BUSINESS

THE GOLD QUESTGAME INSTRUCTIONS







Welcome to the fascinating world of Business. Start your quest for gold by buying, selling and trading Indian and Overseas companies across the gameboard. First, acquire the companies with the four resource tokens (classified in four distinct types

- Clothing €, Innovation €, People ® and Food €). Now, do business by trading and selling your resource tokens and complete the objective of acquiring the most number of gold coins as per the Target cards.

CONTENTS

1 Gameboard.

4 Player Pawns.

20 Gold* Coins.

20 Company Cards.

80 Resource Tokens. (20 x 4 - Clothing, Innovation,

People & Food.)

20 Target Cards.

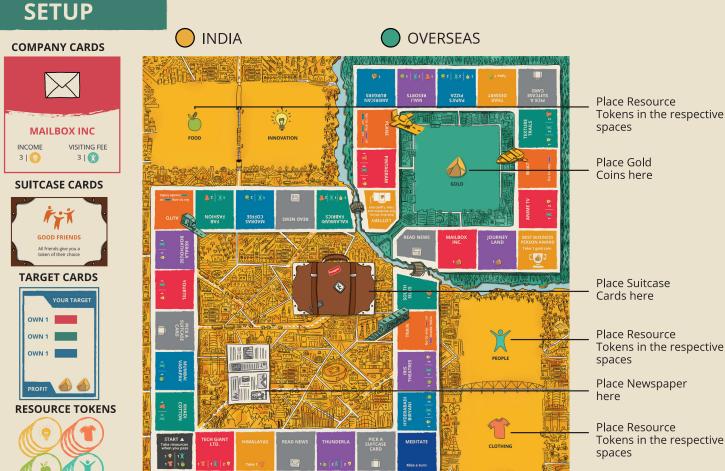
20 Suitcase Cards.

1 Newspaper.

2 Dice.

OBJECTIVE

The player with the most number of gold coins at the end of the game is the winner. The game ends when all the gold coins gets depleted from the gold pile.



- Each player chooses a pawn and all the pawns are placed on the "START" space on the game board.
- Place the following in their respective spaces on the game board.
 - 1. Resource tokens
 - 2. Gold coins
 - 3. Newspaper
 - 4. Suitcase cards
- •Keep the company cards in a deck near the gameboard.
- Shuffle the target cards and deal 5 cards to each player. If there are any remaining cards, keep them aside.
- •At the beginning of the game, each player gets 12 resources tokens (3 of each Food, Clothing, Innovation and People) and 1 gold coin.

WINNING GOLD COINS

TO WIN THE GOLD COINS PLAYERS HAVE TO FULLFILL THEIR TARGET CARDS.

- Each target card will have different targets mentioning the number and type of companies (Indian and/or Overseas), the player has to acquire. A player can complete the target by acquiring the companies mentioned on the card.
- When a player completes the targets on the target card, they can

 pick that many gold coins as mentioned as "REWARD" on the Target card. Once a
 target card is fulfilled it must be discarded and the player can retain the company cards
 with them.

In Fig. 1, The player has to acquire 1 Technology company (red colour), 1 Apparel company (green colour) and 1 Restaurant company (blue colour). Upon acquiring all 3 companies, the player gets a reward of 2 gold coins.



- The youngest player starts the game by rolling both the dice. The player then moves the pawn the no. of spaces as per the roll of the dice.
- If a player lands on any company space, they can buy that company, if it is not owned by any other player. In order to buy a company, a player has to pay the resources or gold coins as mentioned in the company space on the gameboard and acquires that company card. The player also has the option of not wanting to buy the company

In Fig. 2. If a player lands on the "Yourtel" company space, they must pay 1 Innovation token and 1 People token to the respective resource pile.

If the player lands on a company space, already owned by themselves, they only



YOURTEL

Fig. 2

earn the resources as per the "Income" mentioned on the company card. The resources are then taken from the respective resource pile(s).

- If the player lands on a company space, that is owned by a different player, then they pay the "Visiting Fee" as mentioned on the company card to the owner of the company.
- Every time a player passes the "START" space on the game board, the player gets four additional resource tokens (1 of each type) from the respective resource piles.

SELLING & TRADING COMPANIES

• When a player land on a company space that is owned by themselves, they also have the option of selling back the company by returning the card back to the company cards deck and they get back the resource tokens from the respective resource pile mentioned on the company space on the gameboard.





• The players can trade companies between themselves at any point of the game for an agreed no. of resources, any number of times.





EXCHANGING RESOURCES

- If a player requires a particular type of resource token, they can choose to exchange three similar resource tokens of the other type.
- Players can also sell back their gold coins to the gold pile and in exchange can pick up any 5 resource tokens of their choice.
- Players can also exchange five resource tokens of a particular type and get one gold coin.

LOTTERY

• The player who lands on the "Lottery" space on the gameboard should again roll both the dice. If the numbers rolled on both the dice are the same, they can get a gold coin from the gold pile. The player gets upto three chances to roll a doublet in a turn.

SPECIAL PLACES

• READ NEWS:

If a player lands on a "Read News" space, the player opens the newspaper, and performs the action according to the no. rolled on the dice by the player to reach the "Read News" space. For eg. If a player has rolled 3 to land on the "Read News" space, then that player needs to perform according to the No. 3 mentioned in the newspaper.



• SUITCASE:

When a player lands on a "PICK A SUITCASE CARD" space, they pick the top most card from the suitcase cards pile, and perform the action. The card is then discarded from the gameplay.

TRANSPORTATION (AUTO, TRAIN, BOAT, PLANE) :

When you land on a special mode of transport space like "Auto, Train, Plane, and Boat" space, you can move to any of the colour spaces mentioned in that particular transportation space.

Note - When you use a Special mode of transport like Auto, Train, Plane, and Boat, you move in the reverse direction to reach the place, which means you don't cross the START space.









END GAME

When all the gold coins gets depleted from the gold pile, the player with the most gold coins is the winner of the game.

LIST OF COMPANIES

O COMPANIES LOCATED IN INDIA

OCOMPANIES LOCATED OVERSEAS

TECHNOLOGY	TOURISM	RESTAURANTS	APPAREL
• YOURTEL	• KERALA BOATHOUSE	MUMBAI VADAPAV	KHADI COTTON
PINTAGRAM	MALI RESORTS	MADRAS COFFEE	• FAB FASHION
• ANIME TV	JOURNEY LAND	AMERICAN BURGERS	• KALAMKARI FABRICS
MAILBOX INC.	• IRIS THEATRES	PAPPA'S PIZZA	• TEXTURE TRAILS
• TECH GIANT LTD.	• THUNDERLA	• HYDERABADI BIRYANI	SOUTH SILKS

