

*Try to gain majority share of a company, whoever has the most shares gains profits from players who hold a smaller share. The wealthiest player in the end wins the game.*

### **Setup:**

Shuffle the deck and remove 5 random cards. Give each player 3 cards (shares) and 10 Capital chips, the 1-side facing up. The rest of the deck is put face down in the centre.

### **Play: Do both 1 & 2.**

#### **1. Take a card from either:**

a) the draw pile. If you do, put a Capital chip (1-side up) on all cards in the market. If you cannot pay, you cannot take.

b) or the market, along with its Capital Chips.

#### **2. Put down a card, either:**

a) In front of you, into your portfolio, or

b) Face-up next to the deck, into the market. (If you took a share from the market, you cannot put a share of the same company back)

### **Anti-Monopoly Chips**

The player with the most shares in a company holds the Anti-Monopoly chip. If two players are tied, the player who received it earlier keeps it until the other player has more shares.

#### **If you hold the chip for a company:**

i) You can't take their shares from the Market.

ii) You don't put a capital chip on their shares when you draw from the deck.

### Game end:

The player who draws the last card from the deck finishes their turn & the game ends.

Every player adds their hand to their portfolio.

### **For each company:**

The player with the most shares in a company is the majority stakeholder. Each other player with shares in that company gives one Capitol Chip (3-side up) **per share they own** in that company to the majority stakeholder.

If two players are tied for the most shares no-one receives Capitol Chips.

If a player doesn't have enough Capitol Chips to pay, they use plus and minus point markers. They do not pay with their recently acquired 3-point chips.

**Player with the highest value of Chips wins.**

If tied: Player with most 3-chip wins.

Then: player who played last wins.

### Option: Game with Rounds:

At the end of a round players receive point chips: **1st: +2, 2nd: +1, Last: -1**

Replace the removed 5 cards, setup as above, the player who came last starts the new round.

**Player with the most points after 4 rounds wins.**

If tied, player with the most +2 chips wins. Then +1 chips, then the last round's winner.