5. BUY ONE ASSET
You may buy one Asset from the Market.
- Pay the Bank the amount listed on the Asset, and place it face-up in front of you.
- Draw an Asset from the deck and place it face-up in the Market to replace the one you purchased.
- If the Asset drawn is empty, shuffle the discard pile to create a new deck. If there is no discard pile, leave that space in the Market empty and continue playing. The next turn an Asset is discarded, fill the empty space in the Market with it.

ENDING THE GAME
Play continues until the Bank runs out. If one stack of bills runs out, continue playing with the remaining stacks.
NOTE: Players may always trade in small bills for larger ones. Players must also make changes for the Bank when another player needs to collect smaller bills.
An ace-card player collects the last bill from the Bank. The game is over if you would have collected more money after the Bank ran out, the additional amount is ignored. All players count their money, and the player with the most money wins.

CONTENTS: 1 Game Board, 1 Dice Cup, 6 Dice, 47 Cards, 125 Bills, Instructions

© 2000 Milton Bradley Co.
1. **ROLL ALL THE DICE**
   - There are five Number Dice and one Industry Dice.
2. **ALL PLAYERS COLLECT FOR THE INDUSTRY DIE**
   - All players collect money from the Bank for all Assets they own of the industry rolled.
   - Collect the amount indicated on each Asset.
   - If you own two or more Assets of that industry, collect the Industry Bonus shown on the game board.
   - Discard any Stock Assets that you collected money on.
3. **REROLL NUMBER DICE (UP TO 2 TIMES)**
4. **COLLECT FOR THE NUMBER DICE**
5. **BUY ONE ASSET**

If the Biz News symbol is rolled:
- Draw a Biz News card and read it out loud.
- Follow the instructions on the card, then discard it.
- If the Biz News deck is empty, shuffle the discard pile to create a new deck.

**About Biz News**

All money is paid to the Bank. If you must pay more than you have, return all your money to the Bank and ignore the next you own.

**Antitrust Fine**

If there is a fine for the industry, choose one of those industries to pay the fine for.

- **Burrle Rush?**
  - If you roll the Biz News symbol, reroll.

- **Demergery**
  - If you roll the Biz News symbol, reroll. If there is a fee for the Asset, choose one of those Assets to discard.

- **Liquidation**
  - If you roll the Biz News symbol, reroll. If there is a fee, all tied players must discard those Assets.

**Global Recession**

The most a player will pay is 1502, if they own at least one Asset of each industry.

**Example**

- Toby rolled the Entertainment industry symbol.
- Kate has Entertainment Assets worth 452, 4012, and 6602.
- Because she has three Entertainment Assets, she also gets a 402 Industry Bonus.
- Kate collects 452, and then discards the Book Publisher stock.

Note: When collecting money, the rolling player collects first, followed by the players to their left, and so on. This is especially important at the end of the game, when the Bank runs out of money.

**Toby Rolls:**

- 324
- 34
- 65

**Toby Rolls:**

- He rolled a 2 and needs to roll again.

**Toby Rolls:**

- He has 6 for the 3rd roll as he has one of each industry.