefit cards and end with Influence 5+.

7 LP

Governance Network Lead

End with Influence 8+ and at least 2 Governance Programs.

7 LP

Public Sector Partner

Have Influence 7+ and either Government Evaluation Contract or Sovereign Compute Deal.

8 LP

Safety-First Commercializer

Have Safety higher than Capability and at least 2 Deployments.

8 LP

Agentic Platform Lead

Have Long-Horizon Agent Training or Agentic Workflow Platform, Capability 9+, and at least 2 Deployments.

8 LP

Model Governance Benchmark

End with Trust 7+, Influence 6+, and at least 3 total Safety Program and/or Governance Program cards.

8 LP

Open Safety Ecosystem

Have Open Model Access Portal or Open Evaluation Benchmark, Safety 8+, and Influence 4+.

7 LP