A game by Carlo A. Rossi

the Rich and the Good™

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...

Credits

Game Design
Carlo A. Rossi

Artwork
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Graphic Design & Layout
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English Editing
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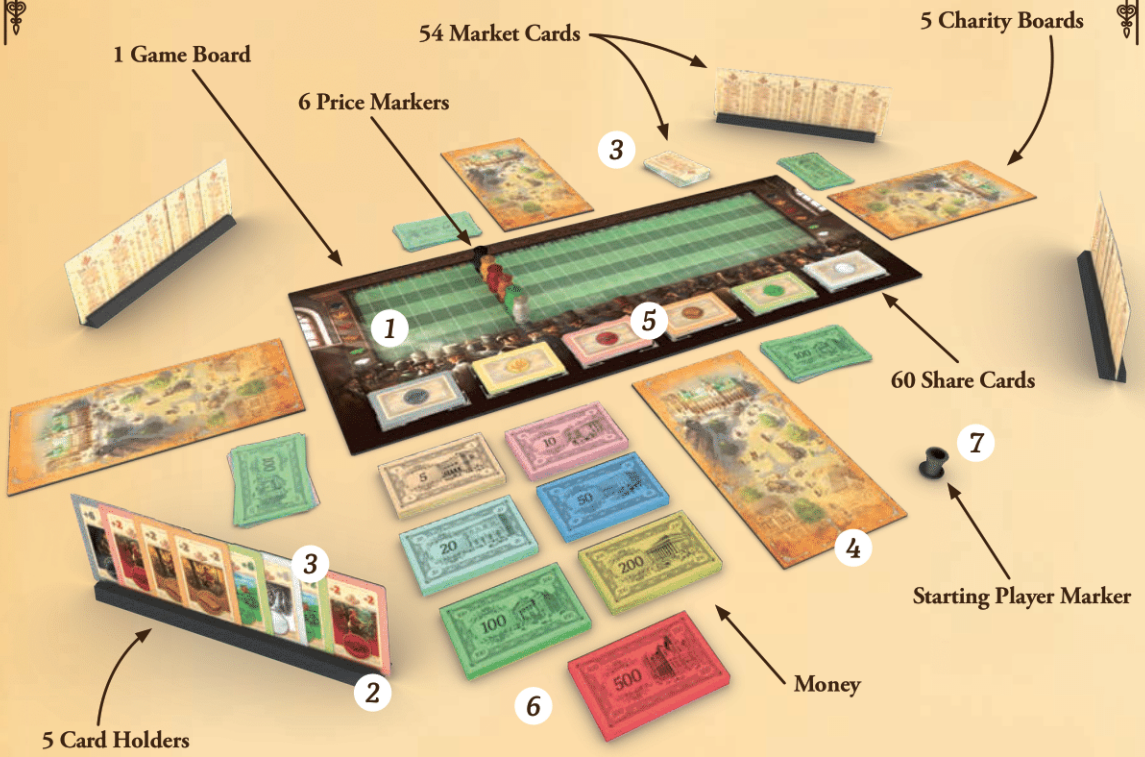
Game Components and Game Setup



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.

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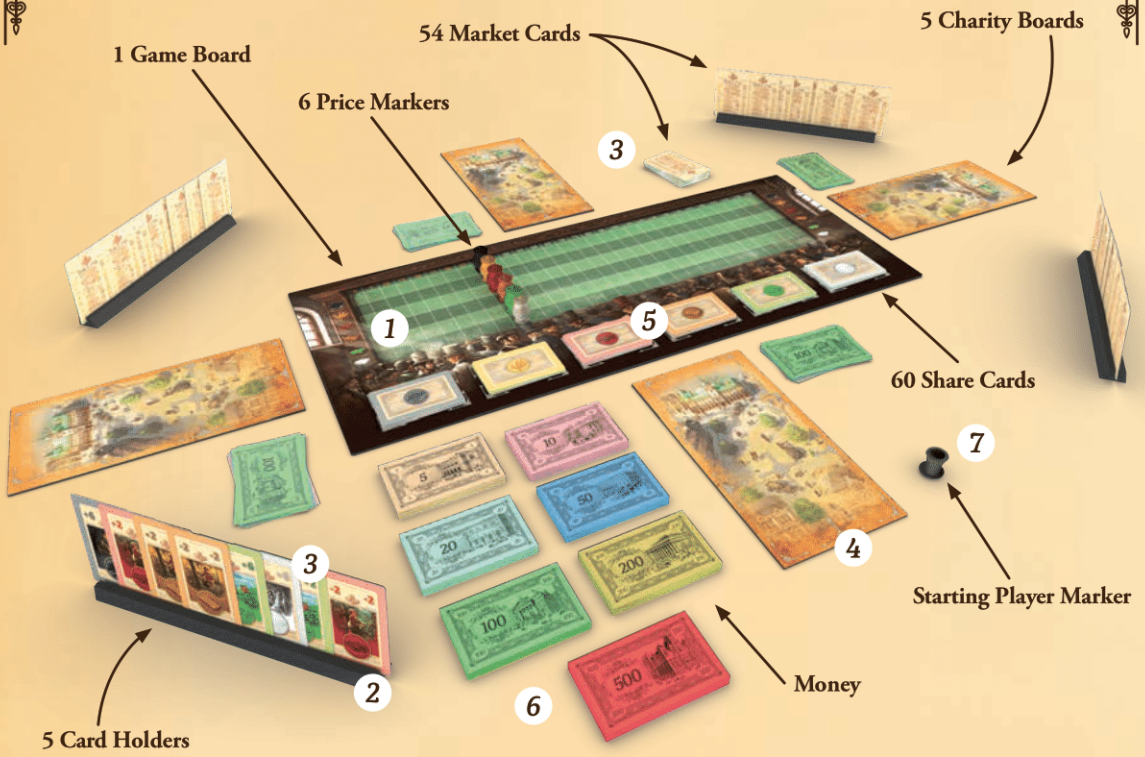

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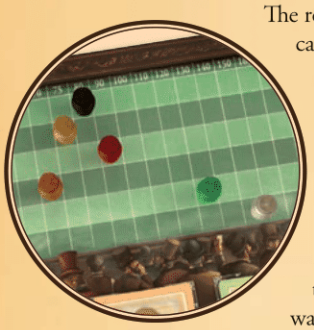
Example: It is Alice's turn to perform market manipulation. She currently owns 2 shares of Salt, so she selects the +6/Salt market card from the card holder on her left and adjusts the price of Salt up 6 spaces in hopes of selling it for a large profit on her next turn. For the second part of her market 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 totheir 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 bolder 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).