

## Setup

1. Each player - Gets one random start up card + one Capitalist Card + Bidding Discs + matching color Player Token (Capitalist Card player also gets neutral "2" disc)
2. Each player takes resources shown at top of start up card (only once)
3. Place round counter (both pieces) in middle of table, set to "1"
4. Shuffle company deck and place on round counter
5. Random 1st player takes the 1st Player Token

## Game Round

### **Auction Phase**

- 1st player randomly cuts deck and deals 6 / 7 / 8 cards to the middle of the table for 2 / 3 / 4 players. Cards are placed "basic" side up
- Return deck to round counter
- Starting with 1st player and going clockwise, players bid on cards using their bidding discs
  - A player cannot have more than 1 disc on a card
  - The same number disc cannot appear more than once on a card
- Continue until all discs have been placed
- Resolve cards from left to right
  - No disc → discard card to the box
  - At least 1 disc → highest numbered disc wins the card, losing bids are compensated
    - Losing bids compensated with extraction or processing noted at top of card. Amount of extraction or processing quantity is multiplied by value of disc. Players must take all extraction but can process up to as many times as determined by card and their disc (subject to availability of resources)
    - Winning bid places card, "basic" side up, in front of them and retrieves disc

### **Production Phase**

- All players can resolve production simultaneously
- Players arrange startup and won cards left to right in the order they will process them
  - Company cards must be resolved 1 by 1
  - Each card can be activated once per production phase
  - If basic side is up, only basic effect can be resolved.
  - If upgraded, both basic and additional effects can be resolved, but must be resolved in order and no other effects can be inserted.

- Card activation must proceed in order from top to bottom of production list
- Once the next card starts activation, previous card can no longer be used / accessed
- Resources from prior cards can be used in activations for later cards
- Upgraded cards additional effects can be used in the same round **IF** the card is upgraded **before** activation

### **Round End**

- Once all players have finished production, move the round marker to the next round and pass 1st player marker to the left.

### **Game End**

- At end of 4th round, players total all their money
- highest amount wins, tied money resolved by most cards, tied cards resolved by most resources.

### **Variant Rules**

- All player cards must be laid out left-to-right in a chain (including starter card)
- At the end of the Auction phase, players insert their new cards into the chain, maintaining relative order of the existing cards
- During the Production phase, cards are activated left to right

### **2-Player Rules**

- At the start of the game, assign an unused set of bidding chips to a "dummy" player who will be the 3rd player
- During the Auction phase, after the 2nd player has bid, roll the 6-sided die to identify the card (from left to right) on which the dummy player will attempt to bid.
  - The dummy player selects the lowest available chip to bid. If that cannot be placed they use the next highest chip.
  - If no available chips can be placed on the selected card, the dummy player attempts to bid on the next card (wrap from the 6th card to the 1st card if necessary), starting again with the lowest chip.
- At the end of the Auction phase:
  - Compensate losing bids for any real player that lost to the dummy player
  - Discard any cards that would have been won by the dummy player