

STACK MARKET

Number of players: 3-4 players

Duration: 30-45 minutes

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Object of the game

In Stack Market, players invest in successful companies. A company's success is measured by the height of its headquarters — which players must build by stacking dice. However, the more valuable a company, the more unstable it can become, and should it collapse, the investors will lose money. After three rounds, the player with the most money wins.

Contents of the game

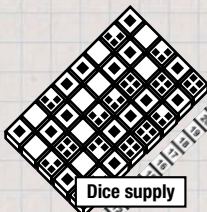
- 60 dice with the numbers 0, 0, 1, 2, 3, 4
- **Investor markers** 8 round pieces, 2 in each color
- **Company markers** 4 tiles representing the companies
- **Company cards** 4 small tiles for the height chart
- Highest building marker (red, rectangular)
- Highest building card 1 tile (red)
- Height chart 1
- **Money** 40 bills (30 bills of \$10,000, 10 bills of \$50,000)
- Ruler 1

Preparation

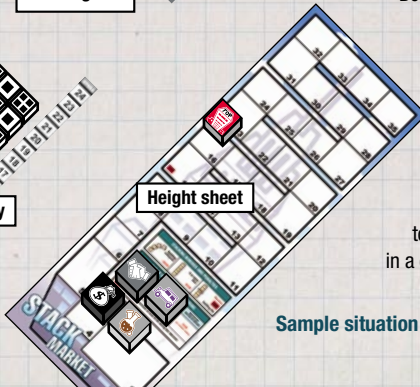
1. Each player chooses a color and takes the two investor markers of this color.
2. Each player receives \$50,000. Hide all your money so that the others players do not know the value of your assets. The rest of the money is set aside in the bank.
3. Place as many company cards on the table as there are players i.e. either in the shape of a triangle or a rectangle. The space between the cards should be as large as possible (minimum a foot apart).
4. All 60 dice are used in a 4 player game. In a 3 player game, remove 10 dice from the game. The dice are placed in a dice supply in the middle of the table or on the side.
5. Roll 3 dice for each company and stack them in front of each company card, with the highest number on top. These dice represent the height of each company's building at the start.
6. The height sheet is placed on the table and the company markers are placed on the height sheet according to the present height of the buildings, i.e. in the beginning the game all markers are placed on space number 3. Whenever the height of a building is changed, the position of the company markers has to be adjusted.
7. The highest building marker is placed on space number 15.
8. The starting player is determined randomly. Beginning with the starting player, then going clockwise, all players invest in a company, i.e. each player places one of his investor markers on a company card. No more than two investor markers can occupy a company card. The second investor marker of each color is kept in front of a player to indicate his color. It is not used to invest in a company.



Height of the building = 3



Dice supply



Height sheet

Sample situation in the beginning of the game

Sequence of play

In clockwise order, players conduct the following three actions during their turn.

- 1. Throw dice** mandatory
- 2. Stack dice on a building** mandatory
- 3. Change investment** optional

Each action is explained in detail in the next paragraphs.

1. Throw dice

The player takes dice from the dice supply equal to the number of dice forming the building in which they are currently invested. The player throws all the dice. Take care not to destroy any of the buildings on the table.

If there are not enough dice left in the dice supply, the player uses all remaining dice. If he succeeds in stacking all the dice, the round is finished (*see below: end of a round*).

2. Stacking the dice

The dice have to be stacked on the building in which the player is invested. The number on the top die of the building may not be changed.

- If there is a die among the thrown dice with a higher number than the number of the top die of the building, this die has to be stacked on the building. By stacking dice the number of the top die changes continuously. As long as there exists a thrown die with a higher number than the top die of the building, it has to be stacked.
- If the number of the top die of the building is equal to 4, a thrown die with the number 0 has to be stacked on top. Dice showing the numbers 1, 2 or 3 cannot be stacked on a die with the number 4.

If there are multiple pairs of 0 and 4, many dice can be stacked on a building. As long as dice can be stacked according to the rules they have to be stacked. In the following illustrations, examples are given for stacking dice.

When stacking the dice a player has to obey the following rules:

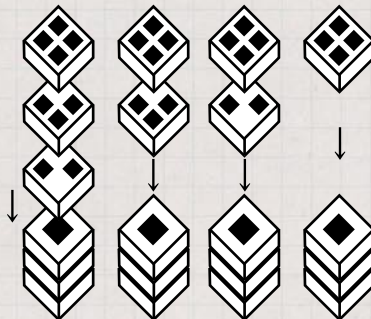
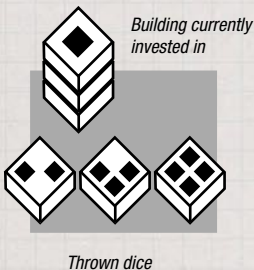
- You are only allowed to use one hand.
- The dice of the building may not be touched or moved.
- The order of the dice has to be decided before starting to stack the dice. The dice have to be placed in the desired order in front of the player. It is not possible to change the order to reduce, for example, the number of dice that have to be stacked.
- Dice can be stacked individually or in groups. To form the groups in front of the player one can use two hands, however when placing the dice on the building, only one hand is allowed.
- If the dice are stacked neatly it is easier to construct high buildings. However, players may stack the dice less neatly to increase the difficulty for the other player investing in the same building.
- Unused dice are returned to the dice supply.
- The height of the building is immediately adjusted on the height chart.
- Players may only stack one die on top of another die. A stack like in the picture below is not allowed.



If a company collapses, it will be dealt with as follows:

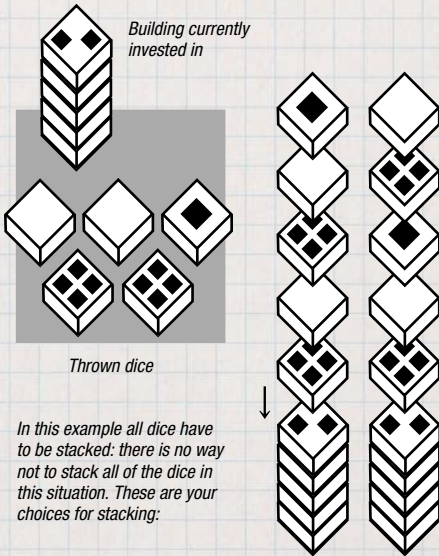
- All players investing in this company, i.e. their investor marker is lying on the company card, have to pay \$20,000 to the bank. If a player does not have enough money, he gives what he has remaining to the bank.

Stacking example ①



In this example the thrown dice can be stacked in 4 different ways. Depending on the way chosen, the number of dice a player has to stack may be different.

Stacking example 2



- The dice of the collapsed building are returned to the dice supply. The building is re-erected with an initial height of 3 dice. The number of the top die is determined by throwing the dice.
- After each collapse, 5 dice of the dice supply are removed from the game. Towards the end of a round there might not be enough dice left in the supply to remove 5 dice. In this case the player may finish his turn as explained below. After this the round will be over.
- Even if 5 dice could be removed from the game the player may change the company he is investing in.
- If a building collapsed through other means (e.g. it was hit by thrown dice or the table was rocked), the building is reconstructed according to the height on the height chart. If the number of the top die is forgotten, it is determined by throwing the dice.
- The collapse of a building is only valid if a player is constructing the building and is responsible for the collapse.

If certain conditions are met during the stacking of dice, the player receives a stacking bonus from the bank.

- If the height of a building is increased by 5 or more dice during a turn and the building does not collapse by the end of this turn, the player receives \$10,000 from the bank. The player receives this bonus only once per turn, even when stacking 10 dice or more.

- The first player to reach a height of 15 dice receives the card for the highest building. If another player breaks this record by constructing a higher building and the building is still standing at the end of the turn, the card has to be given to the new record holder. The record has to be marked on the height chart. The record height marker is only moved upwards, never downwards. Even if the highest building collapses later during the game, the record holder can keep the card. The player who owns the card at the end of a round may receive an additional bonus.

3. Change investment

At the end of their turn a player can change his investment. He places his investor marker onto a free spot on the company card of another company.

End of a round

The round ends when there are no dice left in the dice supply after stacking dice on a building (but you may still change your investment). *Note:* when there are not enough dice left in the dice supply to throw the necessary number of dice, the round might not be over. The player has to stack the remaining dice onto the building in which he is invested. If the building does not collapse the round is over. If the player does not succeed in stacking the dice (the building collapses), the dice are returned to the dice supply according to the rules governing the collapse of a building. If at the end of the turn dice are still left in the dice supply, the game continues.

After the end of a round the highest and lowest buildings with investors are determined. A building must consist of at least one die to count as a building. If two buildings are of the same height, the one with the highest number on the top die breaks the tie. If the numbers on the top die are also the same, the highest building is decided by throwing dice for the two buildings.

The player(s) invested in the company with the highest building must attempt a takeover of the company with the lowest building.

1. Takeover

Takeovers can only occur between companies which are invested in, i.e. at least one investor marker is on the company card. The company with the highest building has to take over the company with the lowest building. All dice of the lowest company have to be stacked on the building of the highest company. If the takeover is successful, the investors receive a bonus. If the takeover is unsuccessful, they will lose money.

The takeover proceeds according to the following rules:

- If two players are investing in the company with the highest building, they have to decide who is in charge of the takeover.
- The dice of the lowest building are placed in front of the player doing the takeover.
- All dice of the lowest building have to be stacked onto the highest building.
- The dice of the highest building may not be touched or moved, however, the dice of the lowest building may be stacked using both hands.
- The new building has to stand for 3 seconds after the last dice has been placed on the building and the hand has been removed from the building in order for the takeover to be successful. If the building starts to collapse during the first 3 seconds, the takeover is not successful.

2. Income / Loss after the takeover

- The players investing in companies which did not take part in the takeover receive \$10,000 for each investor marker lying on the company card, *i.e.* if there are two investor markers on the company card each player will receive \$20,000.
- The profits of the players investing in companies which did take part in the takeover depend on the result of the takeover.

The takeover was successful. All investors of the company with the highest building receive \$10,000 for each investor marker lying on the company card, *i.e.* if there are two investor markers on the company card each player will receive \$20,000. In addition, they receive a takeover bonus of \$20,000 from the bank.

Players investing in a company which was successfully taken over do not receive any money.

The takeover was not successful. The investors of the company with the highest building each have to pay \$20,000 to the bank. If a player does not have enough money, he gives what he has remaining to the bank.

The players investing in the company which was supposed to be taken over receive \$10,000 for each investor marker lying on the company card *i.e.* if there are two investor markers on the company card each player will receive \$20,000.

- The player who possesses the card for the highest building receives \$20,000 from the bank, if he received at least \$10,000 of income from other sources during the takeover. If the player invested

in the highest company and the takeover was not successful or he invested in the lowest company and the takeover was successful, he will not receive the bonus for the highest building.

On to the next round... or on to the end of the game...

All buildings are converted to buildings of height 3. All other dice are returned to the dice supply and the height marker of the building set to 3.

The game is over after 3 rounds. The player with the most money wins. If several players have the same amount of money, then they all have won.

Or, alternatively, these players can conduct a final dice stacking contest to decide the winner.

Note: You can set the end game at one or even two rounds.

Some hints ...

When investing in a company which is likely to be taken over, the player should defend against the takeover by stacking as many dice as possible on the company. If the takeover is unsuccessful, the player of the lowest company still receives income, while the opponents suffer a big loss.

When investing in a company together with another player, one option is to stack badly on purpose, get money out of the company by stacking at least 5 dice, then shifting the investment to another company, leaving the other player with a very unstable company which is very likely to collapse.

If two players are investing in the same company, the profits at the end of the round are higher, therefore it has to be carefully considered if it is advisable to promote the collapse of a company as written above.

The name of the game

The original title of the game is *Gra-Gra Company*, which is written as *gura-gura* in Japanese and gives the impression of something unstable, staggering.

The best example of the use of *gura-gura* is when talking about drunk people, who can hardly walk straight anymore. By hearing the word *gura-gura*, one immediately gets the impression of such a drunk person, which fits perfectly with the buildings constructed during this game.

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