



OBJECTIVE

In *Taking Stock*, 2 to 5 players compete to earn money by manipulating company stock prices and winning shares in those companies by winning tricks. The player with the most money after 4 rounds wins.

COMPONENTS

MAIN DECK

The main deck contains 35 cards, 7 cards for each of the 5 companies in the game:

BLUE MOON INC.

GREEN GLOBE ENTERPRISES

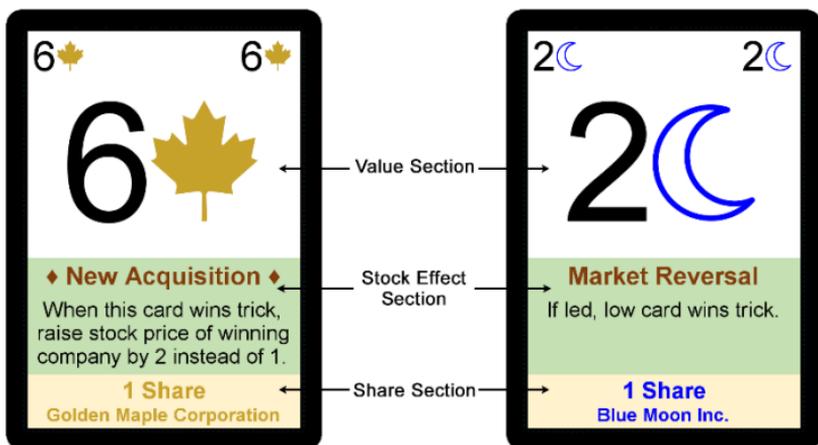
RED SUN INDUSTRIES

PURPLE PROSE LTD.

GOLDEN MAPLE CORPORATION

Not all companies are used in all games. The number of companies used depends on the number of players.

Each company has cards numbered 1 to 7. A card has 3 sections: the value section which shows the company and the card's value, the Stock Effect section which identifies the card's effect on company stock prices or the trick itself, and, finally, the share section which show that the card is 1 share in the company. For example:



END OF HAND PAYOUT CARDS

There are 5 End of Hand Payout cards, 1 for each player color. They show the amount of money earned for being first, second, or third in number of shares of a given company in each player's portfolio. One side of each card shows the payouts for 2-3 players while the other shows the payouts for 4-5 players. The money earned is based on the current stock price of that company.

END OF ROUND PAYOUTS
(2-3 PLAYERS)

		RANK		
		1 ST	2 ND	3 RD
STOCK PRICE	0	1	0	0
	1	2	0	0
	2	4	1	0
	3	6	2	0
	4	8	4	0
	5	10	6	0

END OF ROUND PAYOUTS
(4-5 PLAYERS)

		RANK		
		1 ST	2 ND	3 RD
STOCK PRICE	0	1	0	0
	1	2	1	0
	2	4	2	1
	3	6	4	2
	4	8	6	4
	5	10	8	6

PRICE BOARD

The Price Board shows the stock price for each company. It is divided into ranges for each price. If 2 companies have the same stock price, the stock whose Price Tracker is further right is the higher priced.

Around the outside of the Price Board is the Money Track where each player tracks their money earned.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
49	BLUE MOON INC.															17
48	0	1	1	1	2	2	2	3	3	3	4	4	4	4	5	18
47	GREEN GLOBE ENTERPRISES															19
46	0	1	1	1	2	2	2	3	3	3	4	4	4	4	5	20
45	RED SUN INDUSTRIES															21
44	0	1	1	1	2	2	2	3	3	3	4	4	4	4	5	22
43	PURPLE PROSE LTD.															23
42	0	1	1	1	2	2	2	3	3	3	4	4	4	4	5	24
41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25

WOODEN DISCS AND CUBES

The game includes 5 white wooden discs that are used as Price Trackers for the 5 companies.

It also includes 5 colored wooden cubes (matching the colors of the End of Hand Payout cards) that are used as Money Trackers for the players.

SETUP

1. Remove unneeded cards from the main deck.
For 5 players, don't remove any cards. For 4 players, pick a company and remove all 7 of its cards. For 2-3 players, pick 2 companies and remove all 7 cards for each of those companies.
2. Each player selects a color and takes the End of Hand Payout card of that color. Place the wooden cube of that color on the 0 spot of the Money Track.

3. Place a Price Tracker on the starting space (**1 START**) on the Price Board for each company in play.
4. Select a player to be the first Dealer.

GAMEPLAY

Taking Stock is played as a series of rounds. Each round has 4 parts:

- Deal
- Tricks
- Payouts
- End of Round

2 PLAYERS: In a 2-player game, there is a third player named Otto who plays randomly and does not earn any money.

THE DEAL

The Dealer shuffles the deck and deals each player 7 cards. The player to the dealer's right is the first Lead.

2 PLAYERS: Deal 3 hands of 7 cards, 1 for each player and 1 for Otto. Stack the cards in Otto's hand face down (without looking at them) and place the stack to the right of the dealer (that is, clockwise of the first Lead).

TRICKS

In *Taking Stock*, a trick consists of each player playing a card, and the player who plays the card with the highest number (normally) wins the tricks and takes the cards played as a reward.

Each round consists of 5 tricks.

Playing the Trick

Beginning with the Lead and proceeding clockwise, each player plays a card face-up.

There are no restrictions on what card you can play on a trick. For example, you do not need to play a card with the same company as the card played by the Lead.

2 PLAYERS: Otto also plays a card in each trick. On Otto's turn, flip the top card of Otto's stack.

Stock Effects

Each card has a Stock Effect on it. Unless stated otherwise, apply the Stock Effect immediately when you play a card.

Stock Effects surrounded by diamonds (♦) take place at the end of the trick,

2 PLAYERS: Ignore the Stock Effects of Otto's cards.

Winning the Trick

The player who played the card with the highest number wins the trick. If tied, the card with the highest company stock price wins the trick.

If there is a tie in both value and price, the tied cards are no longer considered when determining which card wins the trick. The next highest card (based on value and price) wins the trick. If this is also a tie, repeat until a winning card is determined. If because of ties, no card wins the trick, set the cards played in the trick to the side (no player adds them to their portfolio).

Resolve any cards with the Side Deal effect in the order those cards were played.

Finally, player who played the winning player takes all remaining cards and places them face up in front of them so that all players may see them. This is their Portfolio.

The winning player also becomes the new Lead.

NOTE: When Market Reversal is in play, the lowest numbered card played wins the trick. Ties are broken in the same way as other tricks except that the lowest stock price wins.

2 PLAYERS: If the winning card was played by Otto, Otto wins the tricks. The cards won are added face up to Otto's Portfolio.

Winning Companies

The winning company for a trick is the company indicated on the card that won the trick. That company's stock price is raised 1 box or 2 boxes if the trick was taken with a 6 card (the New Acquisition Stock Effect).

PAYOUTS

The round ends after 5 tricks (that is, when the Lead has 2 cards remaining in their hand). Each player adds their remaining 2 cards to their Portfolio.

To determine money earned for the round, go through each company in play, one at a time, and determine who is first, second, and third in the number of shares of that company in their Portfolio. The End of Round Payout cards show the amount of money earned by each of those players based on the company's current stock price.

NOTE: To earn money for a company, a player must have at least 1 share of that company.

If 2 players are tied for first in share count, add the money for first and second, divide by 2, and round down. Each tied player earns that amount of money. The player or players with the next most shares are considered third in share count.

If 3 or more players are tied for first, add the money for first, second, and third, divide by the number of tied players, and round down. Each tied player earns that amount of money. No players earn money for second or third.

If 2 or more players are tied for second, add the money for second and third, divide by the number of tied players, and round down. Each tied player earns that amount of money. No players earn money for third.

If 2 or more players are tied for third, divide the money for third by the number of tied players, and round down. Each tied player earns that amount of money.

2 PLAYERS: Include Otto's portfolio when determining who is first, second, and third in shares for a stock. If Otto is tied for first, second, or third in share count, Otto is considered one of the tied players when calculating the money earned. However, Otto does not actually earn any money.

END OF HAND

If 3 or less rounds have been played, prepare for the next round.

Leave all companies at their current stock prices.

The new Dealer is the player to the left of the current Dealer.

WINNING THE GAME

Once 4 rounds have been played, the game is over. The winner is the player with the most money. If 2 or more players are tied for most money, the tied player who earned the most money in the fourth round wins. If players are still tied, the players with the most shares in their Portfolio share the victory.