Stockpile (2015)

2-5 Players   Designer: Brett Sobol, Seth Van Orden

Duration: 5-7 rounds, depending on # of players. 45 minutes.

Board Setup

- Select a board side. For the Advanced board, each stock follows a different value track.
- Place the **Turn Marker** ✗ on the calendar space for the # of players
- Place a **Stock Ticker** ⭕ on the starting values of each stock, indicated by darkened circles
- Shuffle and stack **Company Cards** 🏙 and **Forecast Cards** 📈 next to the board in separate piles
- Pull out 1 each of the 6 different **stock cards** 📰 from **Market Deck** 📰 and deal 1 to each player, who places it face-down on **Stock Portfolio** spot of player board. Shuffle rest back into deck.

Player Setup

- Each player gets a **Bidding Meeple** 🧍, **Player Board** 📖, and **$20k** (3 x $5k and 5 x $1k)
- [optional] Deal each player 2 **Investor Cards** 🃏, pick 1, return the other to box
- Pick start player and give them **First Player Token** 🎖

Expansions

- **Advanced Board**: if a stock goes bankrupt, return to starting position. If splits, return to octagon. Stanford Steel pays based on $ on stock value track – as it passes or lands on $ spaces as part of a **positive** value change, players get $1k per $ for each stock in possession.
- **Investors**: deal 2 cards to each player, pick 1 & return other to box. Determines starting $. Abilities used during Action phase can be performed before or after playing Action cards

End Game & Scoring

- The game ends after the final **Movement Phase**. Any leftover Market Deck cards will not be used.
- Reveal # shares for each stock and determine **majority shareholder** [Split Portfolios count double]. **$10k** for **majority shareholder** of each company. Tie: all tied players receive $5k.
- Sell back shares at final value [Split Portfolios count double]
- Most $ wins. Tie: no tiebreaker

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Game Play

A round is played in **6 phases**:

- **Information**: deal 1 Company card & 1 Forecast card to each player (keep hidden). Put 1 Company card & 1 Forecast card face-up on the board, remaining pairs in piles next to board face-down.
- **Supply**: # of Stockpiles = # of players. Flip 1 card from Market deck face-up onto each Stockpile. Deal 2 cards from Market deck to each player. In turn order, place both cards in any Stockpile(s), 1 face-up, 1 face-down [player choice].
- **Demand**: In turn order, place Bidding Meeple on an open # of any Bidding Track. If outbid, re-bid on next turn. Cannot bid more than you have, max bid $25k. Once no re-bids, players pay bank and pick up Stockpiles. Pay and discard any Trading Fee cards – if player does not have enough $, hold card & pay immediately upon receiving enough $.   Put stocks in Portfolio, keep hidden.
- **Action**: in turn order, players use all their Action cards & place face-up in discard pile. *Boom!* – player moves 1 stock value up 2. *Bust!* – player moves 1 stock value down 2. If reaches **Split** or **Bankruptcy** space, follow rule below.
- **Selling**: in turn order, players may sell stock placing face-up in discard pile. Collect $ equal to value.   Stocks sold from Split portfolio pay 2x value or move stock back to regular portfolio and get 1x value.
- **Movement**: in turn order, reveal Company cards and Forecast cards & move values ending with face-up and face-down Company/Action pairs. $$ = pay dividends $2,000 per share, split stocks pay 2x dividends. Must reveal share to get dividends (optionally do not reveal and do not collect dividends).

- **Splits**: if a stock's value exceeds 10, it splits. Reveal shares & move to Split portfolio face-down. Reset value to 6 and continue adding from there if more movement. New stock obtained after split goes in regular portfolio, not Split. If a stock splits again, player gets $10k for each share already in Split portfolio [leave split stock in place].
- **Bankruptcy**: if stock's value goes < 1, it is bankrupt, players discard all stock of that type, set price = 5
- At round end, move Turn Marker to right, pass 1st Player token left, start another round