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# CORPORATE TIMES

## RULE BOOK

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**BUILD YOUR CORPORATION**

**CONTROL THE NEWS**

**TAKE OVER THE ECONOMY**



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### 1. In the Box

- 1 Board
- 70 News Cards
- 60 Bills
- 60 Debt Cards
- 70 Tokens (14 per player)
- 17 Limitation Tokens
- Rule Book

### 2. Game Summary

Purpose: To take over the country's economy by accumulating 20 points. The board game simulates the economy of the state. The economy is divided into markets. Each market is divided into Market Shares. The participants set up a mega corporation that will attempt to take over the state economy. Points are accumulated by the purchase of Market Shares and the use of News Cards. A Market Share is a permanent part of a certain market. Each player can acquire up to 3 Market Shares

The calculation of the general score and the income of each player will be marked on tracks of the board specifically designed for this purpose. After the purchase of a Market Share, the player will advance on the track according to the points attributed to the specific share, and on the income track according to the income of the specific share, as well as the contents of the News Cards that have direct influence on the income.



### 3. How to Play

The News Cards are mixed. They are dealt face up. The first player to get a Campaign Card starts the game. The order of the game is clockwise. Afterwards, the cards are mixed again. (The bank is ranged in three stacks: cash bills, Debt Cards, and News Cards. The News Cards are mixed once more after having established who begins.) Each player starts the game with 20 Billion. The square tokens that mark the limitations of the markets are turned downwards and mixed. Then, the tokens are divided into the proper place in every market and turned upwards again. The number on the token indicates the number of Market Shares that can be provided to all the players on that specific market. For example, if the number on the token is 4, only 4 Market Shares can be purchased on that market. Two players can get 2 Market Shares each, or one can acquire 3 and the other can acquire 1.

limitation  
tokens back



The Box Contains 17 Limitation Tokens:

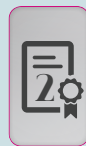
2 limitation  
tokens of 10



5 limitation  
tokens of 6



2 limitation  
tokens of 2



5 limitation  
tokens of 4



3 limitation  
tokens of 3





**1. For 5 players:**

2 limitation tokens of 10, 5 limitation tokens of 6, 1 limitation token of 4.

**2. For 4 players:**

4 limitation tokens of 6, 3 limitation tokens of 4, 1 limitation token of 3.

**3. For 3 players:**

1 limitation token of 6, 5 limitation tokens of 4, 2 limitation tokens of 3.

**4. For 2 players:**

3 limitation tokens of 4, 3 limitation tokens of 3, 2 limitation tokens of 2.

**Presentation of Data:**

The number of News Cards held by each player is public information, but their content cannot be seen by the others. Each player's amount of money is hidden from the others as well.

The income and score of each player are visible on the Income and Score Tracks. During the purchase of the Market Share, the buyer's token advances on both tracks according to the numbers of the Market Share.

In the beginning of the game, each player receives 14 tokens, each player receives a different color:

5 tokens for 1 market shares

(front)



(back)



4 tokens for 2 market shares

(front)



(back)



3 tokens for 3 market shares

(front and back)



1 token for the income track

(front)



(back)



1 token for the score track

(front)



(back)



The tokens mark the rank of each player and limit the quantity of ranks of the same type for each player. When Criminal Suspicion is cast on a market, the token is turned over to magnifying glass mode. When it's over, the token is turned back to normal. There is a token that marks the advancement on the Income Track and the Score Track.

## **Turn Taking:**

- 1. Presentation of the News Card**  
(only one News Card per turn, except during a Campaign. There is a bonus for owners of a Market Share in the Media Market; details appear in the News Card section)
- 2. Reception of income based on the Income Track**
- 3. Payment of previous debts.**
- 4. Purchase**  
(one per turn – cash or funded by the bank), and inter-player trading (trade with market shares is possible with players who fulfill the purchase conditions)

### **Market Share Purchases:**

Each turn allows for one purchase. A purchase can be made in cash or with bank funding (See detailed explanation in the section on bank funding.). Trade can be based on negotiation with competitors.

### **News Cards:**

At the beginning of each turn, a News Card is opened. News Cards are divided into 4 categories: market changes, bids, bad news, and action cards. A News Card can have influence if it is presented as the news of the turn; some cards can be played in other situations as well.

1. Changes in the market – Declares a change in income and cost of a specific market or the income of two markets. When the income

of a certain market changes, this affects all the other Market Shares of the same market. The size of the change on the Income Track is calculated by the amount of the change multiplied by the number of Market Shares. For instance, if the decrease in income is from 5 to 3, the owner of 1 Market Share will go down by 2 points on the Income Track. A player with 2 Market Shares will go down by 4, etc.

2. Bid – Competition among players to take possession of one Market Share from a certain market. For example, a player who has not obtained a Market Share on this specific market will have the possibility of earning his/her first Market Share in this market and a player who has already obtained 1 Market Share, will be able to gain his/her second one, etc.

The bid constitutes two rounds. In the first round, each player is asked clockwise start with the player left to the one that presented the bid, if he/she wants to participate in the bid (according to limitations in acquiring Market Shares). If the answer is yes, he/she will have to pay an entrance fee. If no one is interested, the bid card will be discarded to the News Card waste basket. If only one player is willing to buy, he/she will obtain the Market Share or upgrade an existing Market Share after paying the entrance fee. If two or more players are interested and pay the entrance fee, they will proceed to the second round. In this round, every participant will be able to buy points (2 Billion is one point), and a campaign. At the end of the round, each player's points are counted. The bid card contains all the calculations of the points including the money earned during the round. All the money invested by the winner goes to the bank. The loser/s will get half the invested money on second round back and the other half will go to the bank. If the results are even, the player who presented the bid card will get the market share.

3. **Bad News** – as long as the player who presents the Bad News Card does not own a Market Share on the Media Market, the Bad News card is directed toward him/her; if he/she does own a Market Share in Media, he/she can pass the Bad News to somebody else – and present it as the news of the turn.
4. **Action Cards** – they can cancel the Bad News and offer bonuses of different types, to be activated need to be presented as the news of the turn.

#### 4. Detailed Description - Game Rules

**The Board** – The board represents a state economy, divided to 10 main markets and the politics sector.

**The Tracks** – There are two different tracks: income and score. The players advance on both tracks, according to their possession of Market Shares. The income track has 30 steps, and the score track has 20 steps. The income represents the wealth of the player, and indicates his or her ability to buy more Market Shares. The score track is the actual “race” of the game. The first player to reach 20 steps in the score track, wins the game

**Markets** – The economy in which the game is set is comprised of 11 markets: Politics, Banking, Media, Energy, Commodity, Arms, Pharma, Insurance, Real Estate, I.T., and Food. These markets are comprised of Market Shares. A Market Share gives its owner a steady income which the player receives every turn, and score.



## Corporate Times symbol declaration



**Score Symbol:** When purchasing Market Shares, step forward at score track, and the number of steps will appear on the symbol. The first player to get 20 score points without debt to the bank – wins the game.



**Income Symbol:** When purchasing a Market Shares step forward at the Income Track, the number of steps will appear on the symbol. After drawing the News Card during a player turn – collect your income as shown at the Income Track.



**Cash cost Value Symbol:** When purchasing a market share with cash, the price of cash will appear on the symbol. The cash value can be changed with "News" card.



**Purchases via bank funding Symbol:** When purchasing Market Shares via bank funding, players don't pay the bank during the turn of the Purchase. The player place his or her new token in the designated place in the market, and step forward at the income track and score track as the market indicates. Players receive Debt Cards 3 times in order to return over the course of the next 3 turns as the symbol in the market Purchase. During the next 3 turns, the player gives the bank debt cards and cash in same amount as the grey circle in the symbol. The game can't be won with debt to the bank. Players can ask the bank to fund 1 purchase at a time (depending on each player's banking Market Share).

**Acquiring Market Shares** – Players can buy Market Shares with cash, funding by the bank, a bid, or by trading with another player. The ability to buy specific Market Shares could be dependent on owning a different Market Share. For example, in order to obtain a Real Estate Market Share Grade 3, you need to already own a Media Market Share Grade 1.

**Limitation Discs** – The markets are limited at the beginning of the game by the decision of the players. When setting the board at the beginning of the game, limitation discs are being placed randomly upside down on the different markets. When they are turned over, the limit of Market Shares that can be bought is defined by the number on the disc.

**Trash Bin** – The trash bin is located near the news cards deck. It is used for the disposal of news cards after they have been used.

**Purchase:**

Every player, in turn, has the right to purchase either a Market Share on a new market, or a Market Share on a market where he/she already possesses a Market Share; he/she also has the right to sell the option to buy to another player at a price agreed upon. The other player will buy the Market Share under the name of the original player.

One cannot purchase 3<sup>rd</sup> Market Shares of a specific market without owning the 2<sup>nd</sup> Market Share of that market, and one cannot purchase 2<sup>nd</sup> Market Share of a specific market without owning the 1<sup>st</sup> Market Share of that market. It is impossible to buy anything if one does not meet the conditions of purchase and the laws of the market. One cannot buy another Market Share if the limitations have been exceeded. Purchases can be made once per turn, but there are three more possibilities: winning the bid, purchasing the rights from somebody else, and News Cards that offer bonuses.




**A Market Share:**

Every Market Share has a cash price and a bank funding price with income and score points. Every purchase of a Market Share advances the player on the Score Track, the Income Track, the rules of the specific market, and the News Cards. Buying a Market Share on a market where the player already has property, upgrades the existing Market Share from 1 to 2, or from 2 to 3. One cannot acquire a Market Share twice on a certain market. Each player can possess only one Market Share on a specific market. The same Market Share can be upgraded twice, from 1 to 2, or from 2 to 3.




A Grade 2 Market Share can be split into 2 Grade 1 Market Shares, but one of the two Market Shares must be immediately sold to another player or to the bank. A Grade 3 Market Share can be split into a Grade

2, and a Grade 1 Market Share or can be split into 3 Grade 1 Market Shares, but the player must sell the market sections and remain with only one share.




## The Market Reuirements – Symbols Explanation

-  Banking – first Market Share requires owning three Market Shares in the same market.
-  Banking – second Market Share requires owning two Media Market Shares.
-  Banking – third Market Share requires owning two Politics Market Shares.







-  Politics – first Market Share requires displaying CAMPAIGN New Cards when purchasing.
-  Politics – second Market Share requires owning one Media Market Share.
-  Politics – third Market Share requires displaying two CAMPAIGN New Cards when purchasing.



-  Media – first Market Share requires owning two Market Share in the same market.
-  Media – second Market Share requires owning three Market Share in the same market.
-  Media – third Market Share requires displaying two CAMPAIGN New Cards when purchasing.



-  Arms – second Market Share requires owning three Market Shares in the same market.
-  Arms – third Market Share requires owning two Politics Market Shares.
-  Pharma, Commodity, Energy, Insurance, I.T. – third Market Share requires owning Politics Market Share.
-  Real Estate and Food – third Market Share requires owning one Media Market Share.





### Payment for the Purchase:

Each Market Share has a cash price and a price funded by the bank. The payment can be made in cash to the bank. The purchase is marked on the board by placing a token that says Market Share on the location.

Official game's bills:

Front side:



Back side:



### **Purchase via Bank Funding:**

Bank funding is based on the income of the player plus the future income prospects of the Market Share that the player wants to purchase. There are different bank funding sums for different markets. When the purchase is carried out via bank funding, the debt has to be reimbursed to the bank even if the same Market Share has been resold. The debt may not be reimbursed in more or less than 3 turns.

The advancement on the Income Track and the Score Track take place when the purchase is carried out; reimbursement of debt begins during the next turn. It is a fixed sum divided into 3 turns. One may undertake one more parallel purchase via bank funding.

1. One Market Share in the bank allows the player to make one more parallel purchase funded by the bank, one purchase at a time (this turn and the next one).
2. Two Market Shares in the bank allow the player to make 3 parallel purchases funded by the bank in 3 consecutive turns.
3. Three Market Shares in the bank allow the player to purchase 4 parallel Market Shares funded by the bank, one at each turn.

The purchase via bank funding is accorded through Debt Cards placed next to the cash in 3 equal sides of a square, so that in each of the next three turns, the same amount of money and Debt Cards are reimbursed by the player.

Here is the calculation for a player interested in buying a Grade 1 Market Share on the Media Market: the cost of the deal is 18 and the payment per turn is 6. The income from a Grade 1 Market Share is 2. The player needs a minimal income of 4 in order to buy the share. The existing income must be 4 or larger than 4.



## Purchases made via bank funding



1. Choose the Market Share.
  2. Check if the market isn't full. (Yes? Continue to the next step. No? Purchase Market Share cannot be made).
  3. Check if you can fill the Market Share requirements. (Yes? Continue to the next step. No? Purchase Market Share cannot be made).
  4. Check if your income + the future income from the Market Share are equal or more than what the bank requires to fund the purchase. (Yes? Continue to the next step. No? Purchase Market Share cannot be made).
  5. After you check and fill all the requirements and limitations, you can place your new token. Move your income token and score token according to the market status, and take debt cards as the market requires.
- Example for purchase via bank funding for Media market: 3 turns to return a total 18 Billion. Each turn returns 6 Billion. No need to pay the bank when you make the Purchase via bank funding.

The next turn after purchase via bank funding and getting the income from the bank, you will return 6 Billion in cash and 6 Billion in debt cards. Then your debt cards will look like this: Over the next 3 turns you will return 6 Billion in cash and 6 Billion in debt cards until the debt to the bank is paid in full. At the third turn, you will finish paying back the debt to the bank and you will be able to make another purchase via bank funding.

### First turn:

Purchase via bank funding. Place the Debt card next to your money in this way:



### Second turn:

Pay back the bank (6 Billion)



### Third turn:

Same



### Fourth turn:

Pay the bank the last payment. Player can make another purchase via bank funding this turn.

## Official Debt Cards:



## Insolvency – Inability to Return Debt to the Bank:

In the case when the conditions of the market have changed due to News Cards, for example, the loss of income upon which the player had based the deal, he/she will have to return all the debt to the bank.

First, he/she will have to use all the cash money and regular income to return the debt. If he/she cannot come up with the payment, he/she will have to sell Market Shares to the bank, and do the same over the next turns, until the entire debt has been paid. The player must return his/her debt, even if the Market Share that he/she has received by bank funding has been sold. When a player has sold his/her Market Share, he/she must update the income and the Score Tracks according to the market value.

**The Bank and the Banking Market** – The two are different things that should not be confused.

**The Bank** can sell the players Market Shares with funding, a bid or in return for cash. Players can also sell a Market Share to the bank for less than \$5 of its face value (and in accordance to news cards).

**The Banking Market** is one of the economies markets, just like real estate, commodities, etc. Players can buy Market Shares of the Banking Market, which gives advantages when buying a Market Share funded by the bank.

If a player wants to sell a market share back to the bank, he/she can do so for \$5 less than the face value of the cash cost of the share (i.e.: a share of the commodity market costs \$24 cash, so it can be sold to the bank for \$19). The value of the market share could be influenced by relevant news cards. For example, a news card declaring that due to floods that destroyed quarries, the value of the Commodity market has declined from \$24 to \$18. In this case, the share can be sold to bank at the price of \$13.

### **Trading Between Players:**

Trading with other players may only take place during each player's turn, or if players are compelled to sell a Market Share at this very moment. One may purchase Market Shares or News Cards or purchase the use of News Cards. Trading may only take place after the News Card is presented during the player's turn.

**It is impossible to trade with a player who possesses 15 points or more.**

Limitations are imposed on bilateral trading between players as well. Example: Grade 1 Market Shares in the Banking Market may not be sold to a player who does not own 3 Market Shares in the same market (these are the limitations imposed on Banking Market Grade 1 Market Shares).

When a player sells a Market Share, the player's income and score are reduced according to the state of the market. When a player buy a Market Share, the player's income and score are increased according to the state of the market.

Each player can keep News Cards according to the number of Market Shares owned on the Media Market (Grade 1 – 1 card; Grade 2 – 2 cards; Grade 3 – 3 cards).

One cannot hold more News Cards than allowed after trading with the game's opponent.

One can exchange News Cards for money only if, at the end of the trade, both players hold the number of News Cards allowed by the Media Market Shares.

For example: Player A gives Player B a campaign in exchange for a 10 Billion card and the News Card in his/her possession. By the end of the turn, A & B both end up with a News Card in hand. The players can negotiate and sell each other the card for any price. Example: Player A has a Market Share with Suspicion of Criminal Activity; Player B removes the Suspicion as the news of the turn in exchange for the 5 Billion card; Player A exposes Corruption in the Party supported by Player B; Player C, immediately removes the Suspicion of Corruption in exchange for card B10 from Player B.

### **News Cards:**

At the beginning of the turn, if the player does not possess a Media Market Share, he/she will pick and present a news card from the top of the "News Cards" deck. If he/she own a Market Share Grade 1 of the Media Market, he/she will pick 3 cards from the top of the "News Cards" deck: one to present as the news card of the turn, one to discard to the trash bin, and one to keep without showing to the others. In the



next turn, when he or she already have one card from the previous turn, he/she will take two more, so the amount adds to three in total. If the card that has been kept aside from one of the previous turns has been used, the player will draw three cards again. A player with a Market Share Grade 1 of the media will always draw the amount that sums up to three cards.

In case the player has a Market Share Grade 2, he or she will pick four news cards from the top of the deck: one to present as the news card of the turn, one to be discarded to the trash bin, and two to be kept without showing to the others. In the next turns, he/she will always draw the amount of cards that will sum up to four (i.e.: if he/she have one card from previous turns, he/she will draw three, if he/she has two, he/she will draw another two).

When a player has a Market Share Grade 3, he or she will pick five news cards from the top of the deck: one to present as the news card of the turn, one to be discarded to the trash bin, and three to be kept without showing to the others. In the next turns, he or she will always draw the amount of cards that will sum up to five (i.e.: if he/she has one card from previous turns, he/she will draw four, if he/she has two, he/she will draw three, etc.).

## **Types of News Cards**

### **1. Market Changes:**

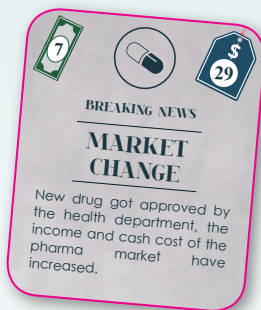
Market Change News Cards announce changes in the costs of purchase and income. They change the cost of income from the moment they are drawn. If a News Card announcing changes in the market is presented, it will take immediate effect on the Market Shares of the player whose turn it is to play. The change will also influence the rest of the players who own Market Shares in the same market and make them move forward or backwards on income track.



The calculation is as follows: The increase or decrease of cost and income multiplied by the number of shares. The change will be marked by advancement or withdrawal on the income track of the market. The latest News Card with changes on a certain market will cancel the previous changes. The cancelled cards will be discarded (thrown to the trash bin). In the News Cards deck there are Two cards of market change for each market, one negative – the market income and cash cost decline and one positive - the market income and cash cost increase. There are no News Cards for the Media Market and Politics. There are 4 negative News Cards that influence 2 markets at once. A card announcing changes in one market will cancel a previous one, or even a card with changes in two markets. The latest changes in two markets will cancel the changes in one market, as well.

News Cards announces Markets increases:





News Cards announces Markets declines:



News Cards announces 2 markets declines in same time:

**BREAKING NEWS**

**MARKET CHANGE**

A new **REFORM** reduces import tax, the income of the pharma market and arms market have declined.

**BREAKING NEWS**

**MARKET CHANGE**

An earthquake damaged many power plants and quarries, the income of the commodity market and energy market have declined.

**BREAKING NEWS**

**MARKET CHANGE**

A big fire damaged few neighborhoods, the income of the insurance market and real estate market have declined.

**BREAKING NEWS**

**MARKET CHANGE**

Currency decreases in countries which have specialize in Food export and I.T specialist leads to decline in the local markets, the income of the I.T. market and food market have declined.

## News Cards Display Explanation:

**INSURANCE**

**REAL ESTATE**

**BREAKING NEWS**

**MARKET CHANGE**

A new **REFORM** increased the supervision of life insurance prices, the income and cash cost of the insurance market have declined.

**BREAKING NEWS**

**MARKET CHANGE**

A big fire damaged few neighborhoods, the income of the insurance market and real estate market have declined.

**BREAKING NEWS**

**MARKET CHANGE**

The reduction in interest rate brings investors to the real estate market, the income and cash cost of the real estate market have increased.

Place your News Card here; notice the market icon. Changes immediately all Market Shares income and cash costs. The card with two market icons changes both. News Card replaces previous News Cards displayed.



## News Card – Market change:

Real estate market at start point: 2 Income, 8 Cash cost.

After a player displays a News card that effects that market:

Income declines to 1 and cash cost to 6.

How does it affect previously owned market share?

Past income minus new income times market share.

Example:

The grey player has 1 market share: income declines from 2 to 1.

The blue player has 2 market shares: income declines from 4 to 2.

The green player has 3 market shares: income declines from 6 to 3.



## 2. Bid:

There are 9 Bid Cards in the News Cards - one per market, except for Banking and Politics markets. When a player announces a Bid Card, all the players can join the bid. On every Bid Card, there is mention of the market for which it is intended, bid score calculation, and the entrance fee. The first player to announce his/her consent to join the bid, is the

player on the left to the owner of the turn. After a whole round, the last player will be the one that announce the bid. The winner is the player with the highest score. The winner gets market share in the market bid. A player who has not obtained a Market Share on this specific market will earn his/her first Market Share in this market and a player who has already obtained 1 Market Share, will be able to gain his/her second one, etc.

### **The calculation of the score:**

Rank on the market of the bid multiplied by 3 + rank on the Banking Market multiplied by 2 + rank on the Politics Market multiplied by 1. In some bids there are bonus points. On the second round, one can buy additional points with 2 Billion for each point. A Campaign allows for additional points depending on the number of Market Shares on the Media Market. Number of shares in Media multiplied by 2 = points added to the score of the bid. One can present more than one Campaign for the same bid. If the Bid accords a bonus of X1(of Media Market Shares), and the Campaign accords X2(of Media Market Shares), the calculation will be X3(of Media Market Shares). If two Campaigns are presented at once, the calculation will be Market Shares in Media X5. In case of a draw, the owner of the turn or the person closest to him/her clockwise is the winner.

### **Investment in the bid:**

The entrance fee goes to the bank and it is not included in the winnings of the bid. The money invested during the second round goes to the bank; the losers get half of their money from second round back and the winner leaves his/her whole investment to the bank. Players who wish to buy points and invest in the bid place the bills upside down so no one knows how much they have invested. At the end of the round, the money is counted and only then is the amount of the winnings known.



‘Campaign’ News Card is optional to present in the second round, upside down so that a player only knows what he/she has invested. In case the bid includes a bonus on a Market Share in Media, and the player adds a Campaign, the calculation will be every Market Share in Media multiplied by 2, the calculation will rise for every Market Share in Media multiplied by 3, and if there are two Campaigns, the score will be multiplied by 5.

Only when all participants have joined the round and put down the money and the cards, will they reveal the value of the cards and the money. In case of a draw, the player who declared the bid wins, on the condition that he/she did not participate in the game the player to his/her left wins. It is forbidden to a player enter a bid if the restrictions purchase to the Market Share that he/she could win do not allow it.



## BID Example:

Player A declares a bid by drawing a Bid Card on Market Share of the Pharma Market, with an entrance fee of 6 Billion. The prize is another Market Share on the Pharma Market (only if he/she overcomes all purchasing restrictions).

Bidding Process:

### 1<sup>st</sup> Round:

Entrance fees (for those who wish to participate in the bid). The first to announce his/her consent to join the bid is the player on the left of the owner of the turn. Player B pays 6 Billion faceup. Player C and Player D decide not to enter the bid. Player A plays last and pays the 6 Billion entrance.

### 2<sup>nd</sup> Round:

Now Campaigns and points purchased for money can be produced (every bidding point costs 2 Billion). Player B: Produces Campaign News Card because he/she possesses one Market Share in Media  $X2 = 2$  bidding points. The points that everybody can see he/she already has: One Market Share from Politics Market  $X1 = 1$  bidding point + One Market Share from Pharma Market  $X3 = 3$  bidding points + one Market Share from Media Market that accords a bonus  $X1 = 1$  bidding point.

Total:  $1 + 3 + 1 = 5$  bidding points from the bid's score and bonuses for Market Shares. Player B total bid score:  $5 + 2$  (from Campaign) = 7 points in bid.

Player A: Produces Campaign News Card because he/she possesses one Market Share in Media  $X2 = 2$  bidding points + Buys 2 bidding points with 4 Billion (one bidding point cost 2 Billion).  $2 + 2 = 4$  bidding points from Campaign and buying points. The points that everybody can see he/she already has: One Market Share from Media Market  $X1 = 1$  bidding point + One Market Share from Pharma Market  $X3 = 3$  bidding points. Total:  $1 + 3 = 4$  bidding points from the bid's score and bonuses for Market Shares. Player A total bid score:  $4 + 4 = 8$ . Player B total bid score: 7.

Player A is the winner of the bid, upgraded to 2 Market Shares in Pharma Market.

BREAKING NEWS

### BID PHARMA MARKET

Entrance: 6 Billions.  
Second round can use campaign / 2 Billion for 1 point.

Bid score: Bid Market X3, Banking X2, Politics X1.  
Bonus: Media X1



BREAKING NEWS

### CAMPAIGN

Use for buying any market share that requires a campaign, or for increasing 2nd round bid score. (Media market share X2)

## 3. Bad News Cards:

If the recipient of the Bad News does not own a Market Share in Media, he/she will have to absorb the Bad News; if the drawer of the Bad News does own a Market Share in Media, he/she can pass the Bad News card to his/her opponent during his/her turn.

## Tax Payment for 5 Billion



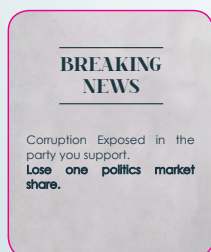
This card is played on the News Cards at the beginning of the turn. The tax must be paid immediately, before the income, with 5 billion. If there is not enough cash to pay the tax, the player must sell Market Shares to the bank or to another player. If the player does not have enough cash for the tax sum, he/she should lose and quit the game. His/her Market Shares go back to the bank. The point tax card has no effect on a player with less than 4 points. There are 2 such cards in the News Cards stack.

## Points Tax Payment



This card is played on the News Cards at the beginning of the turn. The tax must be paid immediately, before the income, with 1 billion for every point accumulated. If there is not enough cash to pay the tax, the player must sell Market Shares to the bank or to another player. If the player does not have enough cash for the tax sum, he/she should lose and quit the game. His/her Market Shares go back to the bank. The point tax card has no effect on a player with less than 4 points. There are 2 such cards in the News Cards stack.

## Corruption Exposed in the Party you support:



This card is played on the news cards at the beginning of the turn. The appearance of this card downgrades a Politics Market Share or cancels a Grade 1 on the Politics Market Share entirely. If the card is presented to the owner of 2 or 3 Market Shares and he/she doesn't possess the adequate tokens, he/she will lose all Market Shares in Politics. If the card is presented to an opponent who has a Cancellation of Corruption card (he need to present it to make it



activate), the corruption is cancelled and both cards go to the trash bin. There is no possibility to produce a Cancellation of Corruption card later, only immediately. There are three such cards in the stack.

### Suspected Criminal Activity:

This card is played on the News Cards at the beginning of the turn. When the card is produced, the receiver cannot buy any more Market Shares in the market that the drawer has decided. The card can be presented only to a player who owns Market Shares in the market. The card can be cancelled with a 'Cancel Suspected Criminal Activity' card. There are 4 such cards in the stack.



#### 4. News Cards - Action

##### Campaign:



This card can only be produced during a bid or the purchase of a Market Share that requires a Campaign. This card accords a bonus to the bidder (number of shares in Media multiplied by 2 = points added to the score of the bid). One can present more than one Campaign for the same bid. If the Bid accords a bonus of X1(of Media Market Shares), and the Campaign accords X2(of Media Market Shares), the calculation will be X3(of Media Market Shares). If two Campaigns are presented at once, the calculation will be Market Shares in Media X5.

If this card is produced at the beginning of a turn, one is allowed to cash in the income before buying the new Market Share. When player possess a Market Share in Media, and he have 2 Campaign Cards one card can be played as the news of the turn and the other Campaign can be used for the purchase. One can also play the card as the news of the turn in order to make the purchase. There are 12 such cards in the stack.

##### Reform Cancellation:



This card is played on the News Cards at the beginning of the turn. It cancels any type of reform. It is valid for one reform at a time. There are 4 such cards in the stack.

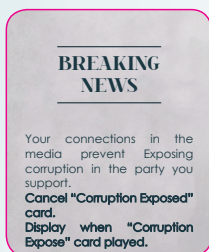
##### Cancel Suspected Criminal Activity:

This card is played on the News Cards at the beginning of the turn. It cancels the Suspected Criminal Activity. It can only be played if it is the

turn the player upon whom a card of Suspected Criminal Activity has been cast. There are 2 such cards in the stack.

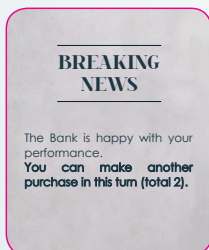


### Cancel Corruption Exposed:



Presented immediately when an opponent draws the 'Exposure of Corruption' card, and it cancels the exposure. Both cards go to the trash bin. It doesn't serve as news of a turn, only against an Corruption Exposed card. Still, the card can be used for another player, after negotiation and due payment. There are 2 such cards in the stack.

### Additional Purchase:



This card is played on the news cards at the beginning of the turn. Enables one more purchase on the same turn, a total of 2. The property acquired can be resold (each one of the purchase can be sold to any player). The purchase can be made in cash or with funding from the bank. If the card of Additional Purchase is played as the News Card, the player can receive the income first and carry out the purchase. There are 2 such cards in the stack.

### Additional Purchase for Owners of Market Share in Politics:



This card is played on the News Cards at the beginning of the turn. Enables 2 more purchases, 3 in total. It can be used by players with Market Share in Politics only. Purchased property can be resold (each one of the purchase can be sold to any player). Bank funding is given according to the rules of funding. When such



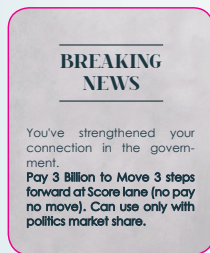
a card is used as news of the turn, the player can get his/her income first and use the money for the purchase. There are 2 such cards in the stack.

### + 2 Points:



This card is played on the News Cards at the beginning of the turn. If this card has been in the possession of the player, but has not been used as news, it doesn't count. It can be used only by players with a Market Share in Politics. After being presented, the card remains open together next to the money and the loans taken by the player. It advances by 2 points on the score track. If, later on, the player loses all his/her Market shares in Politics, he/she will also lose this card that will go to the trash bin, and will have to move 2 points backwards on the score track. There are 2 such cards in the stack.

### + 3 Points on Payment of 3 Billion:



This card is played on the News Cards at the beginning of the turn. If this card has been in the possession of the player, but has not been used as news, it doesn't count. It can be used only by players with a Market Share in Politics. After presenting it, the player must pay 3 coins for its operation. Afterwards, the card stays open together next to the money and the loans taken by the player. It advances the player by 3 points on the score track. If, later on, the player loses all his/her Market Shares in Politics, he/she will also lose this card that will go to the trash bin, and will have to move 3 points backwards on the score track. There are 2 such cards in the stack.



**You are the head of a corporation.** Controlling the entire state's economy is within your reach. Smart investments will strengthen your influence over the economy and will increase your profits. Bad investments will get you in the mud and put the corporation in danger. Through the news you will learn of changes in the market status, but if you will purchase Media Market Shares you can also control the news, to some extent. As long as your corporation holds more Market Shares, your influence over the economy grows. The first corporation to take over the economy wins.

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## Will it be you?

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Game Design: Yair Bahat  
[WWW.CORP-TIMES.COM](http://WWW.CORP-TIMES.COM)