

Give each player 10 capital chips ("1" side up).

Play

On your turn:

- Take a card, either from the draw pile (put one capital chip on each card in the market) or from the market (take its chip(s) too).

If you hold the Anti-Monopoly Chip for a company, you may not take its cards from the market, and you do not place chips on its market cards when you take from the draw pile.

If you now have *more* shares in a company than any other player, take the Anti-Monopoly Chip for that company.

- Put down a card face-up, either in front of you (portfolio) or next to the draw pile (the market). You may not put into the market a share of the company you just bought from the market.

End round

When the last card is drawn from the draw pile, that player finishes their turn and then the

round ends. Each player adds their hand to their portfolio.

For each company: the player with most shares in that company is the majority holder. (On ties, skip this company completely.) Each other shareholder pays the majority holder one capital chip, flipped over to its 3 side, × shares they own. If a player cannot pay, award them notional negative points and give the majority holder 3-point chips from stock.

The player with most chip value (tie: most 3-chips; tie: played most recently) gets a +2 arrow, second most +1, least -1.

End game

After four rounds add value of arrow chips (tie: most +2 arrows; tie: winner of last round) to determine overall winner.

Goal
Have the highest score after four rounds of play.

Setup (each round)

Shuffle all cards and discard 5 unseen.
Deal 3 cards to each player.
Remainder form the draw pile.

Roger's Rules: Firedrake/BGG
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Startups