

WELCOME TO THE WONDERFUL WORLD OF THE FEMALE LEGENDS OF ENTREPRENEURSHIP!

This is not a fantasy world, it is our world, with the difficulties and obstacles it poses to women. Especially to those women who want to follow a career in entrepreneurship. Nevertheless, many women have managed to overcome the obstacles, inspire innovative solutions and turn them to successful enterprises. Among them are the 50 legendary personalities we have chosen to be the heroines of the game that you hold in your hands. Play with them, learn more about their work and life, empower them to overcome challenges and win the game!



GOAL OF THE GAME

Entrepreneurship is a collaborative activity, so in the game the players work together to meet the challenges posed by the game itself. As you face challenges some of the women become **superlegends** by you using their **special powers**. By playing all **18 challenge cards** of the game you will have achieved:

- an **epic victory** if you collect more than **16 superheroes**,
- a **significant victory** is achieved if you exceed **10 superheroes**.
- Otherwise try again, the game is a different experience every time!

LEGEND CARDS

Symbol of the entrepreneurial fields that she has contributed

Portrait of legend

Name Surname

Country / Year of birth

Name of community

Story and innovation

JULIA RÖMER
Germany
Coolair

When she heard about the idea of cooling with water she became passionate about it. She studied industrial engineering and founded a company that produces solar-powered, off-the-grid refrigerators for the reliable storage of vaccines.

CHALLENGE CARDS

The stars indicate the degree of difficulty of the challenge.

The symbol of the entrepreneurial field of challenge

The number of legend cards you earn if you tackle this challenge.

ENVIRONMENT

Win

POWER CARDS

The keyword of the power card

The power stars that this card gives you

developed

THE PREPERATION OF THE GAME

- While playing the basic game, remove the cards with the ⚡ symbol from the challenge deck. Shuffle the remaining **challenge cards** and place the deck closed in the center.
- Shuffle the **legend cards** and deal 5 cards to each player face up in front of him / her. Place the rest in a deck in the center.
- Shuffle the **power cards** and deal 4 to each player face up in front of him / her. Place the rest in a closed deck in the center.
- Now you can open the first challenge card and **start the game!**

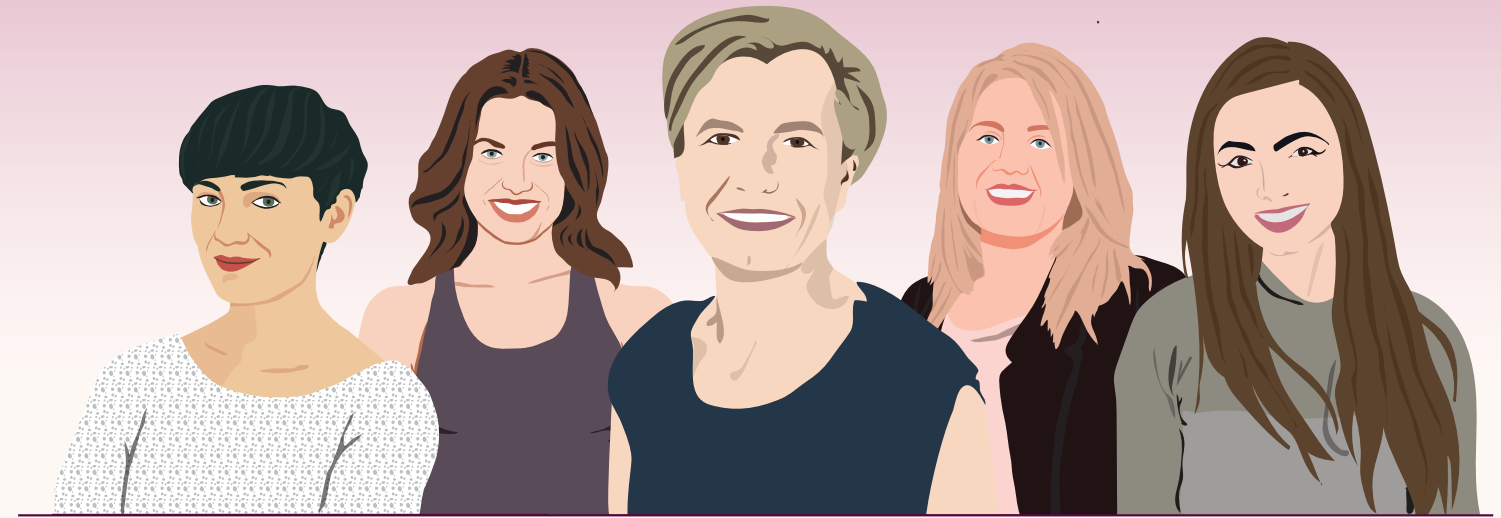
You should read the description of the legend cards in front of you well and be prepared for which power cards have **keywords** that match each one. Be careful not to use any highlighter or other marker.

THE STEPS OF THE ROUND

- Open the first **challenge card** in the middle of the table.
- Look for the **legend cards** that have the same symbol as the entrepreneurial field of the challenge (eg environment).
- To overcome the challenge, use a **maximum of 2 power cards**, at least **one** of which **must contain a keyword** that is also on the legend card.
- If the **sum** of your power stars on the power cards you used is equal or greater than the challenge difficulty stars, you win. **Shout out loud the first name** of the legend you chose!

Once a round finishes, you take as many power cards as you need in order to have 4 cards again. If needed, you can replace one of your power cards with a new one from the stack.

Caution: You must place the power card(s) on the legend card before shouting her name. Also in each challenge you can use only one legend card (even if two or more could win the challenge). We repeat that you can use one or two power cards but at least one must have the same keyword as the one on the legend card.



FLYie - Female Legends of Innovative Entrepreneurship
Guide book of the game

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THE END OF THE ROUND

After you have played the legend cards with the corresponding power cards there are **3 possibilities**

- A** **No player** eligible to win the challenge. In this case, you just **open a new challenge**.
- B** **Victory for some (at least one) but not all players.** In this case **you win the extra new legend cards indicated by the challenge card.** Pick the corresponding new cards from the closed legend card deck in the center and **read their details to all players.** Then you **collaboratively choose which player(s) will take these cards.** You do not win a super legend card. Also **the power cards** that were used are **replaced** with others from the closed track so that again everyone has **4 power cards**.
- C** **If all the players win the challenge** then you win a super legend!!! **The woman whose first name was first heard becomes a super legend.** The super legend card comes out of the game and is kept face down next to the player who won it to be counted at the end of the game. Then open a new legend card(s) you won according to the challenge card, and collaboratively choose which player(s) will take these card(s). Don't forget to replace the power cards you used.

Caution: You should always **try to win the challenge** if possible as the **goal is to make as many super legends as possible.** Since all cards are open there is no reason or way to avoid your contribution to the team effort. As a noble rivalry, try to be quick to make your own female legend a super legend.

Tip: To make a super legend, you all have to win a challenge at the same time. So it is important to have a better distribution of legend cards in the team according to their qualities. **Make sure everyone has some legend cards from as many entrepreneurial fields as possible.** You have a **guide card** that shows you all **5 entrepreneurial fields**, their symbols and names. Consult it every time you are asked to choose which players will get new legend card(s) you win. Also pay attention to the possible combination with power cards.

ADVANCED GAME

If you have played the basic game and have made a first acquaintance with the female legends and their characteristics and have deepened your strategies for epic victories over challenges you can try the **advanced game.** It has the following differences from the main game:

1 In the preparation, you start with **4 legend cards** instead of 6

2 During preparation add to the deck of challenges the cards that relate only to the advanced game (they have the special symbol ⚡). Some of these are event cards that describe exactly what you do if they appear.

3 During the game if you win a challenge, but it is not your legend the one that becomes superlegend flip over the power card you used to face down. Put it on the legend card to which they were used, so that showing "prize". **This "prize" adds one extra power star** for each subsequent round this legend is played. If you have used 2 power cards in a challenge **only one of them becomes a prize** and the other returns to the stack.

4 If you have won a super legend then any power cards you used return to the closed stack of power cards. **Always refill the power cards before each round to get 4.**

