

A game by Carlo A. Rossi

# *the Rich and the Good*<sup>™</sup>

HAB & GUT

## **Wealth is good. Wealth and respect is better!**

You are not a simple merchant. You trade in commodities from all over the world, and you have access to inside information to aid your investments and manipulate the markets. You are not alone in doing this, though. Your competitors also have a deep knowledge of the markets, and will be able to react to every one of your moves, while at the same time trading in the same precious commodities you have interests in. You must outwit and outsmart them through tactics and intuition.

However, personal wealth is not all it takes to rise to the top and become a powerful member of High Society. You have a reputation to uphold! In order to gain the respect of your peers, you must prove to be unselfish by making huge donations to charity. A selfish trader donating too little of their hard-earned wealth is out of the competition, regardless of their personal fortune...



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# Game Components and Game Setup



**1** Place the **game board** in the middle of the table. This board is where the price of the 6 commodities will be tracked. The commodities are Coal (black), Wheat (yellow), Coffee (red), Rubber (brown), Tea (green), and Salt (white). Place each of the 6 barrel-shaped **price markers** on the “40” space of its respective track, representing the starting value of each commodity.

**2** Place as many **card holders** as there are players in the game on the table. They will hold the **market cards**. Place each holder between two players so that each player will be able to see the cards in two holders, one to the left and one to the right.

**3** Shuffle the 54 **market cards**, and deal 8 to each player. Have each player put their cards in the card holder to their left. It will be helpful if they sort the cards by commodity when placing them in the holders. Players should be able to view the cards in the holders to both their right and left.

Set the remaining unused market cards aside for now, but do not put them away, as they will be needed later.

**4** Have each player place **charity board** in front of themselves to track their charitable donations during the game. Each board has 4 spaces for placing share cards, as well as 1 space to place money received for selling these shares at the end of each game round. This is to help keep charitable donations separate from personal money and investments.

**5** Sort the 60 **share cards** by commodity into piles, and place them on the game board.

**6** Sort the **money** by denomination, and place it near the game board. Choose a player to be the banker, who gives each player a starting amount of 300.

**7** Give the **starting player marker** to the player with more money in their wallet.

# Goal of the Game

The player with the most money at the end of the game wins. However, the player that donated the least money to charity, regardless of how much money they made, is eliminated before the winner is determined.

# The Game

The game is played in **2 rounds**. Each round consists of **4 turns**, and each turn is composed of **2 phases**:

## 1 Stock Phase

## 2 Market Manipulation Phase

### 1 Stock Phase

Beginning with the starting player and proceeding once around the table in clockwise order, each player has the option to perform none, one, or both of the following actions:

- Purchase *OR* sell shares (not both!).
- Place 1 of the shares they own on their charity board.

### Purchasing Share Cards

You may purchase from 1 to 3 share cards, taking them from the supply and paying their current value (indicated by the position of their markers on the game board) to the bank.

The purchased shares are kept face down in front of you. **Note:** You cannot purchase shares of commodities whose price markers are in the “0” space on the game board.

### Selling Share Cards

You may sell from 1 to 3 share cards from those you own. The share cards are returned to their respective piles, and you take money, as indicated by the current values of the respective commodities, from the bank.

**Example:** Alice decides to purchase share cards and buys one Coal share for 80 and two Rubber shares for 70 each. She takes the appropriate share cards from the supply and pays 220 (80 + 70 + 70) to the bank. Then, Bart decides to sell share cards. He sells a share of Salt for the price of 90 and also a share of Tea for 130. He places the two shares back into the supply and receives 220 (90 + 130) from the bank. Last, Chloe decides she does not wish to buy or sell shares this turn.

### Placing a Share on the Charity Board

You may place, face down, 1 of the shares you own on your charity board. **Important:** Shares which are placed on your charity board cannot be sold until the end of the round and do not provide money toward winning the game. They represent your donations to charity.

At the end of the game, the player who donated the least money to charity will be automatically eliminated, regardless of how much money they have earned for themselves.



**Example:** This turn, Alice has decided to place a share on her charity board. She takes 1 of her share cards (it may even be one she just purchased) and places it face-down on her charity board. This card will be sold at the end of the round, with the proceeds staying on her charity board, not counting toward her personal wealth.

### 2 Market Manipulation Phase

Beginning with the starting player and proceeding once around the table in clockwise order, each player must choose 1 market card, to be played at face value, from one card holder – either the one on their left or the one on their right – and 1 market card, to be halved, from the other card holder. Choosing both cards from the same card holder is not allowed.

#### Playing a card

You reveal the chosen card, and move the price marker of the corresponding commodity the number of spaces indicated by the number on the card (move it backward if the number has a minus sign). The card is then discarded.



#### Halving a card

You reveal the chosen card, and move the price marker of the corresponding commodity half the number of spaces indicated by the number on the card. The card is then discarded. **Note:** A commodity can never be worth more or less than the values printed on the game board. If a card would require a marker to be moved past either end of the track, simply move it as far as possible. **When the market manipulation phase is completed, the turn ends. Pass the starting player marker to the left and begin a new turn.**

**Example:** It is Alice's turn to perform market manipulation. She currently owns 2 shares of Salt, so she selects the +6/Salt market card from the card holder on her left and adjusts the price of Salt up 6 spaces in hopes of selling it for a large profit on her next turn. For the second part of her market manipulation, she chooses the +6/Coffee market card from the card holder on her right and halves its value to +3, as she knows that other players are currently holding Coffee and she does not want the price of that commodity to go up by the full amount of the card.

## End of the First Round

The round ends after all cards in the card holders are played. Then, each player reveals the shares on their charity boards and receives money according to the current prices the commodities.

These shares are returned to their respective piles, and the money earned in this way is placed on the players' respective charity boards.



**Example:** In the picture above, at the end of the round, the price of each share of the commodities is: Coal (black), 80; Wheat (yellow), 75; Coffee (red), 90; Rubber (brown), 70; Tea (green), 130; Salt (white), 150.

**Note:** The money on charity boards is “frozen” until the end of the game and cannot be used.

It is useful at this time for the players to check who is at risk of being eliminated. The entire market deck is shuffled, and each player draws 8 cards and arranges them in the card holder to their left, as during setup. All price markers remain in their current positions. Now, the second round, which is played in the same manner as the first, begins.

## End of Game and Victory Condition

At the end of the second round, as in the first, each player sells the shares on their charity board and takes money according to their current prices. This money is added to the money placed on their charity boards at the end of the first round.

**Whoever has the least charity money is automatically eliminated.** In case of tie, all tied players are eliminated. All charity money is now returned to the bank. Then, the remaining players sell the shares they own at their current prices. **The player who has the most money is the winner.**

## Two-player Variant

You can play *The Rich and The Good* with only 2 players, using the following variant rules. There will be a third “automatic” player, called the Merchant, who is an opponent of both players.

### Setup Changes

- Each player uses a personal card holder, and a third card holder is shared by both players.
- Deal 5 market cards to each player.
- Randomly draw 10 market cards, and place them in the shared card holder, so that both players can see them.
- Create a deck of cards for the Merchant, shuffling 5 share cards of each commodity (a total of 30 cards). The remaining share cards (5 of each commodity) will remain available to the players.
- Randomly draw 4 share cards from the Merchant's deck, and place them on the Merchant's charity board, so that 2 cards are hidden and 2 are revealed.

### First Round

Play 5 turns, using the normal rules (the Merchant does not participate).

At the end of the round, reveal the cards on the Merchant's charity board and calculate their total value. Place the appropriate amount of money on the Merchant's charity board, then remove these share cards from the game.

### Second Round

Do not reshuffle the market deck – used cards are removed from the game.

- Deal 5 market cards to each player.
- Randomly draw 10 market cards, and place them in the shared card holder.
- Randomly draw 3 share cards from the Merchant's deck, and place them on the Merchant's charity board, so that 1 card is hidden and 2 are revealed.

Play the second round similarly to the first round.

At the end, the total of the Merchant's charity money is compared to the players', and the player with the lowest amount is eliminated, as normal. The player with more money is the winner (the Merchant can't win).