

GROSS STORIES

MANUAL BOOK

SET IT UP!

Player: Up to 6 players

Duration: 1 hour



Choose someone to be The Co-Op.

The Co-Op is in charge of:

- The Co-Op's money
- Shopping Basket
- Shopping Cart
- Property cards
- Auctions

The Co-op can play too, but must keep their money separate from the Co-Op Money Pool.



Each business owner gets:

- 1G x 5
- 5G x 1
- 10G x 2
- 20G x 1
- 50G x 1
- 100G x 4
- 500G x 2
- Value Coins x 5

(Total = 1500G and 5 value coins)

Keep the rest of the money and value coins in the box as the Co-Op Pool.



Put the dice by the game board.

PLAY!

How To Win

Set the timer to 1 hour

When the timer ends, the Co-Op can select one of the three 'Decider Cards'. Depending on the 'Decider Card' you will discover who the winner is. There will be 3 different scenarios.

1. Move around the board buying as many properties as you can. The more you own, the more you'll be able to collect from other business owners. But at the end who will win is who has **the most money**.
2. Move around the board buying as many properties as you can. The more you own, the more you'll be able to collect from other business owners. But at the end who will win is who has **the most value coins**.
3. Move around the board buying as many properties as you can. The more you own, the more you'll be able to collect from other business owners. But at the end every business owners discusses who will be the winner. **Is the winner the one who collects the most money, who collects the most value coins or the one who has the better balance between money and value coins? It's your call.**

Discuss : 5 minutes

Vote : 2 Votes for the Co-Op | 1 Vote per person

Who Goes First?

Each business owner rolls both dice. The highest number starts. The player sequence is clockwise starting from the first player.

3

Shuffle the Mystery Shopping Bag cards, and place them facedown here.



4

Each business owner chooses a token and places it on GO.

On Your Turn

1. Roll both the dice
2. Move your token clockwise for that equal number of blocks shown on the dice
3. For each space carry out the instruction as mentioned on it
4. After your turn pass the dice to your left

Start Playing!

That's all you need to know, so get going. Refer to the rule book in case of any confusion.

THE BOARD SPACES

PROPERTIES

The properties are represented by different colour sets. These properties are Farms, Factories, Warehouses and Stores. Farms are represented by colour Yellow, Factories are represented by colour Purple, Warehouses are represented by colour Green and Stores are represented by colour Pink.

You have to own at least one property in each category in order to expand your business and be able to have control over the food supply chain. If the property is unoccupied, you can either buy or ignore.

Unowned Properties

If the property is unowned, you can either buy or ignore it.

Collect color sets/categories

After you have bought one property of each color set:

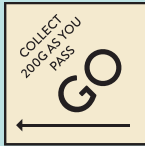
You can double the rent of each property

You may acquire a Shopping Basket and Shopping Cart and collect even more money! See SHOPPING TOKEN for more information.

Owned Properties

When you land on someone else's property, the owner must ask you for the fine. If they do, you must pay the fine on the Property card. If they don't ask you before the next business owner rolls the dice, that means that you were able to enter the property without being seen and you don't have to pay any fine.

ACTION SPACES



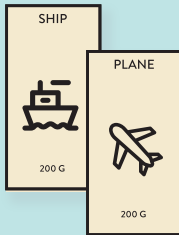
GO

When you pass or land on the GO space, collect 200G from the Co-Op.



Mystery Shopping Bag

Take the top card from the deck, and immediately do what it says. Return it to the bottom of the deck when done.



Transportation

There are four Transportation spaces: Truck, Train, Plane, and Ship. When you land on one, travel ahead to the next Transportation space. However, you have to pay 200G to the Co-Op for creating a carbon footprint more than necessary.



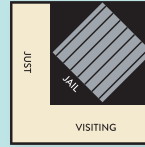
Taxes and Unexpected Events

Pay the Co-Op the amount shown on the space.



Mental health is important, TAKE A BREAK!

Relax! Nothing Happens. Take a break! You've worked hard creating good business.



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.



Go to Jail / Just Visiting

Move your token to the Jail space immediately! You cannot take 200G for passing GO. Your turn is then over - however you can still run your business and collect fines.

How do I get out of Jail?

You have 3 options:

- Bribe the judge and pay 500G to get out right away (If you decide to do this, you will lose half of the value coins you have at that time, you can always decide not to accept it)
- Keep rolling the dice while doing social work at the Jail, You can only roll the dice for 3 turn. You can get out if you get the same number on both dices. if you don't get out in those turns, you will have to pay 50G to hire a lawyer that will get you out of prison for the next turn
- Use a get out of Jail if you have it.

Value coins

Value coins represent the good ethical practices that a business has in order to create a better society and a more balanced ecosystem across all the supply chain. According to your actions or the luck you get from the card you will improve or lose the value coins, but they can make you win or lose the game.

SHOPPING TOKENS



Shopping basket

As soon as you buy one property from each stage, you can start buying shopping baskets (you don't have to wait for your turn)

Pay the Co-Op the cost on the Property card and place a shopping basket on the property.

Since it's a system you need to expand your business evenly for the first shopping basket. That means you have to buy a shopping basket for each property you own at the same time in the first time, for the second round you don't need to follow the same process for all your properties and you can start buying shopping baskets or cart independently, according to the strategy.

You can't build on a property if the property has credit.



Shopping cart

Your business is expanding. If you have 3 shopping carts in each category you own, you can now buy a shopping cart.

Pay the Co-Op the cost on the Property card and place a shopping cart set on the property.

You can't build on a property if the property has credit.

Not enough shopping tokens?

If multiple business owners want to buy them then, whoever has the most value coins has the priority to buy the shopping tokens.

No shopping tokens left ?

You can't buy until someone sells their tokens.

DEAL & TRADES

You can only sell your properties and shopping tokens to other business owners if you have approval from the government. You will gain this approval if you have at least 3 value coins.

HELP! I CAN'T PAY!



Try To Raise Money

If you owe money and can't pay, try to raise money by crediting properties.

Crediting Properties

To credit a property, you must credit all shopping tokens on all categories.

To credit, turn the Property card to be facing down, and collect the credit value on the back.

To repay the debt, pay the cost owed; then, turn the card faceup.

Fines cannot be collected on properties that are credited.



If You're Still In Debt For 3 Rounds, Your Business Is Shut Down.

Do you own another business owner?

Give them all your credited properties and privilege cards.

The new owner must immediately:

- **Repay** the credit (uncredited cost).
- or **Keep** the credit (pay 10% of the credit value now).

Do you own the Co-Op?

- Return all your properties to the Co-Op.
- Any credit is canceled.
- All your properties must immediately be put up for sale.
- Return any privilege cards to the bottom of the Mystery Shopping Bag deck.

The remaining business owners keep playing until time is up.

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