

**CONFERENCE:**  
BUY/SELL DATA SETS



**VIRTUAL  
ASSISTANT**



**PRO-BUSINESS  
GOVERNMENT  
GAINS POWER**



**TYPHOON HITS:**  
DAMAGE COSTS  
\$60,000



**POACH CHIEF  
DATA SETS**

Rules For

# EXTRACTOR



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# Rules for Extractor

## Number of Players/Time Required to Play

This game, for two to six players, is based on the dynamics of building a planetary-scale data platform business. The usual playing time ranges from one to two and a half hours.

## Object of the Game

Each player is an aspiring global data platform, with access to five Free Tier Cloud regions, hosting a total of five Data Sets, consisting of one Foundational Data Set on each region. The object of the game is to move from the free cloud computing service hosting your data to a rental cloud service, and then on to your own proprietary computing infrastructure in order to accumulate more Data Sets and dominate global business. To do so, each player must upgrade their cloud by paying the cost of moving from the starting point of a Free Tier Cloud to a larger Paid Tier Cloud and then, ultimately, to a Proprietary Cloud.

The first player to have seventy-five Data Sets hosted on their Proprietary Cloud is the winner.

The money needed to improve your platform, to buy more Data Sets and to cover other expenses, is earned mainly:

- (a) From the profit resulting from the player's shrewd selling and buying of Data Sets at conferences.
- (b) By the monetisation of Data Sets owned by the player at the time they reach the 'Monetise Data' square on the board.

## Description of Playing Board

Each of the six platforms consists of five cloud computing regions representing the five political continents on earth.

The orange spaces each represent five regions using a Free Tier Cloud computing service.

The green spaces each represent five regions using a Paid Tier Cloud computing service.

The blue spaces each represent five regions using your own Proprietary Cloud computing infrastructure.

When a player reaches the square marked 'Monetise Data', they receive revenue from monetising the Data Sets they own.

## Equipment

1 x Playing Board, 1 x Rule Book/Reader containing a Ready Reckoner, 2 x Dice, 6 x Player Tokens, 6 x Regulation Marker discs, 90 x Foundational Data Sets (each representing one Data Set), 360 x Data Sets, 30 x Conference: Buy/Sell Data Sets cards, 24 x Virtual Assistant cards, 5 x Poach Chief Data Scientist cards, 5 x Automation Data Validation E.T.L. cards, 5 x Automation: Data Anonymising E.T.L. cards, 5 x Automation: Data Cleaning E.T.L. cards, 6 x Lobby cards, 30 x Free Tier Cloud cards, 30 x Paid Tier Cloud cards, 30 x Proprietary Cloud cards, and a set of Play Money Representing \$1,000,000, \$500,000, \$100,000, \$50,000, \$20,000, \$10,000, \$5,000, \$1,000, \$500.

## The Game in Play

Place the cards marked 'Conference: Buy/Sell Data Sets' and 'Virtual Assistant' face downwards in the middle of the playing board above the text marked 'Conference' and 'Virtual Assistant'. Place the Virtual Assistant card marked 'Media Influence' on top of the Virtual Assistant card stack.

Extractor Board Game

**REMAINDER OF RULES  
ARE IN THE RULES  
BOOKLET IN THE  
GAMES BOX**