

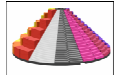


Buy Low, Sell High

Game Objective: Each tycoon tries to control as much of the economy as possible. The tycoon with the most holdings at the end of play wins.

Recommended Number of Players: 2 - 4

Ages: 11 & up



Setup:

- 1) Put staircases in counterclockwise sequence 1x → 12x.
- 2) Place the tokens numbered 1 through 60 from the red foam card in the Treasure Trove. These tokens are now companies (elevation) and will indicate ownership of associated market segments (steps at that elevation on any staircase).
- 3) Players pick a foam card out of the remaining colors. Each player will use their uniquely colored tokens, blank side up, as their logos to indicate market segments (steps) they control through their companies.
- 4) One player has an additional role to act on behalf of the government (described below).

Strategy:

A tycoon can control a segment of the economy in three ways:

- 1) Birthright – at the beginning of the game each tycoon will inherit 10 companies (red tokens drawn from the Treasure Trove). Each tycoon can claim all market segments (steps at that elevation) that his/her companies controls by placing his/her logo (uniquely color tokens) on those segments after all trading is complete (discussed below).
- 2) Trading Up – after all tycoons have evaluated their holdings they may trade in two ways:
 - a. Trading with each other - Tycoons may trade any number of their own companies for any number of companies owned by another tycoon as long as it is agreeable to both parties. They may then place their logos on their new market segments after all trading is complete.

- b. Merger & Acquisitions – any tycoon may be granted permission to engage in mergers and acquisitions by giving the government 2 of his/her companies to be exchanged for one company that was recently formed (red token randomly drawn from the Treasure Trove).
- 3) Capturing Significant Market Share – if any tycoon owns more than 30% of a industry (staircase) they may control all unclaimed market segments in that industry. If more than one tycoon has more than 30% of the industry, the tycoon with the largest market share gains control of all unclaimed market segments in that industry.

Play:

- 1) Each tycoon selects 10 companies (from the Treasure Trove). Tycoons may want to keep what companies they own a secret for the time being.
- 2) Tycoons determine which companies they want to keep and which companies they want to trade. First trading among the tycoons occurs, then the merger & acquisition phase occurs.
- 3) During the trading session among the tycoons, buyers try to find willing sellers and vice versa. Only red tokens, representing companies, change hands. When trading among themselves, tycoons may establish any rules they want as long as they own the companies being traded. Tycoons can trade for specific companies or they may trade blind for a specific quantity of companies but the market rights of the companies (face value of the tokens) can remain hidden until after the trade, if mutually agreed upon.
- 4) During the merger & acquisition phase (trading with the government) all trades are blind. The government distributes all the new companies for the round before putting any of the companies traded back into the Treasure Trove. This will prevent biasing the distribution of new companies in favor of the first mergers & acquisitions for the round.
- 5) After the round of trading is complete, allow the tycoons to evaluate their holdings and determine whether they want to continue trading. If any tycoon wants to trade again, begin another round of trading, first allowing them to trade among themselves, and then trade with the government through the merger and acquisition process.
- 6) When all trading has stopped, tycoons place their logos on their properties (each step at an elevation their companies own).
- 7) Now tycoons calculate the percentage their holdings represent in an industry (staircase). The tycoon that meets the requirements for control (largest share above 30%) may apply for a control of an industry certificate. If the government grants it, the tycoon(s) may place his/her logos on the unclaimed market segments in that industry alone and say what industry it is (automotive, hospitality, mining, etc.). Note: Tycoons do not own the unclaimed companies (i.e. they can't claim market segments at that elevation on other staircases).

8) After all certificates have been granted or denied, each tycoon counts up the number of properties they control. The one with the most wins.