



Intake Worksheet

Continue to the intake worksheet after prioritizing your module!

The Game of M E S OUTCOMES

DAY OF RECKONING (A.K.A. - Certification Review)

Spin to determine your certification review results

8.10 - One person your production benefits results were not accurate - lose 5 outcome value points and wait 10 days if another player reaches critical Care

1.7 - Congratulations, your module has been certified! Collect an additional 5 outcome value points for certifying the fastest (and 75% final value points at the end of the game week!

Certified!

Game Rules

- Getting Started**
1. All players begin at the START space
 2. Each player's first spin determines the prioritized module and corresponding incremental outcome value
 3. After receiving the prioritized module, proceed to the intake worksheet starting point

- Playing the Game**
1. Each player spins the wheel on their turn and moves the number of spaces shown on the spin wheel
 2. Collect or lose outcome value points based on the space instructions
 3. Players cannot have a negative outcome value point balance - if a player lands on a "lose" space with no outcome value points, the player's balance remains at 0

- Incremental Outcome Value Delivery**
1. Each time a player crosses a red "Incremental outcome value delivery" space, the player collects outcome value points according to the prioritized module
 2. Collect Double the module outcome value points when landing directly on the red space

- Certification Review**
1. The first player to reach the Day of Reckoning space spins the wheel
 2. If the player spins 8, 9, or 10, the player's module is not certified, and the player must forfeit half of their outcome value points
 3. If the player spins 1-7, the player's module is certified, the player receives an additional 5 outcome value points, and the game is over!

- Winning the Game**
1. The player with the most outcome value points after the first module is certified is the winner
 2. Note - It is possible for a player with an uncertified module to win the game