



The Stockmarket Game  
of Insider Trading



Rules Video  
available at



# Game Rules



45 mins



2 - 5

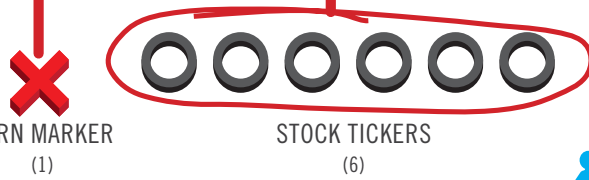
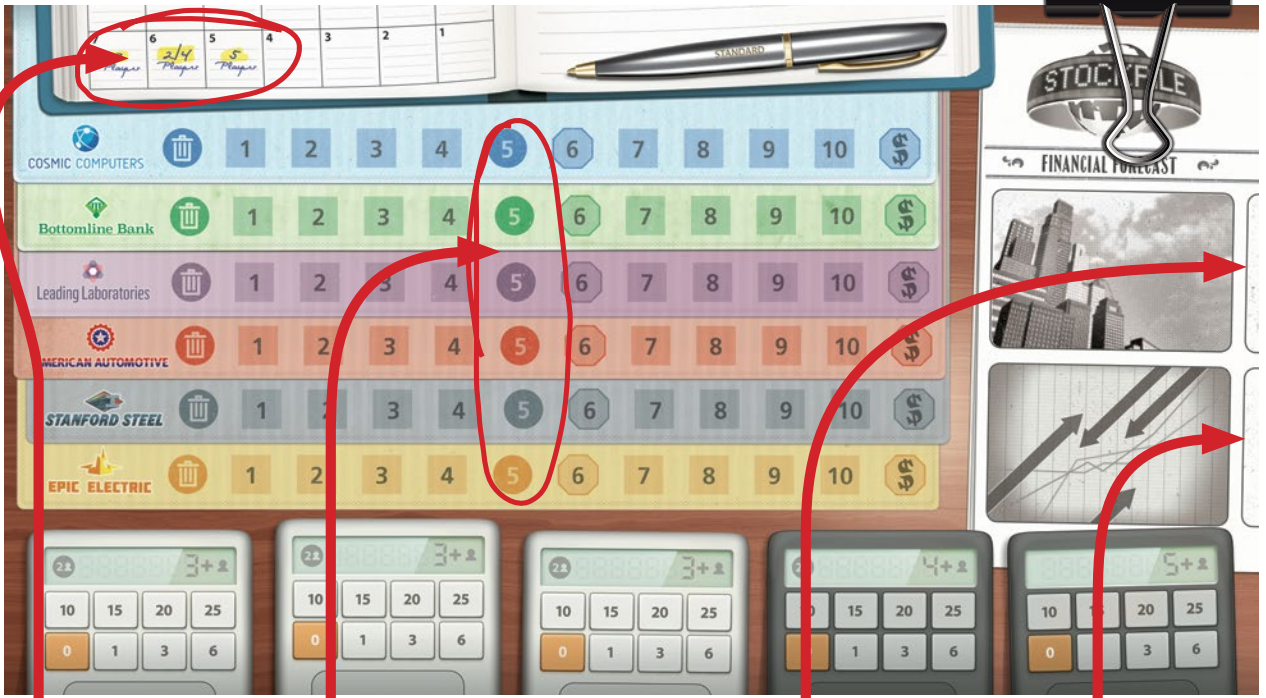


13+

Seth Van Orden  
Brett Sobol

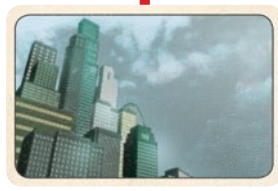


# Components



TURN MARKER  
(1)

STOCK TICKERS  
(6)



COMPANY CARDS  
(6)



FORECAST CARDS  
(6)



PLAYER BOARDS  
(5)



BIDDING MEEPLES  
(7)



CURRENCY CARDS  
(110)



FIRST PLAYER TOKEN  
(1)



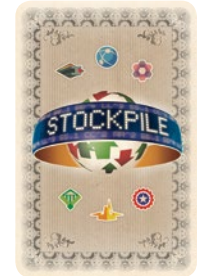
STOCK CARDS  
(10x6 KINDS=60)



TRADING FEE CARDS  
(4x3 KINDS=12)



ACTION CARDS  
(4x2 KINDS=8)



MARKET DECK  
(80)



SHAREHOLDER CERTIFICATES (6)



INVESTOR CARDS (17)  
+ PROMO INVESTOR CARDS (9)



INVESTMENT STRATEGY CARDS (44) + PROMO INVESTMENT STRATEGY CARDS (8)



FIRST PLAYER CARD (1)



COMMODITY CARDS (18)

At the beginning of each round, players may purchase up to 3 Bond Cards.

**Information Phase**

- The first player rolls the Forecast Dice. Their values indicate which Forecast Cards will be paired with the Company Cards this turn.

**Supply Phase**

- After adding their cards from the Market Deck to the stockpiles, each player immediately draws 1 card from the Commerce Deck.
- In turn order, each player places this card from the Commerce Deck face-up on any stockpile.

**Demand Phase**

- Players purchase stockpiles as normal and collect all cards, including any cards from the Commerce Deck.

**End of Round**

- Players collect \$1,000 for each Bond Card owned.
- Return the Forecast Cards and start the next round.

REFERENCE CARDS (5)



BOND CARDS (40)



ANNUAL FORECAST BOARD (1)



TAX CARDS (7)



FORECAST CARDS (16)



FORECAST DICE (6)



BLOCKING TOKENS (2)

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## Overview

Stockpile is a fast-paced economic game of corporate investments, insider trading, and market manipulation. Each player acts as a private investor with the goal of amassing the greatest net worth.

## Objective

The player with the most money at the end of the game wins.

## Setup

- 1 Pass out a **Bidding Meeple**, **Player Board**, and **\$20,000** in **Currency Cards** (three \$5K and five \$1K bills) to each player. Place the remaining currency cards next to the board.
- 2 Place the **Turn Marker** on the calendar space on the game board that corresponds to the number of players.
- 3 Place a **Stock Ticker** on the starting values of each stock, indicated by darkened circles.
- 4 Shuffle and place the **Company Cards** and **Forecast Cards** next to the board in separate piles.
- 5 Pull out one of each of the six different stock cards from the **Market Deck** and deal one to each player. Each player places this stock face down in the **Stock Portfolio** spot of the player board. This stock functions normally as other stock obtained during the game. Place any extra cards back in the **Market Deck**, shuffle and place it next to the board face-down.
- 6 The game begins with the player who paid the most for their previous meal. Give him/her the **First Player Token**.

**Note:** When playing the base game, use only one of each of the following Forecast Cards: +4, +2, +1, \$\$, -2, -3. These values are also shown on the Player Board as a reminder. The remaining Forecast Cards can be left in the box.

Figure 1 –  
Game setup  
for five players



## The Round

Stockpile is played over several rounds based on the number of players (see Figure 2). Play begins with the player with the First Player Token and continues clockwise. At the end of each round, pass the First Player Token to the next player on the left.

Each round consists of six phases:

1. **Information Phase**
2. **Supply Phase**
3. **Demand Phase**
4. **Action Phase**
5. **Selling Phase**
6. **Movement Phase**

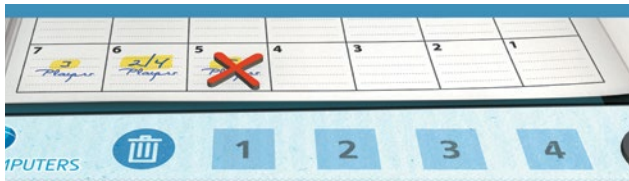


Figure 2 - Turn Marks shows the number of rounds based on the number of players.

The number of rounds played is based on the number of players as indicated on the board. The Turn Marker tracks the number of rounds left in the game.

### 1. Information Phase

During the Information Phase, each player receives a Company Card and a Forecast Card.

Company Cards are paired with Forecast Cards to indicate the movement of a stock's value. Stock value movement takes place at the end of the round during the Movement Phase.

*Example: In Figure 4, the American Automotive Company Card is paired with the +2 Forecast Card. Therefore, during the Movement Phase, American Automotive stock value will increase by two.*

#### Information Phase Steps

1. Deal one Company Card and one Forecast Card to each player.

**Note: Each player should look at his/her cards and keep them hidden. The cards provide insider information that should be used to make decisions during the Demand and Selling Phases before stock prices change in the Movement Phase.**



Figure 3 - Company and Forecast Cards dealt to each player.

2. Place one Company Card and one Forecast Card **face-up** on the board. This stock value change is public information.
3. Pair any remaining Company Cards with Forecast Cards and place the pairs in separate piles face-down next to the board.

**Note: These cards will be used at the end of the round during the Movement Phase.**

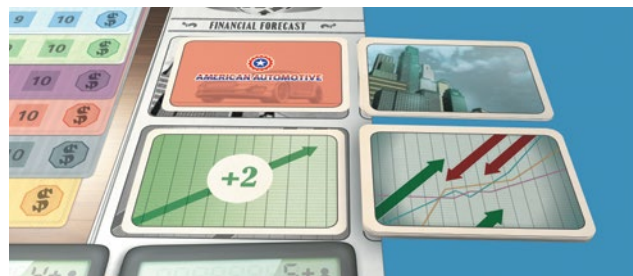


Figure 4 - Placement of remaining face-up and face-down Company Cards and Forecast Cards.

For a three-player game, two pairs will be placed face-down. For a four-player game, one pair will be face-down. No pairs will remain for a five-player game.

### 2. Supply Phase

During the Supply Phase, players place cards into **Stockpiles**. These cards may be shares of company stock, trading fees, or action cards. Stockpiles represent the market supply, and they are bid on and obtained during the Demand Phase.

#### Supply Phase Steps

1. Flip **one** card from the Market Deck **face-up** to start building each Stockpile. Stockpiles are formed under the calculators at the bottom of the board. The number of Stockpiles in each game is equal to the number of players.
2. Deal **two** cards from the Market Deck to each player. Players must keep these cards separate from any obtained earlier in the game.
3. In turn order, each player places both of their two cards in any Stockpile(s) in the game. **One card is placed face-up and one card is placed face-down.**

**Note:** The cards can either be placed in the same Stockpile or different Stockpiles. Cards may not be placed in the 4 or 5 player Stockpiles if there are not enough players in the game. Be sure to fan the cards out so everyone can see how many cards are in each Stockpile.

Once all players have added their cards to the Stockpiles, bidding begins in the Demand Phase.



Figure 5 - Cards are placed in Stockpiles.

### 3. Demand Phase

The Demand Phase is when players acquire a Stockpile built during the Supply Phase. The **Bidding Track** represents the demand or the value to be paid in money for the corresponding Stockpile at the end of the phase.

#### Demand Phase Steps

1. In turn order, each player places his/her Bidding Meeple on an open number of any Bidding Track they choose, including those tracks with bids already on them so long as the bid increases.

**Note:** A player may not bid more money than they currently have. How much money a player has is public knowledge.

2. If, and only if, a player is outbid by another player (i.e., another player placed his/her Bidding Meeple farther along the same Bidding Track), then the outbid player picks up their Bidding Meeple and re-bids on their next turn.

**Note:** The re-bid occurs only after all players have had the chance to bid once. If multiple players outbid each other, re-bids proceed in clockwise order. The re-bid may be placed on the same Bidding Track or a different one. If there are no further open spots on a Bidding Track, then that Bidding Track is locked: the maximum bid is \$25,000. You cannot underbid or match another player's bid.

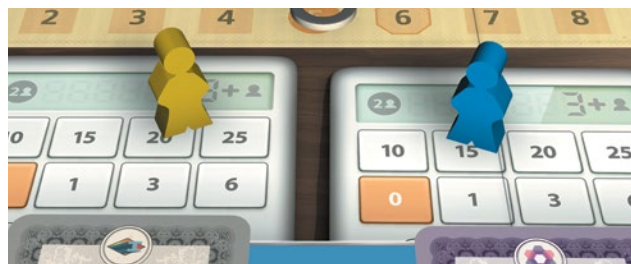


Figure 6 - Bidding Meeples placed on Bidding Tracks.

3. Bidding continues until all Bidding Tracks have one Bidding Meeple on it.
4. Players pay the bank the amount of their bid, collect their Bidding Meeple, and pick up all of the cards in the Stockpile they purchased.

**Note:** A player may end up bidding and paying \$0 for a Stockpile.

5. If a player's Stockpile contained a Trading Fee Card, the player pays the bank the amount listed. Once paid, Trading Fee Cards are placed face-up in the discard pile next to the Market Deck.



Figure 7 - Trading Fee Cards.

**Note:** If players do not have the funds to pay for the trading fee, they must keep the card, placing it face-up in front of them. Any trading fees held this way must be paid immediately upon receiving enough money.

6. Place the remaining cards obtained in the Stock Portfolio section of the Player Board face-down.

**Note:** Stock cards obtained during the game should be kept secret from other players. A player may look at which stocks he/she has at any time.



Figure 8 - Stock cards are placed face-down on the Stock Portfolio section of the Player Board.

## 4. Action Phase

In the Action Phase, players manipulate the markets using action cards.

### Action Phase Steps:

1. In turn order, each player uses all Action Cards obtained during the previous Demand Phase, afterwards placing them face-up in the discard pile.

**Stock Boom!** – for each Stock Boom, a player chooses one stock and moves the value up by two.

**Stock Bust!** – for each Stock Bust, a player chooses one stock and moves the value down by two.

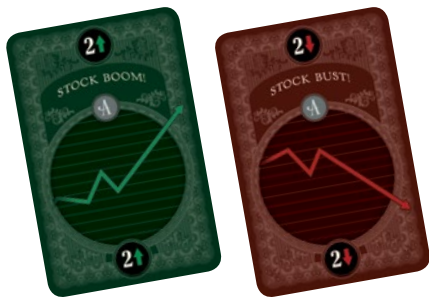


Figure 9 - Action Cards are denoted with an "A."

**Note:** A player must select one stock and increase/decrease its value. If a stock's value reaches the Stock Split or Bankruptcy space, follow the rules found under the Movement Phase. Action Cards must be played during the same round which they were obtained.

## 5. Selling Phase

The Selling Phase gives players an opportunity to sell any shares of stock that they currently own. They should use the knowledge from the Information Phase to know if and what stocks to sell.

### Selling Phase Steps

1. In turn order, players may sell any number of stocks that they have obtained by placing them face-up in the discard pile and collecting money from the bank equal to the stock's current value for each stock.

**Note:** Stocks sold from a player's Split Portfolio pay two times the value of the stock. Players may alternatively move a stock from their Split Portfolio back to their regular Stock Portfolio to receive one times the current value of a stock from the bank. This represents selling only one stock from a split stock. See Movement Phase: Stock Splits for more information on split stocks.

## 6. Movement Phase

During the Movement Phase, stock values move according to the Company and Forecast Cards dealt during the Information Phase.

### Movement Phase Steps

1. In turn order, players reveal their Company Cards and Forecast Cards and move the stock values accordingly.
2. Move the remaining stock values according to the face-up and face-down pairs of Company Cards and Forecast Cards on top of and next to the board. **All stocks will be affected every round.**
3. The Forecast Card labeled "\$\$" means a company pays out dividends. The stock value does not change. Instead, each player immediately receives \$2,000 for each share of that company's stock in his/her portfolio.

**Note:** A player will receive twice the dividends for stock in his/her Split Portfolio. A player must reveal shares of stock to receive the dividends for it. He/she may choose not to collect on some or all of that stock to avoid revealing how many shares they have.

### Stock Splits

If a stock's value ever increases to more than 10, the stock splits. A stock split effectively doubles your existing shares for that stock.

When a stock splits, all players who have stock of that type in their portfolio will reveal it and move it to their Split Portfolio face-down.

If the increase causes the stock's value to land exactly on the Stock Split space, then the value of the stock returns to 6.

If the stock's increase would move the value further than the Stock Split space, reset the value of the stock to 6 and continue to increase the stock's value.

*Example: Epic Electric's stock value was listed at 9, and its Company Card was paired with the +4 Forecast Card this round. Epic Electric reaches the Stock Split space by using only two of its +4 movement. The stock value resets to 6 and continues to increase for the remainder of its move. Thus, Epic Electric's stock value would be set to 8 as a result of this movement.*

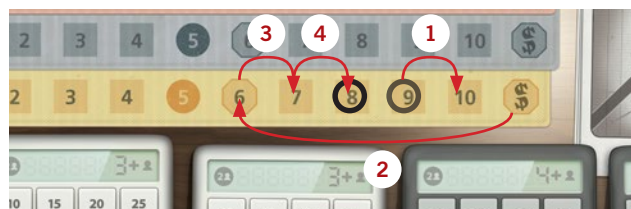


Figure 10 – Stock ticker movement during a Stock Split.

Any new stock obtained after the stock split goes in a player's regular Stock Portfolio, not the Split Portfolio. **If a player already owns a stock in his Split Portfolio and that stock splits again later in the game, then that player receives \$10,000 in Currency Cards for each Stock Card of that type in their Split Portfolio. The stock then remains in the Split Portfolio.**

### Bankruptcy

If a stock's value ever moves below 1 on a turn, it **immediately** goes bankrupt. All players discard all stock of that kind that they own, including any stocks in their Split Portfolio. Return the stock's price to the starting value of 5.



## The Round End

The round ends after the Movement Phase. If the Turn Marker is not yet on the right-most spot of the calendar, move it one spot to the right. Pass the First Player Token one player to the left, and start another round.

If the Turn Marker was already on the right-most spot of the calendar then the game is over. Continue on to The Game End.

## The Game End

The game ends at the end of the final Movement Phase. Any cards leftover in the Market Deck will not be used in this game.

### Game End Steps

1. All players reveal how many shares of stock they own for each company to determine the **majority shareholders**. A majority shareholder is the player with the most stock in any company.

**Note: Shares in player's Split Portfolios count as double when determining majority shareholders.**

The majority shareholders of each company receive a bonus of \$10,000. If there is a tie, **all** tied players receive \$5,000.

2. Each player then sells back their shares at a price equal to the final value of the stock.

**Note: Again, any shares in players' Split Portfolios count as double.**

3. Add up each player's Currency Cards. The player with the most money, and thus the greatest net worth, wins.

## 2-Player Variant Rules

We suggest playing Stockpile at least once with more than two players before trying the 2-Player Variant. The 2-player variant plays similar to a 4-player game. However, there are a few changes to the round's phases.

### Setup

Each player will start with \$30,000 in money, instead of \$20,000, and still receive only one starting stock. Each player also receives 2 Bidding Meeples (red or blue).

### Information Phase

Each player is randomly dealt two pairs of Company Cards and Forecast Cards.

**Note: Keep them in separate piles. These cards may not be swapped or substituted with each other.**

The remaining two pairs of Company Cards and Forecast Cards are both placed face-down next to the game board. These pairs will take effect each round, but neither player will know that effect until the cards are revealed during the Movement Phase.



Figure 11 – Two pairs of Company Cards and Forecast Cards placed face-down.

### Supply Phase

Randomly place one card from the Market Deck face-up on the first four Stockpiles, which are marked with the 2-Player symbol.

Each player draws two cards from the Market Deck. Each player places these cards, one face-up and the other face-down. Repeat this step one more time, so that each player places four cards in the Stockpiles.

**Note: Players must place their first two cards before receiving their second two cards.**

### Demand Phase

Players alternate placing their Bidding Meeples on an available space of the Bidding Tracks.

All Bidding Meeples must be placed before any re-bidding occurs.

A player may not place a Bidding Meeple on a Bidding Track that already contains their other Bidding Meeple.





Players continue to alternate re-bidding until all Bidding Meeples are on a separate Bidding Track, but it is possible for a player to bid twice in a row.

If both of a player's Bidding Meeples have been out-bid, then that player may choose either Bidding Meeple to re-bid with first.

**Note: The combined bids of both Bidding Meeples may not exceed the total money that player currently has.**

## Expansion Modules

*Stockpile: Epic Edition* comes with all expansion modules from *Stockpile: Continuing Corruption* and *Stockpile: Illicit Investments*. These modules can be played separately, or together in any combination for more strategic game play. The back of the rulebook contains a summary of all elements found in *Stockpile: Epic Edition* to help players remember the various changes to the game round and scoring.

### ADVANCED BOARD

When playing with the second side of the board, each stock follows a different value track. If a stock goes bankrupt, return the value of that stock back to its original starting position, the darkened circle. If a stock splits, return the value of that stock to the value in the octagon. Stanford Steel is unique in this version because it pays additional dividends based on dollar signs (\$) on its stock value track. As it passes or lands on these squares as part of a **positive** value change (from left to right), each player receives \$1,000 in dividends per dollar sign for each Stanford Steel stock in his/her possession. Don't forget to multiply for split stock.



Figure 12 – Advanced Board.

### BONDS

#### Bond Cards

In *Stockpile: Continuing Corruption*, Bond Cards offer a risk-free way to invest your money and earn interest every round. Purchase bonds early and generate big returns, but be careful not to overspend because you might miss out on valuable stockpiles.



Figure 13 – Bond Cards

#### Setup

Place the Bond Cards next to the Currency Cards.

#### GAMEPLAY CHANGES

##### Beginning of Round

At the start of the round before Forecast Dice are rolled, players have the option to purchase up to 3 Bond Cards in turn order.

The price of Bond Cards is determined by the number of players, but the interest payments are always the same (see *Figure 14*).

**Note: Bond Cards may not be redeemed for money during the game. They are only valuable at the end.**

##### End of Round

Players receive \$1,000 in interest per Bond Card owned from the bank.

##### End of Game

Players redeem their Bond Cards for money from the bank equal to the full price paid for them during the game (see *Figure 14*).

*Example: During the course of a 4 player game, I purchased a total of 7 Bond Cards. At the end of the game, I would exchange each of these Bond Cards for \$5K, gaining a total of \$35K (the same price I would have paid to obtain them).*

Bonds	2	3	4	5
Price	\$7K	\$6K	\$5K	\$4K
Interest	\$1K			

Figure 14 – Bond Card Prices and Interest Payments

## COMMODITIES & TAXES



Figure 15 – Commodity Cards and Tax Cards

### Commodity Cards

The Commodity Cards consist of six different types of commodities – gold, platinum, oil, natural gas, corn, and cattle. Players collect these Commodity Cards during the game to earn end-game bonuses.

### Tax Cards

Tax Cards are also collected during the game, but Tax Cards cost players extra money at the end of the game.

### Setup

The Commodity Cards are combined with the Tax Cards to form a new deck called the **Commerce Deck**. Place the Commerce Deck next to the Market Deck.

## GAMEPLAY CHANGES

### Supply Phase

Once a player adds his/her cards from the Market Deck to the stockpiles, immediately draw **1** card from the **Commerce Deck**. After all players have completed this step, each player, in turn order, places their **1** card from the Commerce Deck on any stockpile of their choice **face-up**.

In a **2 player game**, players draw **2 cards** from the Commerce Deck. In turn order, players add both their cards to the stockpiles, but a player cannot place both of his/her cards on the same stockpile.

### Demand Phase

Players acquire stockpiles as normal, including any Commodity Cards placed on them. Commodity Cards are kept face-up next to each player's Player Board.

**Note: The number and type of Commodity and Tax Cards collected by each player is public information.**

### End of Game

Commodity and Tax Cards are **only** valued at the end of the game. Commodities are scored based on the number of **different** types as shown in Figure 16. Commodities of the same type may also be scored. Begin a new set with each duplicate Commodity Card and score the same as shown in Figure 16.

*Example: I collected 6 Commodity Cards (2 cattle, 2 oil, 1 corn, and 1 gold). At the end of the game, I would receive a bonus of \$32K (\$24K for the 4 different commodities in my first set and \$8K for the 2 different commodities in my second set).*

Tax Cards are scored based on the total number of Tax Cards collected by the player as shown in Figure 17.

Unique Commodity Cards	1	2	3	4	5	6
Bonus	\$3K	\$8K	\$15K	\$24K	\$35K	\$48K

Figure 16 – Commodity Cards End Game Bonus

Tax Cards	1	2	3	4	5	6	7
Penalty	-\$2K	-\$6K	-\$12K	-\$20K	-\$30K	-\$42K	-\$56K

Figure 17 – Tax Cards End Game Penalty

## FORECAST DICE



Figure 18 – Annual Forecast Board and Forecast Dice

### Forecast Dice

The Forecast Dice are a new way to determine which Forecast Cards are paired with the Company Cards during a round. The Forecast Dice add variation and excitement to the game by changing the market forecast round-to-round.

### Setup

Replace the 6 Forecast Cards of the base game with the 22 Forecast Cards in this expansion. Stack them in piles next to the game board for convenience.

Place the Annual Forecast Board and Forecast Dice next to the game board.

## GAMEPLAY CHANGES

### Beginning of Round

After players have chosen to purchase Bond Cards, the player with the First Player Token rolls all six Forecast Dice.

Place the Forecast Dice onto the Annual Forecast Board, so that everyone can see the values.

Pick up the Forecast Cards corresponding to the Forecast Dice values and shuffle them.

Proceed as normal by dealing 1 Company Card and 1 Forecast Card to each player face-down and placing the remaining cards face-up or face-down as prescribed in *Stockpile*.

**Note:** The new Forecast Cards with \$ and \$\$\$ symbols indicate dividends of \$1K and \$3K, respectively.

### End of Round

Return the six Forecast Cards to the forecast piles.

## INVESTMENT STRATEGIES

### Investment Strategy Cards

In *Stockpile: Illicit Investments*, Investment Strategy Cards offer additional actions that players can capitalize on throughout the game.

#### Setup

Shuffle all Investment Strategy Cards and deal (3 + the number of rounds) cards to each player.

Each player must then discard 2 Investment Strategy Cards back to the Game Box along with any other unused Investment Strategy Cards (unless playing with Illicit Ivan).

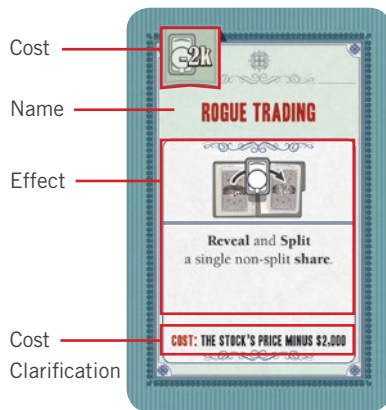


Figure 19 – Investment Strategy Card

*Example: In a five-player game, each player will be dealt 8 Investment Strategy Cards and discard down to 6 before the game begins.*

**Note:** If using Investor Cards, players may decide to choose their investors before discarding their Investment Strategy Cards.

### GAMEPLAY CHANGES

#### Action Phase

Once per round during the Action Phase, each player may play an Investment Strategy Card on their turn.

**IMPORTANT:** Other Action Cards and Investor Powers are still used as normal and can be done either before or after playing an Investment Strategy Card.

To play an Investment Strategy Card, simply pay the cost (if any) and perform the effect described on the card, discarding it to the Game Box.

For specific Investment Strategy Card clarifications, please see below.

**Note:** You will not be able to play your entire hand of Investment Strategy Cards (unless playing Illicit Ivan). Unused cards do not benefit you at all.

### Investment Strategy Card Clarifications

Card	Clarification
Block Trading & Value Investing	You gain the benefit from where your Bidding Meeple ended (not what you paid).
Convertible Bond	Discard one of your Bond Cards to choose one Stock Card from the discard pile and place it face-down in your Stock Portfolio. You must reveal the Stock Card.
Corner the Market	Do <b>NOT</b> receive money for duplicate Tax Cards.  <i>Example: You have two Platinum Commodity Cards and three Corn Commodity Cards. Receive \$15,000 (\$5,000 for Platinum and \$10,000 for Corn).</i>
Corporate Espionage & Insider Trading	You may choose to look at face-down sets of insider information next to the game board.
Data Broker	Reveal only one pair of Forecast and Company Cards in a two-player game.
Diversification	You must reveal at least one of each of your different stocks to receive this benefit.
Dividend Growth Investing & Special Dividend	All players with stock in that company receive the dividend.
Falsified Earnings	Place this card on top of any Forecast Card, including another player's Forecast Card or even those on/next to the game board. Do NOT reveal the impacted Forecast Card until the Movement Phase. During the Movement Phase, the underlying Forecast Card will be modified depending on its value before any movement occurs. If the Forecast Card is positive (+1 or greater), -3 to forecast value. If it is a dividend, pay the dividend first, then -3. If negative (-1 or less), +3 to forecast value.
Fraudulent Transfer & Vulture Capitalism	Discard one stock that you own in order to select one Stock Card of your choice from the discard pile and place it face-down in your Stock Portfolio. Alternatively, you may move one stock from your Split Stock Portfolio to your regular Stock Portfolio to perform this action. Note: You must reveal both Stock Cards affected by this action.
Interpositioning	You still have to pay the trading fees obtained this round.
Market Maker & Naked Short	The Stock Boom or Stock Bust required to play this card is placed in the discard without being used.
Rogue Trading	Reveal and move one Stock Card of your choice from your Stock Portfolio to your Split Stock Portfolio.
Systemic Shock	Tax Cards may not be used as the cost for this card.

## FIRST PLAYER CARD VARIANT

This variant is an alternative to passing the First Player Marker clockwise. You can play this variant with any player count, but it is geared towards the 3-4 player count range because each player doesn't have an equal number of starting turns.



With this variant, the first player receives the First Player Marker and the new First Player Card.

Each round at the end of the **Supply Phase** (after all cards, including Commodity Cards have been placed), the first player adds the First Player Card to one stockpile of their choice.

The player who wins that stockpile during the Demand Phase will collect the First Player Card and **immediately give it to any player** (including themselves).

The player who receives the First Player Card will take the First Player Marker **at the start of the next round**.

**IMPORTANT: This does NOT affect the turn order for the remainder of the current round.**

**Note: The First Player Card can be returned to the box during the final round of the game.**

## INVESTORS

Investor Cards determine a player's starting money in place of the normal \$20,000 and give each player a unique ability to use throughout the game.

Deal **two** Investor Cards to each player to begin the game.

Each player picks one investor and returns the other to the box.



**Note: All investor abilities occur in turn order in each phase.**

*Example: Wise Warren started the round. Before the Demand Phase begins, he looks at all face-down cards in a single Stockpile. Maverick Mark goes next, and he uses his ability to move a face-down card from another Stockpile onto the one that Wise Warren just viewed.*

Abilities that trigger during the action phase are done on a player's turn, and can be performed before or after playing Action Cards obtained on that turn.

### 2-Player Investor Expansion Clarifications

Investors can be used when playing the 2-player variant, but a few clarifications are needed.

Each player is dealt four Investor Cards and chooses two to keep.

**Note: If a single player has two investors with abilities which both occur during the same phase, that player may choose in which order to perform the abilities.**

When determining starting money, combine the values listed below for both chosen investors:

### INVESTOR STARTING MONEY FOR 2 PLAYER GAMES

AGILE ANA (CC)	\$12K
BAILOUT BARACK (PP)	\$16K
BILLIONAIRE BILL	\$35K
BROKER BERNIE	\$16K
BUDGET BARBARA (PP)	\$7K
CLEVER CHANDA (CC)	\$9K
CRAZY CRAMER	\$12K
CUNNING CARLOS (CC)	\$6K
DARING DANGOTE (CC)	\$7K
DISCOUNT DONALD	\$4K
DIVIDEND DEBORAH	\$14K
FORECAST PHIL (PP)	\$20K
GOLDEN GRAHAM	\$6K

ILLICIT IVAN (II)	\$12K
LAZY LILIANE (PP)	\$23K
LUCRATIVE LI (CC)	\$20K
MAVERICK MARK	\$22K
MAYKNOW MARTHA	\$20K
MONEYMAKER MITT (PP)	\$10K
OPULENT OPRAH (PP)	\$45K
ROYAL ROBINS (PP)	\$22K
SECRETIVE STUART	\$16K
SHORTING SOROS (PP)	\$16K
SOCIALIST SANDERS (PP)	\$16K
TACTICAL TALAL (CC)	\$18K
WISE WARREN	\$23K

(CC): Continuing Corruption (II): Illicit Investments  
(PP): Promo Pack

## INVESTOR BIDDING VARIANT

Instead of the standard way of choosing Investor Cards, players may choose to bid on Investor Cards before the game begins.

Deal two Investor Cards to each player. Each player picks one Investor Card and adds it to an empty Stockpile.

Beginning with the first player, players will bid on Investor Cards by using the same rules prescribed in the Demand Phase. Once all players have bid on a different stockpile, players collect their Investor Card and starting money.

The amount of money collected is equal to the starting value of each investor minus the amount bid for that Investor Card.

**Note: You can't bid more than the starting value of an Investor Card.**

### 2 Player Game

Same as above, except deal four investor cards and select two of them to place on the stockpiles. Remember to subtract the amount bid from the adjusted investor starting amounts.

## INVESTOR ABILITIES



### AGILE ANA

At the end of the round, you receive \$1,000 for each unique company you own one or more shares in.

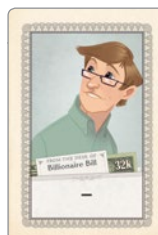
**Note: You must reveal at least one of each of your different stocks to receive this benefit.**



### BAILOUT BARACK

After the Selling Phase but before the Movement Phase, you may buy a single Stock Card of your choice from the discard. Reveal and place it in your Stock Portfolio. The cost is equal to that company's current stock price minus \$2K (\$0K minimum).

*Example: There is a Cosmic Computers Stock Card in the discard pile and its current price is \$9K. You may purchase that Stock Card for \$7K.*



### BILLIONAIRE BILL

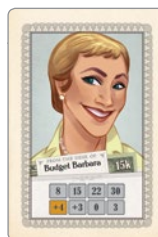
No abilities. Begins the game with the most money.



### BROKER BERNIE

Trading fees are a bonus. If you pick up a trading fee at the end of the Demand Phase, instead gain that amount in currency immediately after paying for the Stockpile.

**Note: You must have enough money to pay for the Stockpile before gaining any money from your investor benefit.**



### BUDGET BARBARA

During the Demand Phase, you treat each Bidding Track as if it had the values depicted below. You will receive money from the bank if you purchase a stockpile with your Bidding Meeple on the first two spots.

8	15	22	30
+4	+3	0	3



### CLEVER CHANDA

During your turn in the Action Phase, you may choose to discard one stock that you own in order to move one Stock Card from your Stock Portfolio to your Split Stock Portfolio. Alternatively, you may move one stock from your Split Stock Portfolio to your regular Stock Portfolio to perform this action.

**Note: You must reveal both Stock Cards affected by this action.**



### CRAZY CRAMER

On your turn during the Action Phase, you may move the value of a single stock up by 1 or down by 1.



### CUNNING CARLOS

During the Demand Phase, you must be outbid by at least two spaces on the Bidding Track. Place a Blocking Token on the space ahead of you to indicate that it cannot be bid on. Use two Blocking Tokens for your Bidding Meeples in a 2 player game.

*Example: If you bid \$10K for a stockpile, then all other players must bid \$20K or more to outbid you.*



### DARING DANGOTE

**Requires Commodities & Taxes**

At the end of the round, you receive \$1,000 per Commodity Card collected. This includes Commodity Cards of the same type.

**Note: This ability does not work for Tax Cards collected.**



### DISCOUNT DONALD

You pay one space value less than your Bidding Meeple's position on the Bidding Tracks for Stockpiles. In a 2 player game this power applies to both Bidding Meeples.

*Example: If you bid \$10k for a Stockpile, you instead pay \$6k.*



### DIVIDEND DEBORAH

At the end of each round, you may declare additional dividends of \$1,000 per share for a company of your choice. This benefits all players with stock for that company.



### FORECAST PHIL

During the Information Phase and before any Company or Forecast Cards are dealt, secretly select one Company or Forecast Card. Keep this card as part of your insider information for the round. The remaining cards are shuffled and dealt as normal.

**Note: If using the Forecast Dice, you may only select a Forecast Card from those available this round. It is public knowledge whether you chose a Company Card or a Forecast Card.**

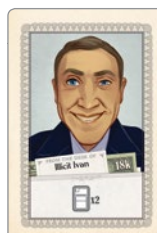


### GOLDEN GRAHAM

For each stock that you sell, you gain \$1,000 extra. In a 2 player game, this occurs for all stock owned, regardless of the Bidding Meeple which acquired it.

When playing with Investment Strategies, this power only benefits Investment Strategy Cards that use the term "sell" in the card's description.

**Note: This ability still works at the end of the game. Don't forget to double for split stocks.**



### ILLICIT IVAN

**Requires Investment Strategies**

After all players have discarded their 2 Investment Strategy Cards, randomly draw a number of Investment Strategy Cards **equal to the number of rounds minus 1**.

You may play **up to 2** Investment Strategy Cards each round, paying the appropriate cost(s) as normal on your turn during the Action Phase.



### LAZY LILIANE

At the beginning of the Demand Phase, you receive \$5K from the bank. Each time you are outbid, pay \$1K to the bank.



## LUCRATIVE LI

### Requires Bonds

At the end of the round, you receive an additional \$1,000 in interest for every two Bond Cards owned (rounded up).

*Example: If you own three Bond Cards, then you receive \$2K in additional interest payments at the end of the round.*



## MAVERICK MARK

Before the Demand Phase begins, you may move one card to a different Stockpile.

When playing with Investment Strategies, you may move any card placed on the stockpiles, including the First Player Card.

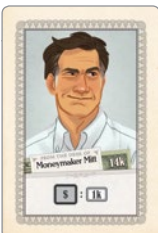
**Note: This ability may be used to cause a Stockpile to have 0 cards.**



## MAYKNOW MARTHA

At any time during the Demand Phase, you may look at another player's Company Card and Forecast Card. You may do this only once per round. In a 2 player game, this only affects only one pair of Insider Information.

**Note: In a game with less than five players, you have the option to look at one face-down pair of information instead of another player's cards.**



## MONEYMAKER MITT

Whenever he places his meeple(s) on any Bidding Track either to bid or to re-bid, he immediately receives \$1,000 from the bank.

**Note: He must still have enough money to make the bid.**



## OPULENT OPRAH

At the end of the round after players have received interest for Bonds, she must give \$2,000 to another player, if possible.

**Note: She may instead choose to give \$1,000 to two different players. If she does not have \$2,000, she must give as much money as she can.**



## ROYAL ROBINS

At the start of the Supply Phase, he draws a number of cards from the Market Deck equal to the number of players. Then, he chooses one of these cards to place face-down on a stockpile. The remaining cards drawn by him are placed face-up on the remaining stockpiles. His ability replaces the cards typically revealed during the beginning of the Supply Phase.



## SECRETIVE STUART

During the Supply Phase, you may place both of your cards face-down. In a 2 player game, this applies to both sets of cards placed during the Supply Phase each round.



## SHORTING SOROS

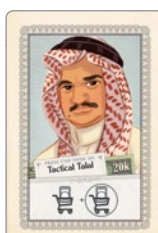
On your turn during the Selling Phase, you may sell one share for \$8K, regardless of that company's current stock price.

**Note: You may also do this once during the final selling.**



## SOCIALIST SANDERS

At the end of the round after players have received money for bonds, he takes \$2,000 from the player with the most money (excluding himself). He keeps \$1,000 for himself, and he gives \$1,000 to the player with the least amount of money (including himself but excluding the player taken from).



## TACTICAL TALAL

At the end of the Selling Phase, you may sell again.

**Note: You may sell any Stock Cards owned with this ability.**



## WISE WARREN

Before the Demand Phase, you may look at all face-down cards in a single Stockpile.

- Base game rule  
+ *Expansion rule*

## Rules Summary

### Setup

- + **Investment Strategies:** Deal (3 + the number of rounds) Investment Strategy cards to each player.
- + **Investors:** Deal 2 Investors Cards to each player and each player discards 1 (see Investor Bidding Variant on pg. 10).
- + **Investment Strategies:** Each player discards 2 Investment Strategy cards.
- Each player starts with \$20,000 and one randomly dealt stock (**Investors:** Use Investor's starting amount).
- Pass out the First Player Token (**First Player Card Variant:** and the First Player Card).
- Shuffle Market Deck (Action Cards, Trading Fee Cards, and remaining Stock Cards).

### 1. Round Beginning

- + **Bonds:** Each player may purchase up to 3 Bonds.
- + **Forecast Dice:** Roll Forecast Dice and retrieve corresponding Forecast Cards.

### 2. Information Phase

- Shuffle and deal one Company Card and one Forecast Card to each player face-down.
- Place one Company Card and one Forecast Card face-up on the Game Board.
- Place any remaining pair(s) face-down.

### 3. Supply Phase

- Place one card from the Market Deck face-up on each Stockpile.
- Deal two cards from the Market Deck to each player.
- Each player places one card face-up and one face-down on the Stockpile(s) of his/her choice.
  - + **Commodities & Taxes:** Each player draws and plays a single card from the Commerce Deck face-up on the Stockpile of his/her choice.
  - + **First Player Card Variant:** The first player places the First Player Card on the Stockpile of his/her choice.

### 4. Demand Phase

- Players take turns bidding on Stockpiles until each Stockpile has only one Bidding Meeple.
- Players pay their bids, collect cards, and pay any trading fees.
  - + **First Player Card Variant:** The new owner of the First Player Card may keep it or give it to the player of his/her choice, but the turn order doesn't change until next round.

### 5. Action Phase

- Players play all Action Cards received during the Demand Phase.
  - + **Investment Strategies:** Players may play a single Investment Strategy Card (before or after their Action Cards or Investor abilities, if any).

### 6. Selling Phase

- Players can sell any stock that they own (split stocks sell for double the current price).

### 7. Movement Phase

- Players reveal all pairs of Company Cards and Forecast Cards and move the stock values appropriately, taking into account stock splits and bankruptcy.
- Forecast Cards with a dollar sign (\$) indicate a \$1,000 dividend per \$. All players collect their dividends for each share that a player owns and elects to show.

### 8. Round End

- + **Bonds:** Players receive \$1,000 per Bond.
- Move the Turn Marker to the right and First Player Token to the left (**First Player Card Variant:** Instead give the First Player Token to the player with the First Player Card).
- If the Turn Marker was already on the rightmost spot of the calendar then the game is over. Continue on to The Game End.

### Game End

- Determine majority shareholders (\$10,000 for a single majority owner and \$5,000 for all tied).
- Sell all stock at final values.
  - + **Bonds:** Players redeem their Bond Cards for their full price.
  - + **Commodities & Taxes:** Players receive bonuses and penalties based on Commodity and Tax Cards that they have collected during the game.
- Total each player's currency. Player with the most currency wins.

