

Please lead the players through the following:

Have all **Players** roll the D8. This will decide who chooses their **Character** first.

The highest roll will begin. If multiple players roll the same highest number, have both roll again.

After “*Player 1*” has been found, have them select their Character, from the following list, and continue the choosing to their left:

- Joel Dingo
- Dorthy Minerva
- Salil Dhar
- Dr. Steinenfrock
- Trevor Coin
- Beth Bonnet

Now that all players have their Character, hand out their specific information, or **Character Cards**.

Allow players a chance to read through their Character Card, then begin the **Spurr Draft**.

But first, let's learn what the **Spurr** can do!

Spurrs are the heart of Gazbee’s Game. Without them, it would just be earning **Bones** at a constant rate...

Spurrs are the influencers that fluctuate the amount of **Shares** you earn whenever you land.

For each of the {6} **Industries**, there are {18} Spurrs. Each with its own value, ranging from {+1} - {+10} (Except for **Education**, but we’ll get to that...)

Based on the Industry there are more, or less, of each valued Spurr. **Technology** for instance has more {10’s} due to its rapid changes. And **Education** has no {10’s}, as a result of its slow and steady growth.

Here’s a chart outlining the exact values within each Industry:

	Oil	Agriculture	Technology	Medical	Education	Entertainment
100	2	1	5	2	0	2
50	5	4	7	3	3	5
30	7	5	6	5	5	7
10	4	8	0	8	10	4
	18	18	18	18	18	18
100	0	0	0	2	0	
50	1	2	2	3	1	3
30	3	3	2	2	2	2
10	3	2	3		4	2
-10	4	2	0	0	2	0
-30	2	2	3	1	3	2
-50	1	3	3	2	2	2
-100	0	0	1	4	0	3
	14	14	14	14	14	14

Spurrs also impact multiple Industries!

Some will be positive influences to their ***Friends***, and others, will be negative influences to their ***Foils***.

All Spurrs are space specific.

This means when it is played, the space played on will jump to the new value. It also means when it impacts a Friend or Foil, it will impact the coordinating space within that Industry.

As well as this, when played on a space hosting a Player, that Player will earn or pay the according amount of Shares in Bones. With 1 Share equaling 50 Bones.

- All payments will be collected and stored in the ***Coffer*** for later use.

6 Spurrs will be drafted at the start of the game by each Player; one from each Industry.

Each Industry's pile will then be shuffled and the top {2} Spurrs will be drawn to create the **Active Market** within the **Industry Exchange** and the face down piles representing the **Future Market**.

Players can buy as many as {12} Spurrs during their turn.

- As long as their funds allow for it...

They can also refresh the Active Market ONLY at the beginning of their **Buy Phase**, by spending 100 bones. This will shuffle each pile, and draw {2} new Spurrs.

Spurrs can be traded!

During their Buy Phase, Players can offer Trades to fellow Players by offering what they have followed by what they want

"I have {+5} **Oil** and am looking for {+3} **Med**"

Trades can be negotiated, but be quick!

- Each trade counts as {1} action of the total {10} per turn

Spurrs cannot be sold back for Bones.

Spurrs can be bought from the Industry Exchange for {10x} their face value, or {10}{30}{50}{100} Bones.

Now that we understand Spurrs, let's select them!

- 1) Shuffle each unique pile and lay out the top {2} Spurrs
- 2) Then, start with the Player who chose their Character last (Or Player 6 in a standard game). Have them choose {2} Spurrs.
- 3) Continue to their right until back to Player 1 and all have {2} Spurrs
- 4) Next, have Player 1 select their next {2} so they have {4} total, and continue to their left, until back to Player 6.
- 5) Finally, Player 6 will select their final {2} Spurrs so they have a total of {6} Spurrs and choosing will continue to their right, until Player 1 selects the final {2} and all have {6} Spurrs.

The order will look like this:

P6 P5 P4 P3 P2 P1 | P1 P2 P3 P4 P5 P6 | P6 P5 P4 P3 P2 P1

NO REPEATING INDUSTRIES PER PLAYER

Now that all Players have their Spurrs, hand out {1000} Bones per Player, any denomination.

Play can now begin.

Starting with the Player to the Left of Gazbee Goose, me, the reader, follow these actions:

Players will have a total of {10} actions during their turn.

- I. Move**
- II. Collect**
- III. Invest**
- IV. Buy / Sell / Trade**
 - A. Each counts for {1}**
- V. Play**
 - A. Ticker**

Once the 10th action is completed, turn the Ticker and pass it along.

Here's a more detailed explanation of each turn action:

- I. Move** - Move as many spaces as you would like. Be prepared to stop at the center and *Give to the Goose* based on how much you have invested.

Amount Invested	0 - 50	51 - 150	151 - 250	251 - 350	351 - 450	451+
Give to the Goose	0 Bones	30 Bones	60 Bones	100 Bones	150 Bones	200 Bones

- II. Collect** - Based on the amount invested and the Spaces **GARM**(Goose Axe-change Rate of Market) Value, pay or collect the summation
 - A. 40% of Investment + GARM Value = Collection
 - B. Players can also land on an orange **Gazbee Space** to wager 50 Bones. If they win, they'll earn 100 + what's in the Coffer!
 - 1. If they lose...
- III. Invest** - Players can choose to invest as much as they would like into the landed Industry.
 - A. Mr. Goose will take care of transactions.

- IV. **Buy** - Players can choose to buy Spurs from the Active Market for {10x} their marked value
 - A. They can also trade by saying what they have, then asking for what they want
- V. **Play** - Players can choose to play any Spurs from their hand
 - A. **Ticker** - At the end of {10} Actions, players will complete their current action and turn the *Ticker* down {1} and hand it to their left
 - 1. Gazbee Goose cannot touch the Ticker

Play will continue to the left with the same sequences described above for the next Player until Gazbee Goose's turn, or the Ticker hits {0}.

If the Ticker hits {0}, all GARM Values will reset to {0}, the Active Market will be shuffled and reset and play will continue with the Player who received the Ticker after reaching {0}.

At the end of {90} minutes a {15} minute timer will begin.

No Ticker.

{10} Actions per turn.

No additional Investing.

The Player with the most Bones at the end of the {15} minutes wins!

BONES INVESTED DO NOT COUNT TOWARDS WIN CONDITION

Lastly, GARM Values will be kept track of by Gazbee Goose, as well as calculations for Goose Giving and investment collection.

While players will be in charge of keeping track of the following:

- Bones
- Investments
- Any other information they choose

A piece of paper will be provided to each player for their own tracking.

One thing to note is that all information written down will be public...

Industry Information:

Each Industry has its own unique characteristics on the Industry Exchange. Some pay out over time. Some have massive swings. And some are just sheer luck. Lets learn a bit shall we?

- Oil

- I. Big money in, makes for big money out! Shares are worth 250 Bones and reward the player with a 60% return.

- Medical

- II. If you keep waiting, it'll allllll be worth it. Buy from **Med** and after 3, 5 or 10 turns your investment will finally fruit! Shares will follow the Spurrs from the purchased Space. Players can hold one of each option at any given time, but not multiple of the same.

- Entertainment

- III. Live like a star and earn on the road with Entertainment! Buy from **EnT** and earn for the next 3, 5 or 10 turns! Spurrs will follow you from the space you bought from, rather than a new Spurr every landed space. Players can hold one of each option at any given time, but not multiple of the same.

- Agriculture

- IV. It ain't much but it's good grease. Buy into **AGR** for only 20 Bones a share! Shares purchased are capped at 5 per turn. Returns are also only 30%

- Technology

- V. Looking to earn big? **Tech** is the tool! With Spurrs no smaller than 30 and weighted towards 50, Tech lends itself towards big swings!

- Education

- VI. Slow and steady wins the race. Nothing crazy here, just a consistent flow of cash. With Spurrs that are no more than 50 and weighted towards 30, you can expect to earn and lose just a little.

- **Gazbee** - Much like our lovable Goose, you never know what to expect! Land on an orange **Gazbee Space** to play a *Gazbee Game* and hope to expand your investment. There is a chance you'll lose it all however... Roll the D8 to determine your game.

Glossary

*Key terms, marked in **BOLD** & Italics.*

Here's your list in alphabetical order:

1. **Active Market** - Two Spurrs from each Industry available for purchase during the Players “Buy Phase”
2. **Bones** - The form of currency on the Planet Foase. Broken down into 10, 50, 100 & 500
3. **Buy Phase** - The portion of the Players turn when they can buy OR trade Spurrs
4. **Character** - Within Gazbee’s Game, there are {6} contestants. Each have their own goals for the game and can be chosen by the Players at the start
5. **Character Cards** - All the information you need to get to know your Character can be found here.
6. **Coffer** - A strong box that holds our blessed Bones. Set aside for safe keeping
7. **Foils** - The opposite of any given Industry. Their traits and goals are quite trite. Spurrs will have a negative influence here.
8. **Friends** - The Industries that get along like flies and walls. Spurrs will have a positive influence here
9. **Future Market** - What lies underneath... The pile of Spurrs that are yet to be flipped over.
10. **GARM Value** - Each individual space has its own GARM Value. The most recent Spurr played will coordinate with its G.V.
11. **Gazbee Space** - The orange spaces spotted throughout the board. Each Player can only land on each once, so be cautious...
12. **Industries** - {6} of them to be exact. Each with their own traits as you invest into the Industry Exchange.
13. **Industry Exchange** - The place where you can buy Shares, Spurrs and trade Spurrs away to other Players.

14.Players - The people playing the game. Reading these words right now. You.

15.Spurr - The heart of Gazbee's Game. Spurrs influence each Industry in a positive and negative manner. Each industry has its own unique set of 26 Spurrs.

16.Spurr Draft - At the start of every game, players take turns selecting {6} Spurrs

17.Ticker - The turn tracker that lets players know when the Industry Exchange will reset