

# GONZA INDEX



**HOW  
TO  
PLAY**

# ACKNOWLEDGEMENTS

*TBC*

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# GONZA INDEX

*The Gonza Index is the most valuable stock market in the Solar 175 universe. This vast market trades shares in all the largest space based corporations and is unique in having its home in the most exclusive postal code in Yurushi. Trillions of credits move through the machinations of this system every second making the gatekeepers of this institution some of the richest and most powerful in human history. The volatility of the Gonza Index is legendary and this flux has led to the fortunes of some and the destitution of many. Which will you be?*

## Aim of the Game

The aim of Gonza Index is to have the highest credit total at the end of the game, this can be from a mix of the credits you own and the value of your investments.

## Contents



12 Corporation Cards



14 Broker Cards



5 Reference Cards



12 Value Markers



11 Event Cards



100 Credits



5 Action Dice

# SETUP



1. Shuffle the corporation cards and place the top 7 corporation cards individually face up in a communal area. Each will need a value marker placed onto the white starting space. Place the remaining cards face down in a deck nearby.



2. Each player chooses a color. Give each player a reference card and place the credit tokens of each player's color into a general supply.



3. The event cards need to be shuffled and then 7 are taken into a face down deck for play in this game, the rest being placed back in the box. Also take the event track and 4 event tokens and place these near the event deck.



*Note: For longer games add more event cards and for shorter games take them away. We do not recommend playing with less than 5 cards.*



4. The broker card deck is shuffled and the top 3 cards are laid face up in the communal area (with the remaining broker cards face down in a deck).

*The player who goes first is the one who has most recently put money into a stock (or randomly!). Play will happen in turns moving clockwise from the first player. Once the first player has been decided, all other players take 1 of their credit cubes and put it into their personal supply.*

*Note: All of your credits start in the general supply but as you earn them they move to your personal supply for you to spend either investing in corporations or buying cards from brokers. You may only ever take credits of your own color.*

# SETUP



The Shepherd AI - Art by Adam Beachey

# GAMEPLAY

Roll the 5 communal dice (all are the same except 1 has an 'event action'. This dice is a different colour to the rest). You may re-roll any or all of the dice up to a maximum of two times. Once you are satisfied with the actions rolled and/or you have re-rolled the dice up to two times, you begin performing the actions indicated by the dice. You may perform the actions in any order you wish. You do not have to take the action on a die, it's up to you! If you do not take the corresponding action, it is ignored.

Dice roll actions (see icons below):



1- Stock +1



2- Stock -1



3- Earn 1 credit



4- Place a stock



5- Bid on a  
Broker card



6- Add  
Event Token

Note: The event action is only available on the green event die. The regular purple dice all have an extra 'Earn 1 credit' action instead.

# ACTIONS



## **Earn 1 Credit:**

*Take 1 credit from the general supply and add it to your personal supply.*



## **Place a Stock:**

*Take 1 credit from your personal supply and place it on any corporation. This credit is now worth the equivalent amount as indicated by the value marker on that corporation card. If you do not have any credits in your hand, then you cannot perform this action.*



## **Stock +1:**

*You may move the value marker of a stock up on any corporation up by 1 space.*



## **Stock -1:**

*You may move the value marker of a stock on any corporation down by 1 space.*



## **Bid (on an broker card):**

*A credit can be put onto any of the face up broker cards in order to place a 'bid'. When bids are counted, a broker card auction, (see below under 'event') the player who has the most bids on a card adds it to their hand. You may only place 1 credit as a bid on a broker card per 'bid' symbol rolled.*

# EVENTS



If the add event token icon is rolled, add you must add one of the event tokens to the event track. When the fourth of these tokens is added to the track an event is immediately initiated followed by a broker auction. This must be resolved before the player whose turn it is can complete the rest of their turn.

When an event is activated, the instructions on the current face up event card are activated. This card is then discarded and the top card of the event deck is revealed. If there are no more cards in the event deck to reveal then this is the trigger for the end of the game (see end of game).

In addition to activating the instructions on the event card, when an event action is used the broker card auction is also initiated.

The events will generally affect different types of corporations. There are four different types of corporations in the game: financial, resource-based, service and tech corporations. Events will generally make specific types of corporation(s) move their value markers up or down.

**Example:** the banking crisis event moves the value markers of all financial corporations down by 1 space.





# AUCTIONS

After every event card is activated a broker auction is initiated. When the broker card auction is initiated, the bids on the face up broker cards are counted and the player with the most credits on a card adds that card to their hand. Their bid is paid to the general supply and all other lower bidders receive their money back to their personal supplies. Replace these cards with new ones from the top of the broker deck (if there are any available).

In the case of a tie, the player who activated the current auction (the player whose roll placed the fourth event token on the event track) breaks the tie. If equal bids are on a card and neither player was the one to activate the event, then the card is discarded and all bidding players have their bids returned to their personal supply.

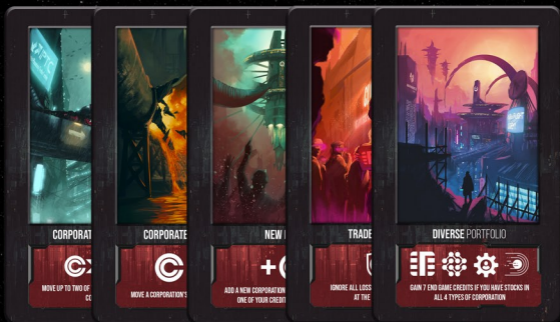
Players can not have more than 4 broker cards in their hand at the end of their turn. If this is the case then they must play or discard cards down to 4 before the next player's turn can commence.



# BROKER CARDS

Broker cards can be played at any point during your turn\*. After a broker card is played, that card moves to a face up broker card discard deck. If there are no more cards in the broker card deck then shuffle the discard deck and place it face down and this now becomes the new broker card deck. The effects of the broker cards are described on the cards themselves with a detailed description at the end of this rulebook.

\*Some broker cards have end game effects and so cannot be played until the end of the game. Others can only be played in specific circumstances, e.g. just as an event is about to start; these exceptions are written on the card themselves.



*Looking for more info on a specific card? Use this QR code*

# ENDGAME

The end of the game is initiated when all event cards have been activated. When this happens the end of the current player's turn is completed and the final credit scores are calculated. Players can gain credits from the following:

1. Each credit in your personal supply is worth 1 credit.
2. Each of your credits placed on a corporation is worth credits equal to the current value marker location of the corporation it is based on.
3. Any broker cards which give you end game credits are also counted.

Once all of the credits have been counted the player with the highest amount is declared the winner! In the case of a tie the tied players take one more turn each to decide the winner. If there is still a tie then all tied players share the victory.

*Example: Caro has 1 credit in her personal supply and 3 credits on the Hensler corporation card, the value marker for this corporation is at 3. This means Caro has a total value of 10 credits at the end of the game. This is an extremely low score and Caro should be very disappointed in herself.*



# SOLO PLAY

*The Minister AI resource allocation programme is designed to invest in the Gonza Index with perfect efficiency. It always makes the best strategic decisions based on the current data input. Minister AI has been proven to outperform 99.99% of human traders... but that's not 100%, can you be the outlier?*

Gonza Index can be played solo against one or multiple AI opponents. AI opponents can even be added to multiplayer games.

## Setup

There are no changes to the setup for games with AI players.

## Gameplay

When taking the turn of the AI opponent, roll the action dice then follow the instructions below for each of the icons rolled. If you want to make the game more challenging, then you can increase the number of die rolls the AI player takes each turn. We recommend starting with all 5 dice being rolled once then adding in more rolls of the yellow dice should you find the opponent too easy. This way the opponent will perform more actions each turn.

## ACTIONS



*The AI player will bid for any card with the AI symbol on it. If there are more than one the AI player will always bid for the card that currently has the least bids from other players. If there is still a tie then the AI player will bid for the card which came out from the deck most recently.*



*The AI player collects a credit as normal (if they have any left to collect)*



*The AI player will increase the stock of the corporation which they have the most stock in. If there is a tie for this then they will go for the one that has the least amount of opponents stock in it. If there is still a tie then they will increase all tied stocks.*



*The AI player will decrease the stock of the corporation which they have the least stock in. If there is a tie for this then they will go for the one that has the most amount of opponents' stock in it. If there is still a tie then they will increase all tied stocks.*



*If an event is rolled then an event token is added to the event track as normal and the dice is re-rolled. If the last event token is added then events are triggered as normal.*



*The AI player will always invest in the corporation which has the highest current valuation. If there is a tie then they will invest in the corporation which has the most opposing players' stocks invested in it. If there is still a tie then you may choose which of the tied corporations the AI player invests in. If playing with multiple humans then take it in turns to have this power starting with the player who went last in the first round of turns.*

*That's everything you need to know to incorporate AI opponents into games of Gonza Index!*

