Critical Loop
A game for designers to explore networked objects.

**SETUP**
Choose one networked object to consider. Attach a picture of it to the object stand and place it in the center of the game board.

Each player chooses a token.

Players place their tokens in any space on the board to begin.

**PLAYING THE GAME**
1. Players take turns. Begin each turn by rolling the die.
2. If you roll a number, advance that many spaces on the board. If you roll "affordance," advance to the next affordance space marked in blue.
3. Depending on which color space you landed on, take a blue affordance card or a red value card. Turn the hourglass and try to answer the question printed on the card.
4. Then the next player takes a turn. Continue as long as you'd like.