MAKING PROFIT: THE BOARDGAME

GAME COMPONENTS

One game box contains:

- factory cards (4 different types)
- player aid cards
- stock certificates (in 6 different colours, 10 pcs each)
- play money
- factories (in 6 different colours)
- game rules

GAME SETUP

Sort the stock certificates by colour and place them next to money, in "Bank". Shuffle the factory card deck and place it on table, face down. Each player selects one factory and places it on the table in front of him/her and takes also two stocks of according colour. Each player draws two cards from factory card deck. Starting player is selected randomly.

HOW TO PLAY

During his/her turn player can select two actions (or one action twice) from the list below:

- buy 1 stock certificate
- sell 1 or more stock certificates
- develop factory
- run the factory

- sell resources

After finishing his/her actions turn order goes to next player clockwise.

When somebody draws the last card from factory card deck, discard pile is immediately shuffled and new draw deck is formed. If discard pile is empty, there will be immediately nationalisation - each player must discard cards from their hands so that nobody holds more than two cards. Discarded cards are then shuffled and new draw deck is formed.

BUYING STOCK

Stock price is equal to the factory's development level (i.e. factory with development level 5 has stock price as 5$) but no less than 2$. Player pays the needed amount of money into bank and receives the stock certificate from bank. After that owner of the according factory draws one factory card.

SELLING STOCK

Stock price is equal to the factory's development level (i.e. factory with development level 5 has stock price as 5$). Sold stocks are placed into bank and player receives money from bank.

After that owner of the according factory must discard one factory card from hand for each stock sold. If there are insufficient cards in hand, rest must be taken from factory (reducing its value). During one action you're allowed to sell stock certificates of different companies - as much as you like.

DEVELOPING THE FACTORY

For developing player places one factory card from hand on table, next to the factory. This increases the factory level by 1.

RUNNING THE FACTORY

When this action is selected, each card, used for factory development, produces either money or resources (as shown on card). Stockholders receive total amount of money produced for each stock they have; resources are collected only by factory owner - for each resource produced owner draws one factory card. (Example: Peter chooses to run his factory as one of the actions. In total his factory produces 5$ and 4 resources - this means that his factory's stockholders receive 5$

from Bank for EACH stock and Peter draws 4 factory cards)

SELLING RESOURCES

When using this action player can discard 3 factory cards from his/her hand and receives 10$ from Bank. You cannot discard multiple sets of 3 cards for receiving more than 10$ within one action.

GAME END

Game end is triggered if one of the following conditions is met:

- one factory reaches development level 10
- during one round (from player A back to player A) there has been no factory developments.

After game end has triggered current round is played to the end, so that all players can have same amount of actions. After that players add up all their stock values (i.e. factory with development level 5 has stock value as 5$) and money - player with largest total is declared as winner!