

WEALTH OF NATIONS

The background of the cover is a dark blue-grey color. It features a large, stylized illustration of a hand holding a hammer, positioned as if about to strike. The hand and hammer are rendered in a lighter blue-grey tone. Behind the hand, there are several large, interlocking gears, also in a lighter blue-grey tone. The overall style is reminiscent of mid-20th-century industrial or propaganda art.

THE GAME OF INDUSTRIAL PRODUCTION
AND INTERNATIONAL TRADE

COMPONENTS



1 GAME BOARD

The board contains hexes that you claim with your Flags and develop with your Industry tiles.



6 MARKET BOARDS

The Markets keep track of the current price of each Commodity.



15 FARM TILES

Farms produce Food

60 FOOD CUBES



9 GENERATOR TILES

Generators produce Energy

50 ENERGY CUBES



9 ACADEMY TILES

Academies produce Labor

50 LABOR CUBES



9 MINE TILES

Mines produce Ore

40 ORE CUBES



9 FACTORY TILES

Factories produce Capital

40 CAPITAL CUBES



9 BANK TILES

Banks produce money



200 MONETARY NOTES

Money is used to buy and sell Commodity cubes and is worth Victory Points at the end of the game



30 PROMISSORY NOTES

Promissory notes keep track of each player's debt.



9 AUTOMATION TOKENS

Automating allows you to use Ore instead of Food when you run your Industries.



6 REFERENCE CARDS

Reference cards provide a summary of the rules for use during play.



108 FLAGS

Each player uses a set of 18 Flags to identify their Industry tiles and claimed hexes.



1 FIRST PLAYER MARKER



1 RULE BOOK

OVERVIEW

Wealth of Nations is the game of industrial production and international trade. You take on the role of a world economic power, developing and running Industries to collect the Commodities they produce. Sell these Commodities on the Market, trade them with other players, or invest them in the development of new Industries.

As your Industries increase in efficiency, they produce more and more Commodities. Selling Commodities earns you much-needed cash, but watch out – if you sell too many you'll collapse their market value, leaving you with Industries too expensive to run! A wise player will have the right mix of expansion and diversification, and will always get a good bargain when trading with fellow players.

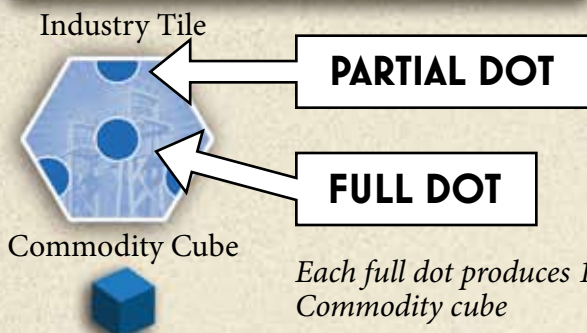
The game ends when certain conditions are reached (see pg.14). At the end of the game, the players score Victory Points based on their cash reserves and how many Industry tiles they have on the board. The winner is the player with the most Victory Points. In other words, the player with the most valuable combination of Industry tiles and money wins.

INDUSTRIES

In Wealth of Nations, you build Industries that produce Commodities. These elements of the game are color-coded. Each Industry produces one type of Commodity, which is bought and sold at a particular Market. There is a unique color associated with each Industry, Commodity, and Market set (see the diagram to the right).

Each Industry tile contains full dots and/or partial dots. Partial dots are any colored dots that do not form a complete circle. Each full dot in a group of tiles produces exactly one Commodity cube of the corresponding color.

INDUSTRIES & COMMODITIES



Farm Tile



Food Cube



Food Market



Yellow represents Farms, which produce Food, which is traded on the Food Market.

Generator Tile



Energy Cube



Energy Market



Blue represents Generators, which produce Energy, which is traded on the Energy Market.

Academy Tile



Labor Cube



Labor Market



Red represents Academies, which produce Labor, which is traded on the Labor Market.

Mine Tile



Ore Cube



Ore Market



White represents Mines, which produce Ore, which is traded on the Ore Market.

Factory Tile



Capital Cube



Capital Market



Black represents Factories, which produce Capital, which is traded on the Capital Market.

Bank Tile



Finance Market



Purple represents Banks (which simply generate money) and the Finance Market.

DOTS ON INDUSTRY TILES



These two Academy tiles have 3 full dots, so they can make 3 Labor cubes.



These three Academy tiles have 5 full dots, so they can make 5 Labor cubes.

Putting Industry tiles together creates full dots where the tiles meet. This means that the more Industry tiles you put together, the more Commodity cubes they can produce.

INDUSTRIAL BLOCS

A Bloc is a group of the same Industry tiles, all owned by the same player, that are connected by shared partial dots. Tiles in a Bloc may or may not create full dots where they intersect.

INDUSTRIAL BLOCS



*This is **one Bloc** of Generators.*



*This is **one Bloc** of Factories even though the dot they share is not a full dot.*



*These are **two separate Blocs** since the two tiles aren't connected by touching partial dots.*



*These are **two separate Blocs** since the two tiles are of different Industries.*

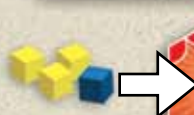


*These are **two separate Blocs** since each tile is owned by a different player.*

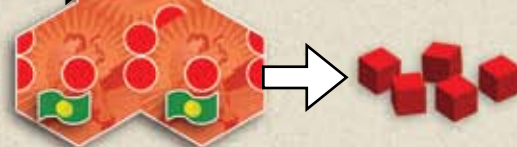
PRODUCING

Your Industry tiles produce Commodity cubes when you feed and power them. Feeding Industry tiles requires you to spend Food. **Each Industry tile must be fed one Food cube** (except Farms, which feed themselves for free). You also have to power your Blocs by spending Energy. **Each Bloc of Industry tiles must be powered with one Energy cube** (except Generators, which power themselves for free). In summary, running a Bloc requires **one Food cube per tile** in the Bloc, plus **one Energy cube for the entire Bloc**.

PRODUCING COMMODITIES



For 3 Food and 1 Energy this Bloc will produce 5 Labor cubes.



Alternately, you may purchase Automation for an Industrial Bloc. An Automated Bloc requires only a single Energy cube and a single Ore cube for the entire Bloc (see page 12).

COMMODITIES

Use Commodity cubes to build additional Industry tiles, run your existing Blocs, or trade your surplus to acquire what you need. When you trade, you can barter with other players, or sell to the Markets.

MARKETS

Each Commodity has its own Market. You can buy and sell your Commodity cubes through the associated market. For instance, Food is always bought and sold at the yellow Food Market, while Capital is always bought and sold at the black Capital Market.

GOAL OF THE GAME

Your goal is to earn the most Victory Points (VPs) at the end of the game. You earn 4 VPs for each Industry tile and 1 VP for every \$10. If you're in debt at the end of the game, this will cost you VPs, since you lose 3 VPs for each Promissory note you have. The best way to earn VPs is to develop new Industries, produce Commodity cubes that are in high demand, and make the most money possible.

SETUP

Place the game board in the middle of the table. 1

Place the 6 Markets around the board in order: 2

✧ Food (yellow), Energy (blue), Labor (red), Ore (gray), Capital (black), and Finance (purple).

Set up each of the Markets as follows:

- ✧ Stack Industry tiles on their matching images. 3
- ✧ Each Commodity goes with its own Market (yellow Food cubes on the yellow Food Market, etc.) On each Market, place one Commodity cube into each well in the Starting Market Area. 4
- ✧ Place the remaining Commodity cubes in the supply area. 5
- ✧ Stack the Automation tokens, money, and Promissory notes on their matching images on the Finance Market. 6

FIRST PLAYER

Place one Industry tile per player face down on the table. One of these should be a Generator and the rest Farms. Randomize the face-down tiles and have each player pick one. The player who picks the Generator tile is the first player.

The first player takes the first player marker. This player goes first throughout the first round of play. At the end of each round, the first player marker passes to the next player to the left.

After selecting a first player, return the Industry tiles to their stacks. Starting with the first player and proceeding clockwise, each player selects the Flag design of her choice and takes all of those Flags. Each player should also take the Reference card with her Flag depicted on it.

SETTING UP THE MARKETS



STARTING PACKAGES

INDUSTRY PACKAGES

Industry Package 1



3 Farms

Industry Package 2



3 Farms

Industry Package 3



2 Generators
& \$10

Industry Package 4



2 Academies
& \$10

Industry Package 5



2 Mines

Industry Package 6



2 Factories

PACKAGES

At the beginning of the game, each player selects sets of Industry tiles, Commodity cubes, and/or money. These sets are called Packages, and each player begins the game with two or more. There are two types of Packages: Industry Packages and Commodity Packages. There are 12 packages total, shown in the diagram to the left. **Assemble each of these Packages by taking the appropriate Industry tiles from their stacks, Commodity cubes from their supplies, and money from the Finance Market.** Place each Package in a separate pile off to the side of the board.

INDUSTRY PACKAGES

An Industry package contains Industry tiles and sometimes money. After selecting your Industry Package, immediately place the tiles on the board, before the next player selects her Package. **Each Package may only be selected once; you may not select a Package if another player has already taken it.** When placing the Industry tiles you receive from Packages, you must follow these rules:

- ✧ Tiles may only be placed in unoccupied hexes.
- ✧ All tiles received from Packages must be placed in a single, contiguous group.
- ✧ Industry tiles may not be placed if this causes partial dots of different colors to touch (although partial dots may touch blank tile-sides.)
- ✧ No tile may occupy the central hex of the board.

Place one of your Flags on each of your starting Industries.



COMMODITY PACKAGES

Commodity Package 1



9 Food,
1 Energy & \$40

Commodity Package 2



3 Food, 2 Energy,
1 Labor & \$40

Commodity Package 3



1 Energy,
3 Labor & \$40

Commodity Package 4



1 Labor, 1 Ore,
1 Capital & \$40

Commodity Package 5



3 Ore & \$40

Commodity Package 6



1 Energy, 2
Capital & \$40

PLACING STARTING INDUSTRIES



This placement is illegal for Industry tiles received from Packages.



This placement is allowed.

When setting up your starting Industry tiles, be sure that partial dots of different colors do not touch.

COMMODITY PACKAGES

A Commodity Package includes Commodity cubes and money. Each Package may only be selected once; you may not select a Package if another player has already taken it.

CHOOSING PACKAGES

Players select their Packages in rounds. Each round has a starting player and a direction, either clockwise or counter-clockwise. The starting player and direction reverse with each new round. So if you select last on round 1, you'll go first on round 2, which means that you'll select two Packages in a row.

The number of rounds depends on the number of players, as shown in the Choose Packages diagrams below. In these diagrams, "first player" means the player with the first player marker and "last player" is the player to her right. Once Package selection is done, the game begins.

3 PLAYERS: CHOOSE PACKAGES



Round 1
Clockwise from first player
1 Industry Package



Round 2
Counter-clockwise from last player
1 Industry or 1 Commodity Package



Round 3
Clockwise from first player
1 Industry or 1 Commodity Package



Round 4
Counter-clockwise from last player
1 Industry or 1 Commodity Package

4 PLAYERS: CHOOSE PACKAGES



Round 1
Clockwise from first player
1 Industry Package



Round 2
Counter-clockwise from last player
1 Industry or 1 Commodity Package



Round 3
Clockwise from first player
1 Industry or 1 Commodity Package

5 PLAYERS: CHOOSE PACKAGES

Note: Industry Package 2 is not available in this setup.



Round 1
Clockwise from first player
1 Industry Package



Round 2
Counter-clockwise from last player
1 Commodity Package

Note: One of the Commodity Packages will not be taken and is returned to the Supply.

6 PLAYERS: CHOOSE PACKAGES



Round 1
Clockwise from first player
1 Industry Package



Round 2
Counter-clockwise from last player
1 Commodity Package

PLAYING

The game takes place over a series of rounds. Each round moves through three different phases. Each phase allows you to take certain actions.

1. The first is the **Trade phase**, in which you buy or sell Commodity cubes, or barter with other players. Your goal is to acquire the Commodity cubes you'll need to Develop your Industries and Produce more Commodity cubes in the following two phases.

2. The **Develop phase** is second. You spend Commodity cubes to claim hexes and purchase Industry tiles. Your goal is to expand your existing Industrial Blocs, or diversify into a new type of Industry.

3. The **Produce phase** comes last. You feed and power your Blocs to produce Commodity cubes. With this done, the round ends. Pass the first player marker one seat to the left and start a new round with a new Trade phase.



1. TRADE PHASE

In the Trade phase, you can buy a Commodity cube from a Market, sell a Commodity cube to a Market, or barter with your fellow players. Doing any one of these things counts as taking a "Trade action."

You take one Trade action at a time, after which the player to your left takes one Trade action.

Each player continues taking Trade Actions, going around and around the table, until every player passes in succession. It is possible for one player to take several actions in a row, if all other players pass. Once all players pass in succession, the Trade phase ends and a new Develop phase begins.

There are four possible Trade actions:

- ✧ Buy 1 Commodity cube from the Market
- ✧ Sell 1 Commodity cube to the Market
- ✧ Barter any amount of Commodity cubes and/or money with one player
- ✧ Pass and do nothing

If you pass on a Trade action, you're still allowed to take other Trade actions later in the phase. You can also take out or repay one or more Promissory notes on the Trade phase (see pg. 9).

YOUR RESOURCES

During the game, you'll accumulate money and Commodity cubes. You must keep all of your Commodity cubes and money in view of all players at all times. However, you are not required to let anyone count your money nor do you have to reveal exactly how much money you currently hold.

THE MARKETS

Each market contains three rows of circular wells, each of which can hold one Commodity cube. At the beginning of the game, half of these wells contain Commodity cubes and half are empty. Each well has three numbers associated with it: a number inside the well (the sell price), a number beneath the well (the buy price) and a number to the right of the well (the barter price).

BUY A COMMODITY FROM THE MARKET

If you want to buy a Commodity cube from a Market, find the cube closest to the lower right of the Market. In other words, you'll always buy the cheapest Commodity cube currently on the market. Pick up this cube and spend an amount of money equal to the buy price beneath the well that it was in. If the Market rows are empty, you can buy a

MARKET OVERVIEW

The diagram shows a grid of wells, each containing a Commodity cube. The wells are arranged in rows and columns. The top row is labeled 'FOOD MARKET'. The bottom row is labeled 'BUY MARKET'. The wells are numbered with sell prices (inside the well), buy prices (below the well), and barter prices (to the right of the well).

Labels and arrows pointing to specific wells:

- Lowest Available Commodity**: Points to the well with the lowest buy price (7).
- SELL PRICE**: Points to the well with the highest sell price (11).
- Highest Empty Well**: Points to the well with the highest barter price (10).
- BUY PRICE**: Points to the well with the lowest buy price (7).
- BARTER PRICE**: Points to the well with the highest barter price (10).

Example text at the bottom:

- Buy 1 Food cube from the Market for \$7.
- Sell 1 Food cube to the Market for \$4.
- The suggested Barter price for Food is currently \$5.5.

Commodity cube from the supply by paying the “Market Empty Buy Price” shown in the supply area. Buying one Commodity cube counts as your Trade action, so once you’ve bought it, the player to your left gets to go. ***You can’t buy more than one Commodity cube at a time.***

SELL A COMMODITY TO THE MARKET

If you want to sell a Commodity cube to the Market, find the empty well closest to the upper left of the Market. In other words, you’ll always sell for the highest price currently available on the market. Place your cube in this well, and take money from the supply equal to the number inside the well. If the Market rows are full, you can sell a Commodity cube to the supply, and receive the “Market Full Sell Price” shown in the supply area. Selling one Commodity cube counts as a Trade action, so once you’ve sold it, the player to your left gets to go. ***You can’t sell more than one Commodity cube at a time.***

BARTER

When you barter with another player, you negotiate any exchange of Commodity cubes or resources that the two of you can agree to. This exchange can include any combination of Commodity cubes, money, Promissory notes, or promises of future exchanges on a subsequent Trade action. You may not barter Flags or Industry tiles.

Barter can only occur between the player whose action it is and one other player. ***You can’t barter with more than one player at a time, nor can two players barter unless one of them is the active player.*** Once you reach an agreement with the other player and carry out your transaction, the next player takes her Trade action.

ENDING THE TRADE PHASE

Players continue taking Trade actions in turn until every player has passed in a row. You’ll generally continue trading until you have the Commodity cubes you need to develop your Industries and feed and power your Blocs.

PROMISSORY NOTES

You can take out a loan at any time during the Trade phase, by taking one or more Promissory notes. You may do so even if it’s not currently your turn to take an action. ***Taking (or repaying) Promissory notes does not count as a Trade action*** (although you may only do so on the Trade phase).



When you take a Promissory note, you receive a certain amount of money from the supply on the Finance Market. The amount of money you receive equals \$20, minus the number of notes you currently have in front of you (not including the one you just took). So, ***your first Promissory note gives you \$20, the second \$19, the third \$18, and so on.*** If the supply is exhausted, record further notes on paper.

Each Promissory note you hold at the end of the game reduces your final score by 3 VPs. It’s therefore a good idea to pay them back before the game ends. ***It costs \$25 to repay a single Promissory note.*** Place \$25 into the money supply on the Finance Market, and return one of your Promissory notes to the supply. You’re also allowed to trade Promissory notes with other players as part of bartering. Taking a player’s note is like giving her money, so when you take a note from a player, make sure you get something valuable along with it.

TIP – PLANNING AHEAD

By the end of each Trade phase, you want to ensure that you have all the Commodity cubes you’ll need in the upcoming Develop and Produce phases. If you plan to build an Industry tile this round, set aside the required Commodity cubes as you acquire them. You can place them on the applicable space on the Reference card to keep track. You’ll also need enough Food and Energy to run your Blocs in the Produce phase. Place one Energy cube on each Bloc on the board, and one Food cube on each Industry tile (plus an extra Food cube for each new Industry tile you intend to build). If the Bloc is (or will be) Automated, place one Energy and one Ore cube on the Bloc.

TIP – BARTER PRICE

Each Market shows barter prices. Barter prices generally represent the fair trade value of the Commodity. It’s usually not advisable to deviate from these values just to squeeze an extra dollar out of a trade. This only slows down the game for an insignificant benefit. However, if two or more players are competing for your Commodities, let them bid up the value and take the best deal.

2. DEVELOP PHASE

PLACING FLAGS

WEALTH
OF
NATIONS

Showa can place a Flag in any of the spaces highlighted in blue.

The Develop phase works a little like the Trade phase. **You get one Develop action at a time**, after which the player to your left can take a Develop action. Everyone keeps taking one Develop action at a time, around and around the table, until everyone consecutively passes.

There are five possible Develop actions:

- ✧ Place a Flag
- ✧ Build an Industry tile
- ✧ Move Industry tiles
- ✧ Automate
- ✧ Pass and do nothing

If you pass on a Develop action, you're still allowed to take other Develop actions later in the phase. Once all players pass in succession, the Develop phase ends and a new Produce phase begins.

PLACE A FLAG

You'll notice that the cost for each Industry tile on the Reference card also includes the cost for placing a Flag (one Labor cube). **You can't put an Industry tile on the board unless you have a Flag in the hex first.** The Flags represent your claim on a hex. You spend one Labor cube to place a Flag in a hex. Place the spent Labor cube in the supply area of the Labor Market, **not on the Market rows.**

The hex you're claiming must be adjacent to a hex that already contains one of your Flags. You can't place a Flag in a hex that already contains a Flag. You may never place a Flag (or an Industry tile) in the central hex of the board. Once you've placed your Flag in a hex, you've claimed that hex and can build an Industry tile there as a later Develop action.

BUILD AN INDUSTRY TILE

You can build an Industry tile in any hex that contains your Flag, but no Industry tile. The cost for each Industry tile is listed on your Reference card and the diagram to the left. Place the spent Commodity cubes in the supply area of their Markets, **not on the Market rows.**

Take a tile from the stack on the associated Market. Immediately place it on the board, in a hex that contains your Flag, but no Industry tile. You may not purchase an Industry tile and hold it off the board. If you don't have enough Commodity cubes, if there is no legal hex available, or if there are no tiles left in the stack, you can't build the Industry tile.

BUILDING INDUSTRIES



Farm: 1 Ore and 1 Capital



Generator: 1 Ore and 1 Capital



Academy: 1 Ore and 1 Capital



Mine: 1 Labor, 1 Energy and 1 Capital



Factory: 1 Labor and 2 Ore



Bank: 1 Energy, 1 Ore and 1 Capital



You can't place an Industry tile if doing so causes partial dots of different colors to touch. If you and another player have the same colored partial dots touching, that's OK. You're allowed to place a partial dot next to a blank side of another Industry tile (see the diagram to the right). You're also allowed to place tiles so that two blank sides touch.

Exception: Force Placement

You can spend one Capital cube to "Force Placement" of an Industry tile you're building (or moving, see pg. 12). When you Force Placement, you're allowed to ignore any partial dots that don't match. Spending a Capital to Force Placement counts for the whole tile. No matter how many conflicting dots there are, it only costs one Capital to Force Placement of a single tile.



When you Force Placement, build (or move) your Industry tile as normal, then spend the extra Capital cube to ignore the rules about matching dots. Place the spent Capital cube in the supply area of the Capital Market, **not on the Market rows**. Forcing Placement counts as part of building (or moving) an Industry tile; it is not a Develop action unto itself.



PLACEMENT RULES

Allowed



These Factories are correctly placed.



If you and another player have the same colored partial dots touching, that's OK.

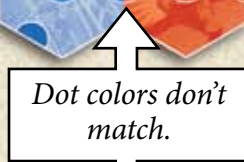


You are also allowed to place a partial dot next to a blank side.

Not Allowed



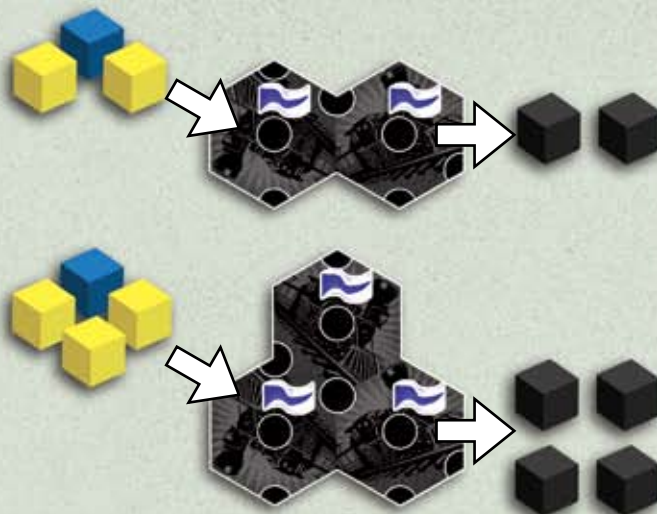
You may not place this Generator tile next to this Academy tile (unless you Force Placement).



You may not place this Factory tile next to this Academy tile (unless you Force Placement).

TIP - BUILDING

When you add Industry tiles to an Industrial Bloc, it becomes more efficient. For example, two Factory tiles produce two Capital cubes at a cost of one Energy and two Food cubes. Three Factories (in the proper arrangement) produce four Capital cubes, and cost one Energy and three Food. With the larger Bloc, a cost of only one extra Food doubles your production. It's usually a good idea to build a Bloc up to at least three or four tiles to take advantage of this "economy of scale." Just be careful that your production doesn't outstrip demand, which can flood your market and drive your price down.



MOVE INDUSTRIES

You can Move up to three Industry tiles by spending one Capital cube. Place the spent Capital cube in the supply area of the Capital Market, **not on the Market rows**. Take up to three of your Tiles off the board, keeping their flags on them. Put each of them down in any empty hex, or any hex that contains your Flag, but no Industry tile.

You can place each Industry tile anywhere on the board (excluding hexes claimed by other players). You may move the tiles to hexes that aren't adjacent to any of your Flags. You can move any three tiles, they don't need to be of the same type. You are not required to keep groups of Industry tiles together.

If you move an Industry into a hex that contains your Flag, return this Flag to your supply, and keep the Flag that was originally on the Industry tile. If you can't place an Industry tile in its new hex without causing unlike partial dots to touch, you must either pay to Force Placement or find a different hex.

AUTOMATE

For a cost of one Energy and two Capital cubes, you can Automate one of your Industrial Blocs by placing an Automation token on it. If your Industrial Bloc is Automated, you can choose to feed the entire Bloc with one cube of Ore, rather than feeding it with one Food per Industry tile. **No matter how many tiles are in the Automated Bloc, only one Ore is required to feed the entire Bloc.**

You can still use Food to feed an Automated Bloc (one Food per tile, as usual) if you do not wish to use Ore. An Automated Bloc still requires one Energy to power (unless it's a Bloc of Generators – Generators never require Energy). If Food is expensive and Ore is relatively cheap, Automating can save you money in the long run.

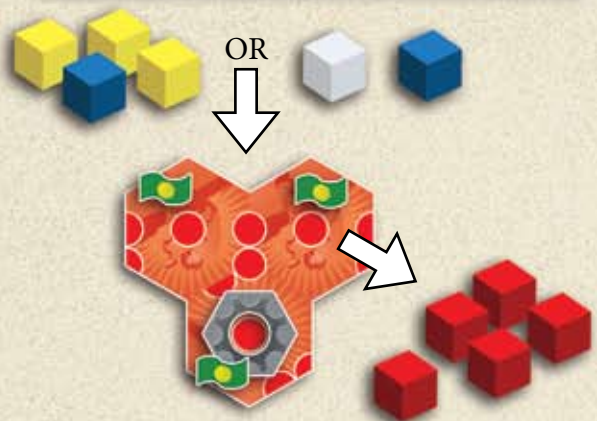
If your Automated Bloc is ever split into two or more Blocs (because you moved Industry tiles, for example), only one of the newly created Blocs is Automated. You decide which of the new Blocs receives the Automation token. If the supply runs out of Automation tokens, use a penny or other convenient counter.



TIP - MOVING INDUSTRIES

As the game progresses, the board starts to fill up with Industry tiles. In some cases, you might find yourself boxed in by your neighbors. If this happens, spend a Capital cube to move some of your Industry tiles to a less congested area. Now you can start claiming hexes adjacent to your new location.

RUN AN AUTOMATED BLOC



This Automated Academy Bloc can be run with a payment of 3 Food cubes and 1 Energy cube, or 1 Ore cube and 1 Energy cube (Automated).

TIP - FOOD AND AUTOMATION

While a high Food price might seem to benefit players with Farms, it will also encourage other players to Automate. If numerous Blocs are Automated, the demand for Food will plunge and so will its price. Farmers should therefore continue building Farms to keep up with the ever-growing demand for Food. Otherwise, the price of Food will spike and players who don't have Farms will have a strong incentive to automate.

3. PRODUCE PHASE

In this phase, you run your Industrial Blocs by spending Food, Energy, and possibly Ore cubes. When you run your Industries, each Bloc produces one Commodity cube for each full dot within the Bloc. Banks are an exception; each full Bank dot produces \$30 when you feed and power your Banks.

If two players have adjacent Blocs of the same Industry, any full dots shared between the two Blocs **do not** produce any Commodity cubes for either player. You may not run any Bloc more than once during a single Produce phase.

RUNNING BLOCS

It costs one Food cube per Industry tile to feed a Bloc, and one Energy cube to power the whole Bloc. If you don't have enough Food for every Industry tile, you can choose not to feed certain tiles. When collecting your Commodity cubes, ignore any dots located (even only partially) on unfed Industry tiles.

Feed and power all of your Blocs before producing your Commodity cubes. **You can't use any Food, Energy or Ore you produced on the current phase to run Blocs on the same phase.** Remember, Farms feed themselves and Generators power themselves.

AUTOMATION

If the Bloc is Automated, you can spend one Ore cube to feed the whole Bloc, instead of spending one Food cube for each Industry tile in the Bloc. You still have to spend one Energy to run a Bloc, whether it's Automated or not (except Generators, which never require Energy).

SPENDING AND COLLECTING

When feeding and powering your Blocs, place all spent Commodity cubes into the supply area of the applicable market, **not on the Market rows.** The Commodity cubes you produce also come from the supply. Money earned from Banks comes from the money supply on the Finance Market. If any supply runs out, record further production on paper.

PRODUCTION EXAMPLE

This is Arazzaq's Automated Bloc of 3 Factories. Arazzaq can run the whole Bloc with 1 Energy and 1 Ore. It produces 4 Capital cubes.

This is Federal Provinces' Bloc of 3 Generators. Federal Provinces spends 3 Food to run the Bloc. It produces 5 Energy cubes.

This is Showa's Bloc of 4 Academies. Showa spends 4 Food and 1 Energy to run this Bloc. It produces 7 Labor cubes.

WINNING

The following conditions signal that the end of the game is approaching:

- ✱ Any player has placed all 18 of her Flags on the board.
- ✱ Every hex on the board contains a Flag and/or Industry tile.
- ✱ At least 5 out of the 6 different types of Industry stacks have run out of tiles.

These conditions will always occur in the Develop phase. When one or more conditions are met at the end of a Develop phase, there is one final Produce phase and then a final Trade phase. Once players have sold off their last remaining Commodities in the final Trade phase, the game ends.

Players earn 4 Victory Points (VPs) for each Industry tile they have on the board and 1 VP for every \$10 they have. **Ignore any remainder of money that doesn't add up to a full \$10.** Each Promissory note that has not been repaid reduces the score by 3 VPs. The player with the most VPs wins. Ties are broken in favor of the player with the most money; further ties are broken in favor of the player with the most flags on the board. In the unlikely event that the game is still tied, all tying players can consider themselves winners.

CREDITS

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TIP - FINAL TRADE

In the final Trade phase, players often have a large quantity of Commodity cubes to sell. Selling these Commodities one at a time can take a substantial amount of time. To speed up the process, consider recording the money earned from each sale on paper, rather than taking the money from the Finance market each time.

VICTORY POINTS



Each Industry tile
you have on the
board is worth 4
= 4
Victory Points.



Each \$10 you have
is worth 1 Victory
= 1
Point.



Each Promissory
note you have is
worth -3 Victory
= -3
Points.

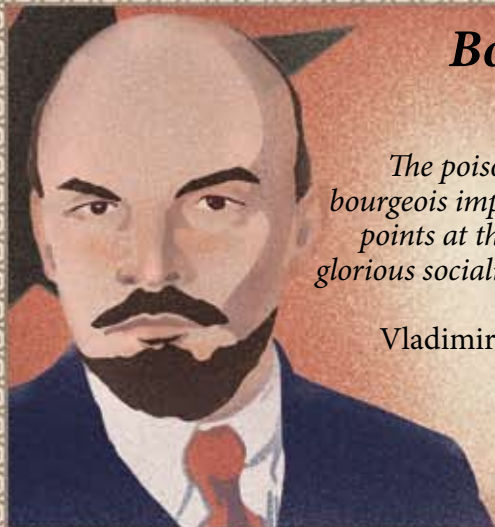
FOR MORE INFORMATION

To get more information about Wealth of Nations, including a sample game, please visit our website:

www.TableStarGames.com

THE NATIONS

Players in Wealth of Nations are represented by the Flags of their nations. The boxes below give the name of each nation and its leader, plus a pithy quote to sum up its national character.



Bolshevia

The poisoned arrow of bourgeois imperialism ever points at the heart of the glorious socialist revolution.

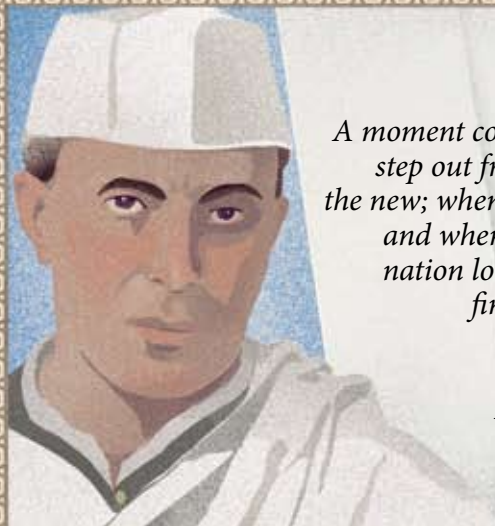
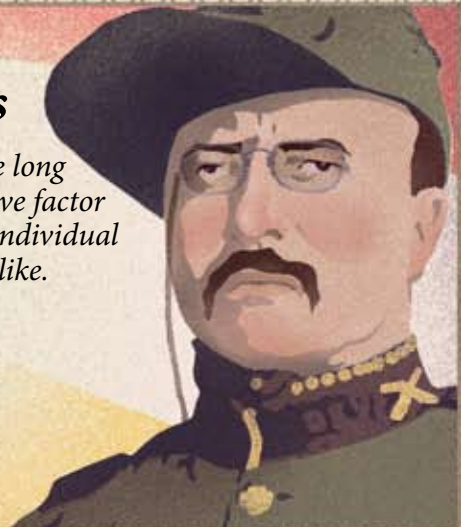
Vladimir Leonidovich



Federal Provinces

Character, in the long run, is the decisive factor in the life of an individual and of nations alike.

Russell Rider



Bharat

A moment comes when we step out from the old to the new; when an age ends; and when the soul of a nation long suppressed finds utterance.

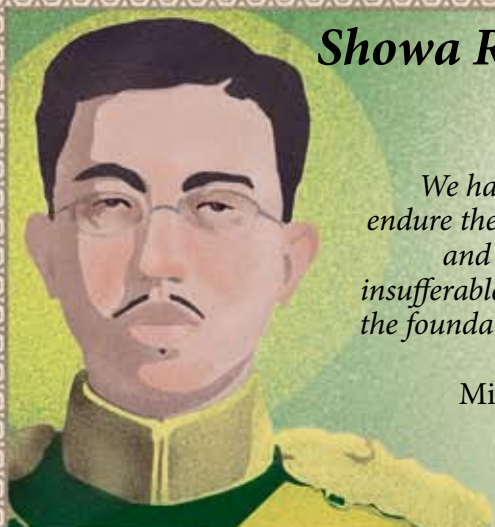
Anant Nayan



Arazzaq

With the blessing and grace of Almighty God and with the assistance of the faithful, we shall continue the march of construction and development.

Khalid ibn al Nejd



Showa Republic

We have resolved to endure the unendurable and suffer what is insufferable. Adversity is the foundation of virtue.

Michi Yoshihito



Anglica

We are not interested in the possibilities of defeat. They do not exist.

Alexandrina Hanover



I. TRADE PHASE

SELL TO A MARKET

Sell one Commodity cube at a time to the Market rows. You receive the sell price, the number inside the well to which you sell the cube.

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PROMISSORY NOTES

Take out a loan or repay some debt. This doesn't count as a Trade action and may be done at any time during the Trade phase (even when it's not your turn.)

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BARTER

Conduct a transaction with one other player. You may exchange any amount of money, Commodity cubes, and Promissory notes.

PAGE 9

BUY FROM MARKET

Buy one Commodity cube at a time from the Market rows. You pay the buy price (the number beneath the well that contains the cube.)

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WEALTH OF NATIONS

2. DEVELOP PHASE

PLACE A FLAG

Spend 1 Labor cube to place a Flag in an empty hex adjacent to one of your existing Flags.

PAGE 10

BUILD INDUSTRY TILE

Spend Commodity cubes to place a new Industry tile in a hex that you've claimed with a Flag.

PAGE 10

FORCE PLACEMENT

If building or moving an Industry tile causes partial dots of different colors to touch, you must Force Placement – spend one Capital cube to ignore all conflicting partial dots.

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AUTOMATE A BLOC

Spend 1 Energy and 2 Capital cubes to Automate one of your Industrial Blocs.

PAGE 12

MOVE INDUSTRY TILES

Spend one Capital cube to move up to 3 Industry tiles.

PAGE 12

FIRST PLAYER

Pass the First Player Marker to the left.

3. PRODUCE PHASE

FEED INDUSTRY TILES

Spend one Food cube for each Industry tile you wish to feed.

PAGE 13

POWER BLOCS

Spend one Energy cube for each Bloc you wish to run.

PAGE 13

RUN AUTOMATION

If the Bloc is Automated, you may spend one Ore cube to feed the whole Bloc.

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