

STARTUPS

Try to gain majority share of a company, whoever has the most shares gains profits from players who hold a smaller share. The wealthiest player in the end wins the game.

Setup:

Shuffle the deck and remove 5 random cards.

Give each player 3 cards (shares) and 10 Capital chips, the 1-side facing up.

The rest of the deck is put face down in the centre.

Play: On your turn do both 1 and 2.

1. Take a card from either:

- a) the draw pile. If you do, put a Capital chip (1-side up) on all cards in the market. If you cannot pay, you cannot take.
- b) or the market, along with its Capital Chips.

2. Put down a card, either:

- a) In front of you, into your portfolio, or
- b) Face-up next to the deck, into the market. (If you took a share from the market, you cannot put a share of the same company back)

Anti-Monopoly Chips

- 1. The player with the most shares in a company holds the Anti-Monopoly chip.
- 2. If two players are tied, the player who received it earlier keeps it until the other player has more shares.
- 3. If you hold the chip for a company:
 - a) You can't take that Company Share from the Market.
 - b) You do not put a capital chip on that Company's shares if you draw from the deck.

Game end:

The player who draws the last card from the deck finishes their turn & the game ends.

Every player adds their hand of 3 cards to their portfolio.

For each company: from 5 through to 10 action the following score as follows:

- 1) The player with the most shares in a company is the majority stakeholder.
- 2) Each other player with shares in that company gives one Capitol Chip (3-side up) per share they own in that company to the majority stakeholder.
- 3) **If two players are tied for the most shares** then no one receives Capitol Chips.

If a player doesn't have enough Capitol Chips to pay, they use plus and minus point markers. They do not pay with their recently acquired 3- point chips.

Player with the highest value of Chips wins.

If tied: Player with most 3-chip wins. Then: player who played last wins.

Option: Game with Rounds: At the end of a round players receive point chips: 1st: +2, 2nd: +1, Last: -1 Replace the removed 5 cards, setup as above, the player who came last starts the new round. Player with the most points after 4 rounds wins. If tied, player with the most +2 chips wins. Then +1 chips, then the last round's winner.

Option: If playing with more than 4 players add 1 extra share to each company per additional player. E.g.: In a 6 player game there will be an extra 2 shares. That is 7 x "5 Giraffe beer" shares and 12 x "10 EMT" shares. **Also add 1 extra coin per additional player over 4.**

Company - \$10pp	2 - 4 Players	Company - \$13pp	7 Players
Giraffe Beer	5	Giraffe Beer	8
Bow Wow Games	6	Bow Wow Games	9
Flamingo Soft	7	Flamingo Soft	10
Octo Coffee	8	Octo Coffee	11
Hippo PowerTech	9	Hippo PowerTech	12
EMT Travel	10	EMT Travel	13
Company - \$11pp	5 Players	Company - \$14pp	8 Players
Giraffe Beer	6	Giraffe Beer	9
Bow Wow Games	7	Bow Wow Games	10
Flamingo Soft	8	Flamingo Soft	11
Octo Coffee	9	Octo Coffee	12
Hippo PowerTech	10	Hippo PowerTech	13
EMT Travel	11	EMT Travel	14
Company - \$12pp	6 Players	Company - \$15pp	9 Players
Giraffe Beer	7	Giraffe Beer	10
Bow Wow Games	8	Bow Wow Games	11
Flamingo Soft	9	Flamingo Soft	12
Octo Coffee	10	Octo Coffee	13
Hippo PowerTech	11	Hippo PowerTech	14
EMT Travel	12	EMT Travel	15