

Wealth of Nations

SPECULATE...ACCUMULATE...THEN DOMINATE

THE RESOURCES OF 5 CONTINENTS.

WEALTH OF NATIONS is a game of skill and chance for 2 to 6 players.

Players compete to control the world's riches by investing in its major resources and industries and using the royalties from them to increase their holdings and acquire monopolies and trusts.

The impact of world events, enforced auction sales, bonuses and penalties can result in sudden changes of fortune

Players in financial difficulties may combine to form syndicates.

The winner is the player or syndicate who succeeds in driving the other players into bankruptcy (ie no money left).

EQUIPMENT

Playing Board

144 Share certificates, six each of 24 products

48 Royalty cards, two each of 24 products

18 Telex message cards

9 Jokers

2 Card racks

Play money in denominations of £100,000x35,

£500,000x35, £1,000,000x50, £5,000,000x25,

£10,000,000x20

2 Dice (one white, one red)

6 Playing pieces

PREPARATION

Share cards

- Detach the share certificates and place them in the trays under country/region of origin.
- Each card names one product and the percentage of the world's output the shareholding represents.
- This information is colour-coded by continent
- The card also gives the country/region of origin and the price of the shareholding (both in red) and lists royalties payable/receivable according to percentage of world product controlled.
- For example, if you held 30% of aluminium production, the royalties due would be £900,000 (see diagram below).
- The production percentage is repeated in the slot such that when cards of the same product are stacked, the total holding can be readily checked.

Royalty cards

Shuffle these and deal them face up at random, one each on the 48 country and bonus squares.

Telex message cards

Shuffle and stack face down on the board in the marked space.

Joker cards

Stack and place in the marked space

Play money

One person is chosen as banker, in addition to his/her role as a player. Distribute all of the banknotes evenly between the players and the bank, with any surplus banknotes also going to the bank:

Players/Bank	100k	500k	1m	5m	10m
2	11/13	11/13	16/18	8/9	6/8
3	8/11	8/11	12/14	6/7	5/5
4	7/7	7/7	10/10	5/5	4/4
5	5/10	5/10	8/10	4/5	3/6
6	5/5	5/5	7/8	3/7	2/8

PLAY

NOTE: you should read all of the rules before starting to play.

- Players roll both dice.
- Highest total starts, thereafter the turn moves clockwise. The first player chooses a playing piece, places it on the START square and again rolls both dice.
- The piece is then moved the sum of the two dice. The board consists of two linked circuits of squares, as indicated by the arrows. After completing both circuits, a player has toured the world and re-enters the first circuit.
- Players continue to circle the board in this way throughout the game.
- The action now taken by the player depends on the dice roll and the square landed on.

Dice Roll

If a double is thrown, the player is penalised £1,000,000 for each spot on **one** of the dice.

For example, a roll of double-5 means the player must pay £5,000,000 to the bank, and a roll of double-2 means the player must pay £2,000,000 to the bank.

SQUARES

There are seven types of square.

These, and the action to be taken on each, are:

COUNTRY/REGION

1. The player must first pay any royalties due to other players with shareholdings in the product named on the royalty card, regardless of the player's own shareholding. The onus is on the shareholders to claim their entitlement.

Notice that a **minimum shareholding of 30%** is necessary before any royalties are payable.

A player who fails to claim before the turn passes forfeits the right to do so.

2. The player may then buy up to a maximum of 6 shares of the country/region from the bank.

The share cards can be taken from the tray and examined and the resource lists (contained at the back of these rules) consulted before a decision is made.

The total cost of the shares selected must be paid in full to the bank.

Share cards held must be exposed on the table with shares of the same product stacked. Cash holdings may be concealed.

CONTINENTAL CHOICE

The player, after first paying any royalties due, may opt to buy up to six shares of the designated continent (but notice the exclusion of the USA from the Americas and the USSR from Europe).

However, shares must be of products in which the player already owns at least one share.

The share cards in the trays may be examined and the resources list consulted before making a decision.

Important: The Continental choice option only applies if the player has made at least one complete tour of the world otherwise the square is treated as a stopping place.

WORLD CHOICE

The player may buy up to six shares from any country or region, world-wide, but only in products in which shares are already owned by the player.

Important: The World Choice option only takes effect when the player has made at least one complete tour of the world, otherwise the square is treated as a stopping place.

Notice that no royalties are payable on a World Choice square.

AUCTION

A player landing on an Auction square must put up a number of shares for auction. The number of shares is determined by the score of **the RED die**.

However, this requirement is effective only if the player has made one complete tour of the world, otherwise the square is treated as a stopping place.

The shares are auctioned separately by the vendor in £100,000 steps and must be offered to start with at half the market purchase price.

The auction is conducted in the normal way, concluding with "Going, going, gone".

Ownership then passes to the highest bidder. In offering shares for auction, a player may not break up a trust of four or more shares in the same product.

Thus if a player rolls a 3 and holds five shares in one product and two individual shares, the block of five must be offered as a whole at a reserve equal to half the total value of the shares.

Any unsold shares put up for auction must be sold to the bank at half the marked purchase price (rounded up) and the cards returned to the trays.

In all auctions players must if asked, declare what shares they own but do not have to say how much money they have.

When the game is reduced to two players (or in a two-player game) auctions are suspended and the squares are stopping spaces only.

TELEX MESSAGES

The player takes the top Telex Message card, reads it aloud and collects/pays as instructed.

The card is then returned face-down to the bottom of the pack.

BONUS

The player first draws from the bank a sum equal to the total dice roll multiplied by £500,000, even if the roll is a double.

Example: roll a total of 9, draw £4,500,000

The player then pays any royalties/penalties due.

Thus any player rolling a double to arrive at a bonus square receives a sum exactly equal to the penalty he must pay.

JOKER

A player landing on a Joker square may buy one joker card for £3,000,000.

On any subsequent turn that the player's piece stops on an auction space, the auction requirement can be waived on surrender of the joker.

A player may hold more than one joker.

In a two-player game, joker cards held are valueless and a joker square becomes a stopping place only.

TRANSACTIONS

During a game if a player finds that his holding of cash is decreasing and there is a risk of him becoming bankrupt, he is free to sell shares or trusts to anyone he wishes to. However, monopoly trusts (holdings of six shares in the same product) may under no circumstances be broken up.

SYNDICATES

At any time during the game players are free to form syndicates.

A syndicate is formed by two or more players pooling their entire resources and paying to the bank a sum equal to the face value of half their shareholdings.

The syndicate then plays with the piece of the player who contributed the most shares in terms of value, other member pieces being removed from the board.

Decisions by the syndicate are taken jointly.

It is to the advantage of players facing bankruptcy to form a syndicate.

BANKRUPTCY

A player or syndicate is bankrupt if unable to meet any financial obligation.

The bank takes over the player's holdings and settles any debt.

Cards are returned to the trays.

A bankrupt player or syndicate is out of the game.

WINNING

The winner is the player or syndicate who succeeds in eliminating all the others.

DEFINITIONS

Trust

A holding of four or five shares in a product. A trust may not be broken up when selling in a compulsory auction but may be broken for disposal in any other transaction. (but see "**Monopoly Trust**", below).

Royalty

The sum paid or due on a shareholding.

Royalties are only payable on shareholdings of at least 30% in a product.

Shareholding

Ownership, expressed as a percentage, of world production of a product. The share card is title of this ownership.

Syndicate

A group of two or more players playing as one.

Transaction

Any private deal between players.

Monopoly Trust

A holding of all six shares in one product. A monopoly trust may not be split up under any circumstances.

COUNTRIES/REGIONS OF THE WORLD

EUROPE

FRANCE

SCANDANAVIA, SWEDEN, FINLAND

WEST GERMANY

SOUTHERN EUROPE: ITALY-SPAIN-PORTUGAL

UNITED KINGDOM

BALKAN STATES: GREECE-TURKEY

EASTERN EUROPE: POLAND-HUNGARY

USSR

AMERICAS

CANADA

ARGENTINA: URUGUAY

BRAZIL

VENEZUELA: GUYANA-SURINAM

MEXICO

ANDES: PERU-COLOMBIA-CHILE-BOLIVIA-ECUADOR

CARIBBEAN: CUBA-JAMAICA

USA

AFRICA

CENTRAL AFRICA: ZAIRE-GABON

SOUTH AFRICA

EAST AFRICA: ZAMBIA-KENYA

WEST AFRICA: NIGERIA-GHANA-CAMEROON-IVORY COAST-

GUINEA-NIGER

ETHIOPIA

MOROCCO

ASIA

CHINA

INDIAN SUB-CONTINENT: INDIA-PAKISTAN-SRI LANKA

MIDDLE EAST: IRAN-SAUDI ARABIA-IRAQ

JAPAN: KOREA

INDOCHINA: THAILAND-MALAYSIA-BURMA-INDONESIA

OCEANIA

AUSTRALIA-FIJI-NEW GUINEA-NEW ZEALAND-NEW CALEDONIA

RESOURCES LIST

ALUMINIUM

Maximum royalty: £14,000,000	
OCEANIA: AUSTRALIA	35%
WEST AFRICA: GUINEA	20%
CARIBBEAN: JAMAICA	20%
VENEZUELA: SURINAM	10%
VENEZUELA: GUYANA	5%
EASTERN EUROPE: HUNGARY	5%

AUTOMOBILE CONSTRUCTION

Maximum royalty: £16,000,000	
USA	30%
JAPAN	20%
WEST GERMANY	15%
FRANCE	10%
SOUTHERN EUROPE: ITALY	10%
UNITED KINGDOM	5%

COAL

Maximum royalty: £22,000,000	
USA	25%
USSR	20%
CHINA	20%
EASTERN EUROPE: POLAND	15%
UNITED KINGDOM	10%
INDIAN SUB-CONTINENT: INDIA	5%

COBALT

Maximum royalty: £12,000,000	
CENTRAL AFRICA: ZAIRE	40%
EAST AFRICA: ZAMBIA	20%
CANADA	15%
MOROCCO	10%
SCANDINAVIA: FINLAND	5%
FRANCE	5%

COCOA

Maximum Royalty: £ 8,000,000	
WEST AFRICA: GHANA	20%
WEST AFRICA: IVORY COAST	20%
BRAZIL	20%
WEST AFRICA: NIGERIA	15%
WEST AFRICA: CAMEROON	10%
ANDES: ECUADOR	5%

COFFEE

Maximum Royalty: £ 8,000,000	
BRAZIL	35%
MEXICO	15%
ANDES: COLOMBIA	15%
ETHIOPIA	10%
WEST AFRICA: IVORY COAST	10%
INDONESIA	10%

COPPER

Maximum Royalty: £ 18,000,000	
USA	25%
USSR	20%
ANDES: CHILE	20%
CANADA	15%
EAST AFRICA: ZAMBIA	10%
CENTRAL AFRICA: ZAIRE	5%

GOLD

Maximum Royalty: £ 20,000,000	
SOUTH AFRICA	40%
USSR	30%
CANADA	10%
USA	5%
JAPAN	5%
OCEANIA: AUSTRALIA-FIJI-NEW GUINEA	5%

IRON

Maximum royalty £ 20,000,000	
USSR	30%
OCEANIA: AUSTRALIA	20%
USA	15%
BRAZIL	15%
CHINA	10%
INDIAN SUB-CONTINENT: INDIA	5%

LEAD

Maximum royalty £ 12,000,000	
USA	20%
USSR	20%
CANADA	15%
MEXICO	15%
OCEANIA: AUSTRALIA	10%
ANDES:PERU	10%

NATURAL RUBBER

Maximum royalty £ 8,000,000	
INDOCHINA: MALAYSIA	35%
INDONESIA	25%
INDOCHINA: THAILAND	15%
INDIAN SUB-CONTINENT: INDIA	10%
INDIAN SUB-CONTINENT: SRI LANKA	5%
WEST-AFRICA: NIGERIA	5%

NAVAL CONSTRUCTION

Maximum royalty £ 14,000,000	
JAPAN	40%
SCANDINAVIA: SWEDEN	20%
USA	15%
UNITED KINGDOM	10%
FRANCE	5%
BRAZIL	5%

NICKEL

Maximum royalty £ 16,000,000	
CANADA	25%
USSR	25%
OCEANIA: NEW CALEDONIA	15%
CARIBBEAN: CUBA	10%
SOUTH AFRICA	10%
BALKAN STATES: GREECE	5%

OIL

Maximum royalty £ 24,000,000	
USSR	30%
USA	25%
MIDDLE EAST: SAUDI ARABIA	20%
MIDDLE EAST: IRAN	10%
MIDDLE EAST: IRAQ	5%
VENEZUELA	5%

RAW COTTON

Maximum royalty £ 10,000,000	
USA	25%
USSR	25%
CHINA	20%
INDIAN SUB-CONTINENT: INDIA	15%
INDIAN SUB-CONTINENT: PAKISTAN	5%
BLAKAN STATES: TURKEY	5%

RAW WOOL

Maximum royalty £ 10,000,000	
OCEANIA: AUSTRALIA	35%
USSR	20%
OCEANIA: NEW ZEALAND	15%
ARGENTINA	10%
SOUTH AFRICA	5%
ARGENTINA: URUGUAY	5%

RICE

Maximum royalty £ 14,000,000	
CHINA	35%
INDIAN SUB-CONTINENT: INDIA	20%
INDONESIA	10%
INDOCHINA: BURMA	10%
INDOCHINA: THAILAND	10%
JAPAN	10%

SILVER

Maximum royalty £ 14,000,000	
MEXICO	20%
ANDES: PERU	15%
CANADA	15%
USA	15%
OCEANIA: AUSTRALIA	15%
JAPAN	10%

STEEL

Maximum royalty £ 22,000,000	
USA	25%
USSR	25%
JAPAN	20%
WEST GERMANY	10%
CHINA	5%
SOUTHERN EUROPE: ITALY	5%

SUGAR

Maximum royalty £ 18,000,000	
USSR	20%
BRAZIL	20%
CARIBBEAN: CUBA	15%
INDIAN SUB-CONTINENT: INDIA	15%
CHINA	10%
USA	10%

TEA

Maximum royalty £ 10,000,000	
INDIAN SUB-CONTINENT: INDIA	35%
CHINA	25%
INDIAN SUB-CONTINENT: SRI LANKA	15%
JAPAN	10%
EAST AFRICA: KENYA	5%
USSR	5%

TUNGSTEN

Maximum royalty £ 12,000,000	
CHINA	45%
USA	20%
ANDES: BOLIVIA	10%
SOUTHERN EUROPE: PORTUGAL	10%
SOUTHERN EUROPE: SPAIN	5%
JAPAN: KOREA	5%

URANIUM

Maximum royalty £ 16,000,000	
USA	40%
CANADA	20%
SOUTH AFRICA	15%
FRANCE	10%
CENTRAL AFRICA: GABON	5%
WEST AFRICA: NIGER	5%

WHEAT

Maximum royalty £ 20,000,000	
USSR	30%
USA	15%
CHINA	15%
INDIAN SUB-CONTINENT: INDIA	15%
FRANCE	10%
CANADA	10%