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| **Antitrust**  **Lawsuit** | Shock!  📈 | **Electric Utility**  **🔌⚡** | Skilled workers 🥼  P1: $25  P2: $30 | Shock!  📉 | Cell phone 📱  P1: $45  P2: $60 | **Corner the Market** |
| Office Supplies 🗃  P1: $15  P2: $20 | ✈️  🥣  🎸  📶  🎬  Oligopoly | | | | | **Innovation Station 💡** |
| **Water Utility 🚿** | Computer 🖥  P1: $70  P2: $80 |
| Wrench 🔧  P1: $8  P2: $10 | Shock!  📈 |
| Shock!  📉 | Research 🔬  P1: $90  P2: $100 |
| Workers 🚶🏿‍♀️🚶‍♂️‍  P1: $7  P2: $10 | A.I. 🤖  P1: $100  P2: $150 |
| **In Court** ⚖️ | Bricks 🧱  P1: $6  P2: $8 | Parts ⚙  P1: $4  P2: $6 | Shock!  📈 | Hammer 🔨  P1: $2  P2: $4 | Work vest 🦺  P1: $1  P2: $3 | Start ↵ |

# Rules:

1. The objective of the game is to make the most profit
2. The game ends when
   1. The first team makes it 3 times around the board, ***OR***
   2. All the groups merge into a cartel
3. Setup:
   1. Each team starts with $300
   2. On each round, each team rolls their dice and moves simultaneously
4. Order of Gameplay:
   1. On each round, turns progress from the furthest-behind team to the furthest-ahead team
   2. If 2+ teams land on the same space, they roll subsequent times to decide who goes first
5. Resource Spaces (“Property Spaces”):
   1. On each round, each resource space earns $2category in profit
   2. So, owning Work vest 🦺 earns $2 each round, while owning A.I 🤖 earns $2⁵ = $32 each round
6. If you land on a common resource space (i.e. un-owned), you can:
   1. Do nothing
   2. Pay P1 to purchase the space
7. If you land on another team’s resource space, you have to pay them P2 (price discrimination)
8. “Shock!” Spaces:
   1. Roll the dice. Depending on whether it’s a positive 📈 or negative 📉 shock, you’ll get ±(roll) × (owned resource spaces) dollars
   2. So, if you own 4 spaces and roll a 3 on a positive shock space, you’ll get +$4×3 = +$12
9. Bankruptcy:
   1. If a team goes bankrupt, other teams can make a *non-refusable* offer to buy them for $10, in this order:
      1. Team owning the resource space they’re on
      2. If they’re on an un-owned space, the next-closest team to them (in number of spaces away)
      3. (in case of a tie in ii), the team with most cash
   2. The two teams become a merged team
10. Mergers:
    1. On any round, a team can make a *refusable* offer to merge with another team in exchange for $100
    2. Merged teams operate as a cartel, and therefore have some perks:
       1. The teams share their dice and can choose to move their pieces any number of spaces adding up to the total roll
       2. Both teams keep their original cash, profits, and resource spaces; and they split future profits equally (to the nearest dollar)
    3. However, mergers also come with drawbacks, since they can be unintentionally exposed
       1. If the teams roll doubles (two ones, two twos, etc.) on any round, they ***immediately*** go to court
       2. So if there are 3 teams in the cartel and they roll a ⚄⚁⚄ (5,2,5), they will immediately go to court
11. First-mover advantage:
    1. In the event that gameplay would be substantially impacted by a first-mover advantage, the teams can either
       1. Roll to decide who moves first, ***OR***
       2. Make a deal between themselves (Coase theorem!)

## Special Spaces

1. Court
   1. Normal team: lose a turn
   2. Cartel: lose 2 turns, and then the cartel is disbanded (illegal per se). Each team in the cartel loses 3 × $50 × (total owned spaces) as treble damages
2. Antitrust Lawsuit
   1. If your team is part of a cartel, Antitrust Lawsuit takes you straight to court
   2. If your team is NOT part of a cartel, Antitrust Lawsuit allows you to send any other team / cartel to court
3. **Utilities**
   1. You get to shutdown and take possession of ***any*** currently-owned resource space (as punishment for not paying their variable costs!)
4. Corner the Market
   1. You get to merge with another team of your choice for free
5. Innovation station
   1. Your research & development pays off, so you get to take possession of ***any*** owned or un-owned resource space

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Benjamin S. Osenbach, SUNY Polytechnic Institute

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