

1 Overview

1.1 Description

1.1.0.1 This is an economic, network-building game. Players control shares in companies and act for those companies, expanding their network to increase their share value and to funnel money back into the players' own pockets. Shares are auctioned throughout the game. Shifting cross-investments result in shared and conflicting incentives across the table. The game end is triggered when either a) all shares of one company have been auctioned off or b) all players pass consecutively.

1.2 Key Concepts

1.2.1 Map

1.2.1.1 The map is made up of abstracted HEXES. There are four types of hexes: starting (black), mountain (gray), standard (white), and city (yellow).

1.2.2 Network

1.2.2.1 A company-owned hex is indicated by a stack of 1-5 chips with the controlling company's cube on top. A company's NETWORK is the collection of all hexes they own.

1.2.2.2 A given hex's value is equal to the number of chips on the hex.

1.2.2.3 All companies are considered to own the starting (central, black) hex, which is considered to have a hex value of 5.

1.2.2.4 Besides the starting hex, only one company may own any given hex. I.e., a standard or city hex may only be part of one company's network.

1.2.2.5 The term NETWORK VALUE is used to describe the combined value of a collection of hexes.

1.2.2.6 A company is considered to have access to a hex if the hex is adjacent to any hex in the company's network.

1.2.2.7 A company may lease network (3.3.0.6) from one or more other companies to gain access to a hex it otherwise does not have access to.

1.2.3 Shares

1.2.3.1 A company's SHARE VALUE is equal to the total network value (1.2.2.5) of all hexes owned by the company. E.g., at the start of the game, all companies have a share value of \$5.

1.2.3.2 Each Share is dual sided. One side has an empty circle on it, indicating it is unauctioned. The opposite side has a red circle with a bar through it, indicating it has been auctioned already. A share that has been auctioned may not be auctioned again.

1.2.3.3 A player CONTROLS all shares in their player area, but only OWNS shares on their auctioned side.

2 Setup

2.1 Map Setup

2.1.0.1 Place the map in the center of the table.

2.2 Company Setup

2.2.0.1 For each player in the game, prepare one company

(a) Put one share above the map to act as the company charter.

(b) Place \$5 on the company charter as the company's starting treasury.

2.2.0.2 Return remaining companies to the box. They will not be used this game.

2.3 Player Setup

2.3.0.1 Each player takes all 5 remaining shares of one company in the game and spreads them out in front of them, 4 on their unauctioned side and 1 on its auctioned side (1.2.3.2).

2.3.0.2 Each player takes \$25 in starting cash.

3 Gameplay

3.1 Turn Structure

3.1.0.1 On a turn, a player may take one of the following actions:

- (a) Auction (3.2)
- (b) Act for a Company (3.3)
- (c) Pass (3.4)

3.1.0.2 After a player has taken one of these, the player to their left takes a turn.

3.1.0.3 Play continues in this clockwise fashion until the Game End is triggered (4.1).

3.2 Auction

3.2.0.1 When auctioning, the turn player takes either one unauctioned share they control (1.2.3.3) or any share in the bank pool and starts an auction.

3.2.0.2 The turn player is considered the current bidder and may optionally make an initial bid.

- (a) The minimum bid must be at least the given company's share value (1.2.3.1) and no greater than the turn player's cash.
- (b) The turn player does not have to place a bid to start an auction.

3.2.0.3 The player to the left of the current bidder now may either place a bid or pass.

- (a) If no bid has been placed yet, the new bid must be at least the given company's share value (1.2.3.1).

(b) If a bid has already been placed, the new bid must be greater than the current bid.

(c) Players cannot bid more than they have in cash.

(d) If a player passes, they cannot join back in on subsequent rounds.

3.2.0.4 Play continues in this clockwise fashion, until either all players have passed or all players besides one bidder have passed.

(a) If all players pass (no bids are placed), put the auction share in the bank, and . Do not flip the share over to its auctioned side as it may still be auctioned in the future.

(b) If only one bidder remains, the winning bidder (the player who last bid, the only player who did not pass) wins the auction.

i. The winning player takes the auctioned share, flips it over to indicate it has been auctioned, and places it in front of them with the other shares they control.

ii. If the share was auctioned from the bank pool, place the winning bid into the bank. Otherwise, place the winning bid into the auctioned share's company's treasury.

3.2.0.5 If the auctioned share was the last auctioned share for a given company, the game end is triggered (4.1).

3.3 Act for a Company

3.3.0.1 When acting for a company, a player EXPANDS NETWORK for that company, potentially triggering PAYOUTS for that company and/or any company they leased network from, and finally perform UPKEEP.

3.3.0.2 In order to act for a company, a player must control (1.2.3.3) at least one share in said

company. A player may only act for a single company on a given turn. When acting for a company, all money spent must come from the given company's treasury. If the company cannot afford an action, it cannot take said action.

3.3.0.3 To expand network onto a given hex, the player choose a desired hex value (1.2.2.2) for the target hex and pays \$5 times that value to the bank from the acting company's treasury. Place chips on the hex to indicate the hex value (e.g., 2 chips for a 2-value hex), and place a cube of the acting company on top of the chip stack to indicate ownership. In order to expand to hexes a company does not immediately have access to, it may lease network from a combination of other companies (3.3.0.6). If the company has not reached its expansion limit (3.3.0.5b), it may continue to expand.

3.3.0.4 If the company has expanded onto a city hex, all owners of shares of the acting company receive an immediate payout per share equal to the given cities hex value (1.2.2.2). E.g., if a company expands onto a city hex, chooses a hex value of 2, and Player A has 4 shares in the given company, they would receive a payout of \$8 (4 x \$2).

3.3.0.5 Some restrictions apply:

- (a) A company may only expand onto un-owned hexes. That is, a company may not expand onto a hex already part of its own network (can't increase the value of an already owned hex), nor can it expand onto a hex owned by another company (not to be confused with leasing network from another company).
- (b) The network value of the newly expanded network (i.e., the value of the network built this turn, not the total company network) may not be greater than the number of shares the given company has auctioned so far this game.

E.g., at the start of the game, prior to any auctions, any given company may only expand to a single 1-value hex.

- (c) Mountain hexes can never be part of a network (cannot be expanded onto).
- (d) A company may only expand onto one hex type (standard or city) on a given turn.

3.3.0.6 Leasing Network

- (a) A company may lease network from other companies in order to expand onto a hex it otherwise does not have access to by tracing a route from any part of its own network through the leased network(s) to an empty hex.
- (b) The route through the leased network(s) must follow the shortest route from any combination of companies to the target hex. Therefore, if a company already has access to a given hex, it may not lease network to said hex.
- (c) The cost of leasing network is the combined network value of the hexes used. The company must pay this value to the bank. If they cannot, they cannot take the action. If after leasing network, the company does not have enough money to expand onto the target hex, they cannot take that action.
- (d) After leasing network, all owners of shares for companies of the leased network(s) receive a payout per share of the network value of their company's leased network. E.g., if the acting company leased network of a total value of 2 from the green company and a total value of 3 from the yellow company, and Player A had 2 shares in the green company and 1 in the yellow company, they would receive a payout of \$7 (Green: 2 x \$2, Yellow: 1 x \$3, Total: \$7).

3.3.0.7 Upkeep

- (a) For each unauctioned share they control, they must pay \$1 to the share company's treasury.
- (b) If they cannot afford to pay this upkeep cost, they must put one of their unauctioned shares into the bank pool, and take the company's current share value (1.2.3.1) from the bank and put in the company's treasury
- i. Unauctioned shares are worth nothing.

3.4 Pass

- 3.4.0.1 If a player chooses to pass, they do nothing, and play continues to the next player in turn order. If all players pass consecutively, the game ends immediately (4.1).

4 Game End

4.1 Triggers

- 4.1.0.1 The game ends when one of the following conditions have been met:
 - (a) A company has had all of its shares auctioned off
 - i. In this event, all players besides the current turn players (the player who triggered the game's end) get one more turn, and then a final round is played, starting with the player who triggered the end game.
 - (b) All players pass consecutively
 - i. In this event, the game ends immediately.

4.2 Scoring

- 4.2.0.1 The winner of the game is the player with the highest NET WORTH. A players net worth is the sum of the following:
 - (a) Their cash
 - (b) The Share Value of all their owned shares (1.2.3.3).