

## HI & WELCOME!

PRINT & PAPER: best on white paper, size A4 or Letter, portrait format, color.

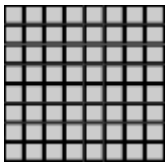
When printing only black: the pieces have to be colored. (color them or take your own pieces).

TIP: print or stick all the necessary parts on thicker paper or cardboard!

### CHECKLIST 'ECONOMY': (contents for 6 players) - 11 pages

- checklist, game rules (3 pages)
- location cards (2)
- property cards, pieces (2)
- game board part 1 (1)
- game board part 2 (1)
- game board part 3 (1)
- game board part 4 (1)
  
- Cut out the **game board** parts and fit to match.
- Cut out the **location cards** and **property cards**.
- Cut the **pieces** or use your own pieces: must be one different color for each player.
- You also need a **die** (or one die for each player) and **paper and pen**.

### ECONOMY - contents:



GAME BOARD with 64 spaces

- 36 LOCATION CARDS: 9 „industry sectors“ with the categories: Cat 1, 2 and 3.
- 36 PROPERTY CARDS: same as the location cards, only smaller.
- 6 PIECES
- DIE (1 die for everyone or a die for each player)
- Paper, Pen

### ECONOMY - object

By moving on the right locations you get inventions, factories and shops.

With these properties you can collect points and become winner with the most points!

A shop is worth 1 point, a factory 2 points and an invention 3 points

(most for the invention, because without a new invention there are no new factories and shops!).

You get most if you have an invention, factory and shop of the same sector.

But be careful – there is keen competition!

## ECONOMY course and rules of the game (1)

### 1) SET LOCATIONS:

- Shuffle all location cards and deal to all players.
- One by one place the cards face-up on a free space on the game board.  
(Remark: don't place cards of the same sector close together)
- Place the property cards face-up on the corresponding locations (on the same categories – Cat 1,2,3!).

**2) PIECES:** Each player gets a piece and places it outside the game.

### 3) ROLL DIE AND MOVE PIECE:

- One player starts (the youngest, oldest...): roll die and move your piece.  
Start from any corner of the game board. Move the number on the die over the spaces on the board.  
Your first move is from outside to a space in a 'corner' (already counts 1).  
(If your die shows 1: move to any space in a corner.)
  - Then it's the left hand neighbour's turn: roll die and move piece,.... next player.... proceed clockwise
- Move only horizontally and vertically (not diagonally!)
  - You may move over empty spaces and spaces with cards.
  - Don't move on the same spaces in one move. (e.g. for- and backwards)
  - Don't jump over other pieces!
  - You have to move the number you rolled on the die!

## Course of the game:

The game consists of 2 parts. In part 1 you try to collect property cards.  
In part 2 you can make profit with your property and get points.  
But you can also lose your property or get back your lost properties...

### Part 1:

#### COLLECT PROPERTY CARDS:

- If your piece lands on a space with a location card: you get the property card from that space.  
e.g.: Piece lands on location MOTOR Cat.2 – You get the property card MOTOR Cat.2  
Now you own a factory in the Motor section!  
Place the collected property cards on the table.  
Everyone must be able to see the other player's property cards!
- If a competitor (another player) already has the property card – bad luck – you can't get it.

Remark: Most value has an invention, Cat.3, then factories, Cat.2, then shops, Cat.1.

Ideally you have all 3 categories of the same sector – but there are also competitors on the market who want to hold a share or take over a sector...

#### PUT COMPETITORS OUT OF BUSINESS:

If your piece lands on another piece:

- you place the competitor's piece outside of the game to any corner.  
(Player has to start moving from there next time).
- you turn over the location card and place it face-down on the same space.  
Remark: be careful, look first if it's not your own company location (for which you already have a property card)! Because in part 2 you may have to give your property to a competitor!  
If you remember the turned-over location cards, you later have important 'insider' knowledge.

## ECONOMY Part 2:

**When there are no more property cards on the game board, part 2 of the game starts.  
In this part you can collect points for your properties:**

One player writes down the names of the players in order to list the points in the course of the game.  
Everyone must be able to see the list with the points!

Rules for rolling die and moving remain unchanged.

Be careful where you move to, look at the property cards and points of all players!

### Collect Points:

➤ **If your piece lands on a location card:**

EACH player who has a property card of that sector collects points!

For the invention (Cat.3): 3 Points

For the factory (Cat.2): 2 Points

For the shop (Cat.1): 1 Point (One player writes down and adds the points.)

e.g.: A piece lands on TEXTILE (no matter which Cat):

Player A owns the invention (property card TEXTILE Cat.3): 3 points

Player B owns the factory (TEXTILE Cat.2) and the shop (TEXTILE Cat.1): 3 Points

➤ **If your piece lands on a face-down location card:**

- turn over the card and place it face-up on the space

- you get the corresponding property card (with the same Cat.)

- then collect points (same as above – everyone who has a property card of that sector)

Property card:

- If another player has the property card – s/he has to give it to the player!

- If you have the card yourself – the better – your location is now safe again.

➤ **If your piece lands on another piece:**

you place the competitor's piece outside of the game to any corner.

(Player has to start moving from there next time).

▶ **The competitor's piece was standing on a location card:**

- turn the card over (face-down on the same space)!

- NO POINTS are being collected!

▶ **The competitor's piece was standing on a face-down location card:**

(see above ▶ If your piece lands on a face-down location card ...)

- turn over the card and place it face-up on the space

- you get the corresponding property card (with the same Cat.)

- then collect points (everyone who has a property card of that sector)

## END OF THE GAME:

**WINNER is who first reaches a certain number of points (or more).**

Game with 3 players: **45** points, 4 players: **36**, 5 players: **32**, 6 players: **30**

Duration: approx. 45 - 60 min.

If several players reach more points: the one with the most points wins.

(You may also play with more or less points. Decide before you start the game.)

LOCATION CARDS:



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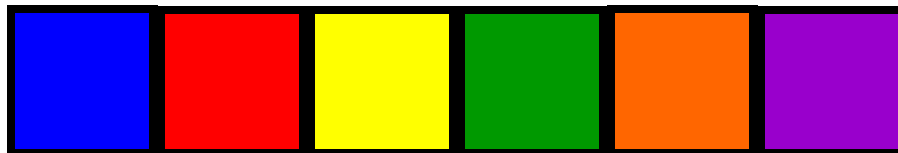
PROPERTY CARDS:



PROPERTY CARDS:



PIECES:



**GAME BOARD PART 1**




**GAME BOARD PART 2**


**GAME BOARD PART 3**


**GAME BOARD PART 4**


**FINISHED! Thank you for using our services. HAVE FUN!**