

GenWealth is simple to understand.

Below, we will give you some simple instructions and examples in order to understand HOW gameplay operates.

THEME: Imagine you are in charge of a changing urban environment. Whether there is crime, blight, disadvantage, or abuse -- you are charged with making the community happy and at the same time, trying to make money. How will your vision come to life!?!???

Build a winning portfolio that will take you all the way to the winner's circle.

ITEMS: Within the game you will have:

1) Cards

2) Children Meeples (max 7 per bag)

3) Money cards = which are already shuffled within the larged (face down) stack. You will see the money denominations below:

<> Money Card (30 types)

1. \$1000 card (2) 2,000
2. \$5000 card (10) 50,000
3. \$7000 card (12) 84,000
4. \$10,000 card (12) 120,000
5. \$12,000 card (6) 72,000
6. \$27,000 card (9) 243,000
7. \$38,000 card (7) 266,000
8. \$41,000 card (5) 205,000
9. \$53,000 card (4) 212,000
10. \$69,000 card (3) 207,000
11. \$75,000 card (6) 450,000
12. \$80,000 card (2) 160,000
13. \$88,000 card (3) 264,000
14. \$101,000 card (3) 303,000
15. \$146,000 card (3) 438,000
16. \$222,000 card (3) 666,000
17. \$274,000 card (4) 1,096,000
18. \$295,000 card (3) 885,000
19. \$315,000 card (4) 1,260,000
20. \$365,000 card (3) 1,095,000
21. \$400,000 card (3) 1,200,000
22. \$525,000 card (4) 2,100,000
23. \$610,000 card (2) 1,220,000
24. \$737,000 card (2) 805,000
25. \$785,000 card (3) 2,355,000
26. \$805,000 card (1) 805,000
27. \$970,000 card (1) 970,000
28. \$1,500 Mill card (1) 1,500,000
29. \$3 Million card (1) 3,000,000
30. \$10 Million card (1) 10,000,000

Winner's goal: Build a portoflio of \$50 Million +

How to play:

The basic idea is: Purchase card items to reach \$50 million dollars in PORTFOLIO VALUE.

Your items may appear as: "PURCHASE/franchise" --- or, an (all player) "INTERACT/stock/culture" --- or, could cost you as an "EXPENSE/opportunity/royalty" --- or, any other card that will give you instructions to follow "OTHER CARDS/payday/bid/gang war/altruism/etc" --- and, in the end you will "COLLECT" --- or ultimately "DISCARD" what you need or don't need; it's your decision.

Step 1: Deal 5 card to each player; players can HOLD 10 cards total. [[Style: Pickup and discard]]

Picking up = on a players turn, they can pick up a fresh card --or-- they can pick up the TOP card from the discarded pile.

Ex: ALL CHILD CARDS MUST BE KEPT unless you have a total of 7 children (max).... then they can be discarded.

Ex: Your portfolio also holds your child cards (face up) as proof.

Intra-active cards MUST be played and then discarded. If the card affects other players - LAY IT ON THE TABLE for everyone to read. After all transactions are completely.... the player who laid it down will place it FACE DOWN in the discard pile.

Ex: a player discards (face up) an "ALL players" card. The card that literally says these words means ---> all players <--- are affected and must follow the instruction. Failure to comply means a skipped turn.

Ex: a card that does not affect the cardholder must be discarded (face up) if the card could affect other players.

Ex: a genwealth graduation card will instruct you and allows you to turn 1 or 2 children (face down) and no longer pay tuition; no extra children is allowed once the max of 7 children is reached..... even if they graduate.

Discard = any card can be discarded (so long as it is NOT intra-active).... you do NOT have to tell/show the other players.

Ex: Money cards can be discarded (face down).

Ex: Unpurchased business and property cards can be discarded (face down).

Ex: Expense cards will be discarded (face up) along with the payment (money card) as instructed -- so, a player could discard multiple expense cards at once. At some point, expenses will occur. A royalty is paid-out (as an expense) from other players to the cardholder.

*Lay all transactions on the table as witness; this also frees up your hand for other transactions (max 10 cards in hand).

Ex: Expenses that CANNOT be paid with money cards --may be required-- to be paid with businesses or properties from a player's portfolio. At which point, you will LOSE that property to the expense card regardless of who played it; it is a specific type of "all players" card. If the backstory says "All food trucks are lost" - the expense IS ACTUALLY the loss of your food truck/value from within a player's portfolio.

Ex: Like-cards can benefit each other. For example, if you have a "pay genwealth tuition" card and another card says "tuition waived for one child" -- discard BOTH (face up) and do not pay tuition for the 1 waived child. After transaction is completed, both cards go to the pile. Ex: Like-cards can benefit each other. For example, if you have an "Enters competition, pay \$1000" -- you can discard by paying with a money card; BOTH are discarded (face up) as payment. Then place them face down in the discard pile.

Step 2: Decide which cards-in-hand to purchase with money cards; The item(s) purchased is set aside as apart of your "winner's portoflio".

When making a purchase, the players lays down both the property/business/item/etc & the money card that MUST cover the down payment amount. The money card goes into the discard pile and the purchased item is set aside in the player's portfolio (FACE UP).

Step 3:

Other cards -- A player can lay down an "intra-active card" (THAT AFFECTS ALL PLAYERS or CERTAIN PLAYERS)-- read its instruction. Other cards -- The "bid card" triggers a bid for a property/item/business: The player starting the bid lays down the bid card and a piece of property from their hand -- each of the other players can lay down a money card (as a bid/face up)..... the highest \$\$\$ card wins, and the person who started the bid TRADES the item/business/property card to the bid winner and KEEPS (collects) the cash card in their hand.

Other cards -- The "gang war card" hits and creates a loss to your money-card-cash and/or portfolio and property holdings.

Other cards -- The "payday card" when picked, all the other players choose a money card from their hand and lay it FACE DOWN on the table. The payday cardholder will CHOOSE ONE CARD BLINDLY (from the others)... in order to receive their payday. RULE: If a player does NOT have a money card, they are skipped on their next turn. RULE: If NO players have a money card, the payday cardholder gets to pickup & discard 3 more times before the game advances.

Step 4: You may use, invest, acquire, or trade (sell) the cards inside of your portfolio.

Ex: if a card clearly expresses that a builder needs/requires 2 acres of land for a radio station -- if the player who picked the radio station card has the required acres of land ALREADY in his portfolio, that player can trade (his land) / acquire (the radio station) and the land cards are DISCARDED face down back into the pile. The radio station is NOW the new valued property within his portfolio. The land is up for grabs and can be purchased.

Step 5: One card in hand MUST ALWAYS be discarded to [end] that players turn and/or win the game.

Ex: A player chooses a \$500K (buy) Factory card.... and the player does not want to buy it; discarding it face down if possible.

Ex: Only interactive cards NEED to be FACE UP + follow instructions written.

CARD CONTENT will appear in similar fashion:

***DOWN PAYMENT = money card pays this amount; there is NO CHANGE - only the decision to pay or not.

***Business / Item description = name / type of business, etc. Ex: Papa's Food Truck

(backstory optional) = papa died and left this food truck which has a huge debt; its value is decreased to ???.

***Interaction = purchase w/ money card --or-- ALL PLAYERS cards --or-- expense transaction --or-- payday/bid

***VALUE = value is what is counted (if) card is in the player's portfolio.