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One turn consists of two parts in this order: (1) proposing one directive-change and having it voted on, and (2) throwing one die once and adding the number of points on its face to one's score.

In mail and computer games, instead of throwing a die, employees subtract 291 from the ordinal number of their proposal and multiply the result by the fraction of favorable votes it received, rounded to the nearest integer. (This yields a number between 0 and 10 for the first employee, with the upper limit increasing by one each turn; more points are awarded for more popular proposals.)

🔧 **Fix Me!**

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