Rolling Stock

A card game for three to six players. Rules v2.2. Game design by Björn Rabenstein.

These are the complete and canonical rules. However, they are meant as a reference and the ultimate "source of truth" and are written in an extremely condensed and formal way. They should *not* be used to learn the rules. Read the chapter *Learning the Game* in the soon to be published *Player's Guide* instead.

Terms printed in SMALL CAPS are explained in the *Glossary* or in the *Procedures* section at the end of the rules.

Components

The game contains 131 cards, 6 turn summaries, 2 booklets (the *Rules* and the *Player's Guide*), 109 round synergy markers, and an unlimited amount of MONEY. (In practice, the amount of MONEY provided with the game is obviously limited. Use other means of tracking money in the unlikely case it runs out.) The 131 cards in more detail:

- 8 symbol cards, each featuring a different CORPORATION symbol (*Jupiter*, *Saturn*, *Bear*, *Horse*, *Eagle*, *Orion*, *Ship*, *Star*).
- 44 SHARES for the 8 CORPORATIONS, identified by their symbols (4 *Bear*, 4 *Star*, 5 *Jupiter*, 5 *Saturn*, 6 *Eagle*, 6 *Orion*, 7 *Ship*, 7 *Horse*).
- 6 grey player order cards, numbered from 1 to 6.
- 27 white share price cards showing SHARE PRICES from $0 to $75, prividing the necessary information to ADJUST SHARE PRICES. The share price cards from $10 to $37 have a colored *IPO* rectangle to mark SHARE PRICES that can be used to FORM A CORPORATION.
- 36 COMPANIES, 6 red (●), 8 orange (▲), 8 yellow (■), 7 green (⬠), 7 blue (○). (Each geometric shape is used to mark the respective color on all game components to assist color-blind players.) The number in the upper right corner is the income. The number in the upper left corner is the FACE VALUE, followed by an allowed price span (in parentheses) used for COMPANY trading in phase 3. Below the face value, a number of stars is printed, which are used during ADJUSTING SHARE PRICES. The FACE VALUE is unique for each COMPANY. Other unique identifiers are a one to five letter code and the full COMPANY name, to be found in the center of the top half of the card. The bottom half of each card shows blocks of SYNERGIES with other COMPANIES.
- 1 game end card.
- 1 grey FOREIGN INVESTOR card.
- 8 red RECEIVERSHIP cards.

The normal orientation of cards and money is called *horizontal*. In many situations during the game, cards or money are turned *vertically* to mark a special state of that particular component.

Setup

Each PLAYER receives $30 from the BANK, a turn summary, and a random player order card, thus determining the initial PLAYER ORDER. In a 6-player game, each player recives only $25. Set aside the SHARES in 8 separate stacks, one for each CORPORATION, sorted with the 1st share on top. Add the corresponding symbol card to the bottom of each stack. Those stacks are available to FORM CORPORATIONS in phase 9. Lay out the share price cards in a ROW, in ascending order from left to right. Place the FOREIGN INVESTOR card on the table. The FOREIGN INVESTOR receives $4 from the BANK. Build the DECK of COMPANIES in the following way: Place the game end card at the bottom of the deck, the lower cost-of-ownership side up. Find the COMPANY with the highest FACE VALUE for each color. (The names and *face values* of those COMPANIES are printed red or orange instead of black for easier identification.) Start one face-down stack per color with those COMPANNIES. Shuffle the remaining COMPANIES separately by color and, without revealing them, add a number of COMPANIES to each stack that corresponds to the number of PLAYERS, with the following exceptions: In a 4-player game, add 5 orange COMPANIES; in a 5-player game, add 7 orange COMPANIES; in a 6-player game, add all companies of all colors. Remove all remaining COMPANIES from the game (without revealing them). Shuffle each stack. Add the blue COMPANIES to the deck on top of the game end card. Then add the green COMPANIES to the top of the deck, then the yellow COMPANIES, then the orange COMPANIES, and finally the red COMPANIES. Place the deck in the middle of the table. Draw and reveal a number of COMPANIES equal to the number of PLAYERS. The drawn COMPANIES are available for future AUCTIONS. Start the first turn of the game.

Game Sequence

The game is played in a series of turns. Each turn is divided into the following phases (in that order):

1. In PLAYER ORDER, players choose *one* of the following actions: BUY ONE SHARE, SELL ONE SHARE, start an AUCTION, or pass. After a player has passed, their player order card is turned vertically. After each non-pass action, it is turned horizontally. As soon as all player order cards are turned vertically, the phase ends.

2. Determine the new PLAYER ORDER by descending remaining MONEY. Ties are broken by the old PLAYER ORDER. Turn all player order cards horizontally and redistribute them between players to indicate the new PLAYER ORDER. In *ascending* FACE VALUE ORDER, the FOREIGN INVESTOR buys as many of the remaining *available* COMPANIES as possible, paying FACE VALUE. For each COMPANY bought in that way, draw a new one from the DECK and turn it vertically. Once the FOREIGN INVESTOR cannot buy any more COMPANIES, all *unavailable* COMPANIES

become *available* for future AUCTIONS. (Turn their cards horizontally.)

3. In ANY ORDER, CORPORATIONS buy COMPANIES from other CORPORATIONS, PLAYERS, or the FOREIGN INVESTOR. Each transaction is executed separately and involves exactly one COMPANY, which is transfered from the seller to the buying CORPORATION, and the MONEY payed, which is transfered from the buying CORPORATION to the seller. A transaction only takes place if both ENTITIES involved agree on a price within the allowed price span printed on the company card. The transfered COMPANY and MONEY are turned vertically until the end of this phase and cannot be used for further transactions. (Turn them back horizontally after the phase has ended. A COMPANY turned vertically may be the only COMPANY a CORPORATION owns.) The FOREIGN INVESTOR only sells at the maximum allowed price, and the intention to buy a specific COMPANY from the FOREIGN INVESTOR must be announced before executing the transaction. Any CORPORATION with a higher SHARE PRICE and enough MONEY available may then immediately intervene and buy the desired COMPANY itself. If more than one eligible CORPORATION wants to intervene, the one with the highest SHARE PRICE has priority. If there is no intervention, the announcing CORPORATION *must* buy the specified COMPANY. CORPORATIONS in RECEIVERSHIP never sell companies and only buy from the FOREIGN INVESTOR, which is handled right in the beginning of the phase in the following way: The CORPORATION in RECEIVERSHIP with the highest SHARE PRICE tries to buy the most expensive COMPANY it can afford. CORPORATIONS not in RECEIVERSHIP may intervene as usual. Repeat until the CORPORATION cannot afford to buy any more COMPANIES from the FOREIGN INVESTOR. Then repeat the whole procedure for the CORPORATION in RECEIVERSHIP that has the next highest SHARE PRICE until all CORPORATIONS in RECEIVERSHIP are taken care of. During the whole phase, the *Orion* CORPORATION is considered to have the highest SHARE PRICE and pays only FACE VALUE for COMPANIES bought from the FOREIGN INVESTOR.

4. In ANY ORDER, PLAYERS and CORPORATIONS may close COMPANIES by removing them from the game. PLAYERS must close a sufficient number of COMPANIES with negative income to be able to pay for a possibly negative total income in phase 5. The FOREIGN INVESTOR closes COMPANIES whose COST OF OWNERSHIP exceeds their income. The *Ship* CORPORATION receives twice the printed income for each COMPANY it closes. CORPORATIONS in RECEIVERSHIP close red COMPANIES if the COST OF OWNERSHIP is at least $4 and close orange COMPANIES if the COST OF OWNERSHIP is at least $7 but always keep the COMPANY with the highest FACE VALUE.

5. PLAYERS, CORPORATIONS, and the FOREIGN INVESTOR COLLECT INCOME.

6. In SHARE PRICE ORDER, CORPORATIONS PAY DIVIDENDS, ADJUST THEIR SHARE PRICE, and turn their share price card vertically. CORPORATIONS in RECEIVERSHIP pay a dividend of $0.

7. If there are no unowned COMPANIES left, flip the game end card. If it is already flipped, or if the $75 share price card is owned by a CORPORATION, the game ends.

8. In SHARE PRICE ORDER, each CORPORATION may ISSUE ONE SHARE. Then it turns its share price card horizontally (whether it has issued a share or not). CORPORATIONS in RECEIVERSHIP issue a share if they have any left.

9. In descending FACE VALUE ORDER, private companies may FORM CORPORATIONS.

Repeat the turn sequence until the game ends in phase 1 or phase 7. Then rank players according to their BOOK VALUE, breaking ties by PLAYER ORDER.

Glossary

Any order During a phase executed in any order, players act (for themselves or as PRESIDENTS on behalf of CORPORATIONS) whenever and as often as they wish, even concurrently or alternating with other players. They may wait for other players' actions but when nobody has acted for a reasonable amount of time, the phase ends.

Bank An ENTITY whose actions are entirely determined by the rules. Owns an unlimited amount of MONEY and all *issued* SHARES that are not owned by PLAYERS.

Book value The sum of the FACE VALUE of each COMPANY and the MONEY owned by an ENTITY. If the ENTITY is a PLAYER, the sum also includes the SHARE PRICE of each owned SHARE.

Company Represented by company cards. Companies start the game face-down in the DECK. Eventually, each company in the DECK is drawn and revealed. Newly drawn companies are *unavailable* at first but become *available* (for AUCTIONS) as instructed by the rules. A company is *unowned* until AUCTIONED to a PLAYER (in phase 1) or sold to the FOREIGN INVESTOR (in phase 2), which turns it into a *private company*, owned by the PLAYER or the FOREIGN INVESTOR, respectively. It may later be bought by a CORPORATION (in phase 3) or used to FORM A CORPORATION (in phase 9). In both cases, it becomes a *subsidiary company*. After that, it can be traded between CORPORATIONS (in a later phase 3) but can never become a private company again.

Corporation Distinguished by their symbol. A corporation owns *one* or more COMPANIES (*never* zero), zero or more $, and a symbol card showing its symbol. Stacked on top of that card are the unissued SHARES of the corporation. A corporation usually owns a share price card defining its SHARE PRICE. Depending on the CORPORATION, there are 4 to 7 SHARES assigned to each corporation. At most 8 corporations may exist simultaneously.

Cost of ownership Defined by the top card of the DECK. Deducted from the income of *each* company matching any of the colors in the central rectangle of the top card. If the top card is the game end card, a match with any color displayed by the card triggers the cost.

Deck Contains the unrevealed COMPANY cards and (at the bottom) the game end card. The back of the top company

card displays the current COST OF OWNERSHIP. Once all companies have been drawn, the deck contains only the game end card for the rest of the game. The game end card is never drawn (but flipped eventually), and whichever face is up defines the COST OF OWNERSHIP.

Entity Each PLAYER, each CORPORATION, the FOREIGN INVESTOR, and the BANK is an entity. Entities own the various assets (MONEY, SHARES, COMPANIES), which may only be transferred between entities according to the rules. Arrange the game components on the table in a way that clearly marks ownership. All assets are open for inspection by any player at any time.

Face value A COMPANY has a unique face value printed on its card.

Face value order Defines the order of COMPANIES. The COMPANY with the highest FACE VALUE is first in *descending* face value order, but last in *ascending* face value order.

Foreign investor An ENTITY whose actions are entirely determined by the rules. Owns zero or more $ and zero or more COMPANIES.

Money Measured in units of $. Only integer $ amounts of money are possible.

Player Owns zero or more $, zero or more COMPANIES and zero or more SHARES. May become the PRESIDENT of any number of CORPORATIONS.

Player order Marked by player order cards, starting with card *1*, followed by the other cards in ascending order. However, the player order is cyclic and infinite. The player with the highest player order card is followed by the player with card *1*, and the player order starts over.

President The president of a CORPORATION is the PLAYER owning the PRESIDENT'S SHARE of that CORPORATION. That player acts on behalf of the CORPORATION. A CHANGE OF PRESIDENCY may occur during share trading. If the BANK owns the PRESIDENT'S SHARE, the CORPORATION is in RECEIVERSHIP.

Receivership If all *issued* SHARES of a CORPORATION are owned by the BANK, the CORPORATION is in receivership. Its actions are entirely determined by the rules until receivership ends, which happens if a player buys a SHARE of the CORPORATION from the bank. The bought SHARE is automatically the PRESIDENT'S SHARE, and the buying player becomes the new PRESIDENT. Durin ge receivership, place a receivership card next to the CORPORATIONS'S assets as a reminder.

Row The row of share price cards. For practical reasons, often laid out in multiple rows. Logically, it is still one long row of share price cards in ascending order, from left to right. When a share price card is taken by a CORPORATION, do not move other cards to fill the gap. Whenever a share price card is returned to the row, return it to its old spot.

Share Represented by share cards featuring the symbol of the corporation they are assigned to. *Issued* shares are owned by either PLAYERS or the BANK. *Unissued* shares are placed on top of the symbol card of the corresponding CORPORATION. Shares are numbered. Numbers are only significant for unissued shares (as the the number of issued shares needs to be tracked). If a share is removed from the stack of unissued shares, always take the top one. The share marked *President* is called the *president's share*.

Share price Current value of each of the SHARES of a CORPORATION. Usually marked by a share price card placed next to the other assets of the CORPORATION. A CORPORATION without a share price card has a share price of $75.

Share price order Defines the order of CORPORATIONS. Always descending, i. e. highest SHARE PRICE first.

Synergy A bonus income for CORPORATIONS (only). For each pair of COMPANIES owned by the same CORPORATION that have each other's code printed in one of their synergy blocks, add the $ amount printed in the upper left corner of that block. Add this amount only *once* per pair. Place a matching synergy marker on *one* of the COMPANIES of each pair to facilitate counting.

Procedures

Procedures are atomic. If any part of a procedure cannot be executed, the whole procedure cannot be executed.

Adjust share price On the share price card of the acting CORPORATION, find the number of *required* stars corresponding to the number of issued SHARES. Calculate the number of *owned* stars by summing up all stars printed on COMPANIES owned by the CORPORATION and adding another star for every $10 MONEY owned by the CORPORATION. The *Star* CORPORATION adds additional two stars to the result. If the numbers of *required* and *owned* stars are equal, the SHARE PRICE does not change and the procedure is complete. If the number of *owned* stars is at least two lower, exactly one lower, exactly one higher, or at least two higher than the number of *required* stars, then the target SHARE PRICE can be found on the share price card next to the double left arrow, the left arrow, the right arrow, or the double right arrow, respectively. Take the matching share price card. If it is not available, take the next available share price card in the direction of the arrow. Return the old share price card to the row. If you end up taking the $0 share price card, continue with GOING BANKRUPT. If you have to take the next higher available share price card but there is no higher share price card available, do not take any share price card.

Auction A PLAYER starting an auction chooses one of the *available* COMPANIES and bids at least its FACE VALUE. In PLAYER ORDER (following the PLAYER that started the auction), PLAYERS may raise the bid or leave the auction. PLAYERS that have left the auction are skipped for the remainder of that same auction. Bids are $ amounts and may not exceed the MONEY owned by the bidding PLAYER. Once all but one PLAYER have left the auction, the remaining PLAYER pays their bid to the BANK and receives the COMPANY. Draw a new COMPANY from the DECK and turn it vertically. It is *unavailable* for later auctions during the same phase. After the auction, the next regular action of phase 1 is taken by the next PLAYER in PLAYER ORDER following the PLAYER that *started* the auction.

Buy one share SHARES may be bought from the BANK. The acting PLAYER takes one SHARE from the BANK. (If

the corresponding CORPORATION is in RECEIVERSHIP, the SHARE must be the PRESIDENT'S SHARE.) The corresponding CORPORATION returns its share price card to the ROW and gains the next higher available share price card. The PLAYER pays the *new* SHARE PRICE to the BANK. Check for CHANGE OF PRESIDENCY. If the new SHARE PRICE is $75, the game ends immediately after payment.

Change of presidency If at any time one or more PLAYERS own more SHARES of any given CORPORATION than the current PRESIDENT of that CORPORATION, the next PLAYER in PLAYER ORDER (after the current PRESIDENT) that owns more SHARES of that CORPORATION than the current PRESIDENT becomes the new PRESIDENT and exchanges one of their own shares of that CORPORATION with the PRESIDENT'S SHARE of that CORPORATION.

Collect income Each COMPANY has an income printed on the company card. This income is reduced by the COST OF OWNERSHIP of that COMPANY. Each ENTITY adds up the results for all COMPANIES it owns. The FOREIGN INVESTOR also adds $5. A CORPORATION also adds the SYNERGY between its COMPANIES. Some CORPORATIONS benefit from additional income bonuses: *Jupiter* adds $1 per COMPANY it owns; *Saturn* doubles the printed income if its best COMPANY; *Horse* adds $1 for every two of its synergy markers; *Bear* reduces its total COST OF OWNERSHIP by up to $10 (the COST OF OWNERSHIP cannot become negative). If the final result is positive, the ENTITY receives that amount from the BANK. If the result is negative, it pays that amount to the BANK. If a CORPORATION is not able to do so, it GOES BANKRUPT.

Form corporation Separate the acting COMPANY from the other assets of its owning PLAYER (as it is about to become a subsidiary COMPANY of a new CORPORATION). The PLAYER selects an unused symbol card and places it above the COMPANY. Place the corresponding sorted stack of SHARES on top of the symbol card. The PLAYER selects an available share price card that features the color of the COMPANY in the *IPO* rectangle and places it to the left of the symbol card. The PLAYER receives the PRESIDENT'S SHARE from the top of the stack. The BANK receives the 2nd share from the stack. If the FACE VALUE of the COMPANY is greater than the selected SHARE PRICE, both the PLAYER and the BANK receive an additional share from

the stack. Then, the PLAYER pays the difference between the summed up SHARE PRICE of the SHARES they have received and the FACE VALUE of the COMPANY to the newly formed CORPORATION. The BANK pays the total summed up SHARE PRICE of the SHARES it has received to the newly formed CORPORATION.

Go bankrupt Remove all COMPANIES of the acting CORPORATION from the game. Set *all* SHARES assigned to the CORPORATION aside in a sorted stack on top of the CORPORATIONS'S symbol card, available for forming a new corporation later in the game. Return the MONEY of the CORPORATION to the BANK. Return its share price card to the ROW. Set aside the receivership card if the CORPORATION was in RECEIVERSHIP.

Issue one share Works in the same way as SELLING ONE SHARE, with the following exceptions: Replace the acting PLAYER by the acting CORPORATION, and take the share given to the BANK from the stack of unissued SHARES of the acting CORPORATION. If the acting CORPORATION is *Eagle*, the SHARE PRICE does not change. The *Eagle* CORPORATION simply receives the current SHARE PRICE for the SHARE it issues.

Pay dividends From the money it owns, the acting CORPORATION pays dividends for each *issued* SHARE to the ENTITY owning the share. The payout per share must be greater or equal $0 and may not exceed the maximum amount as stated on the share price card of the CORPORATION.

Sell one share The acting PLAYER gives one owned SHARE to the BANK. That SHARE may only be the PRESIDENT'S SHARE if it is the PLAYER'S last SHARE of the corresponding CORPORATION. The corresponding CORPORATION returns its share price card to the ROW and gains the next lower available share price card. The BANK pays the *new* SHARE PRICE to the PLAYER. If the new SHARE PRICE is $0, the CORPORATION GOES BANKRUPT. If the sold SHARE was the last SHARE of the same CORPORATION owned by any PLAYER, the CORPORATION goes into RECEIVERSHIP. Otherwise, check for CHANGE OF PRESIDENCY. If the PRESIDENT'S SHARE was sold, consider the acting PLAYER the current PRESIDENT while checking for CHANGE OF PRESIDENCY.