

AML Stellar Dust-off!

In this exciting and addictive game, participants will have the chance to stop the spaceship **Criminal**, to carry out its evil plan of laundering money in the financial universe.

Participant will be part of the intrepid crew of the spaceship **Compliance** and based on their knowledge and strategies on Money Laundering Prevention will struggle to be the first to get to planet **Money** and then, good will triumph over evil.

Don't miss this exciting challenge!

Rules of game

AML Stellar Struggle is a board game to be played in 2 modes, individually or by teams. The goal is to fight against the actions and strategies designed by pirates of the spaceship **Criminal** to carry out its evil plan of laundering money in the financial universe. In team modality, crew members will play a specific role and must appoint the **Compliance Officer** in order to establish a stellar leader in the race. This leader may change among participants in order to give an opportunity to involve all team members. Within the roles to interpret, there will be the role of CEO, the internal auditor and the risk management director.

The **Compliance Officer** will have a numeric dice and a color dice which will throw into the game board. The numerical dice will give the light years to travel and the color dice will give the subject of the question to answer; if answered correctly, the spaceship **Compliance** moves, otherwise, the spaceship **Criminal** will advance. Who ever gets first to planet **Money** will be the winner.

Cards

The game includes 480 general knowledge questions on anti-money laundering, 50 study cases and 30 warnings. Additionally, we have enriched the game with 100 questions based on

provisions applicable to the Mexican Stock Exchange Market regarding Money Laundering Prevention.

Questions Categories

Categories included:

- Know your client
- Operation reports
- Internal structures
- Training and communication
- Automated systems
- Standardization
- Basic concepts
- Risks and controls

Warnings (Examples)

The warnings are events that are described in special cards that indicate punishments or rewards according to whether or not the tasks set were successfully done. Some examples are:

- Change of **Compliance Officer**; answer a question and moves one square. If you don't answer, you lose a turn.
- The spaceship enters the gravitational field of planet **Launderer**. You lose a turn.
- **Regulatory Authority** visits you; answer two questions and move two squares. If you don't answer, you lose a turn.

Note

"AML Contienda Estelar" is an original concept, owned by Salles, Sainz – Grant Thornton, S. C. Trademark 2009. This game is available only in Spanish.

