

TECH-BUBBLE

TECH-BUBBLE is a game for 3-6 players that simulates (in a rather back-handed way) the surge in the value of technology stocks during the turn of the 21st Century (a period otherwise known as the "Dot-com Bubble"). Players represent market participants and during each round, they make the decision to let their investments ride out the surge and grow, or pull out before the technology bubble bursts. One full game of **TECH-BUBBLE** takes less than an hour to finish.

COMPONENTS

In addition to this rules sheet, the game includes these components:

- Draw Cards (49)
- Sector Special Ability Cards (6)
- 1 Counter Sheet of Markers
- Game Board

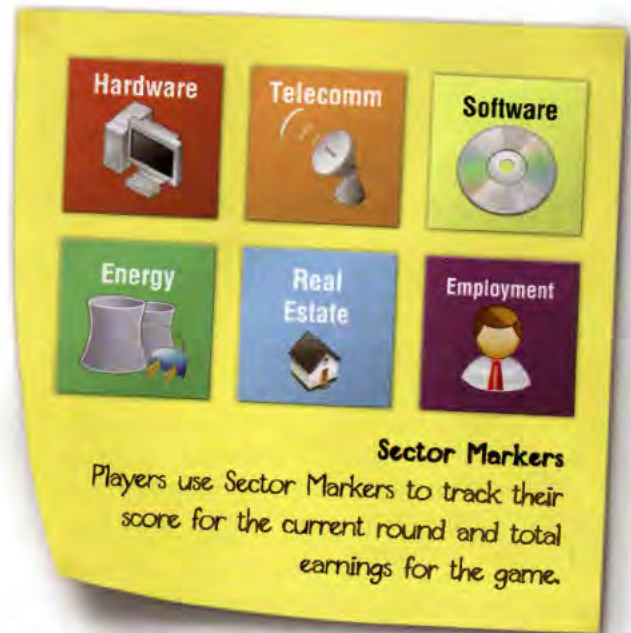
GAME CONCEPTS

Each player represents one industry that makes up part of the technology bubble. These industries are referred to as "Sectors" (such as the "Software Sector"). At the start of the game each player receives one of the six Sector Special Abilities cards to use through out the game. These can be dealt randomly or players may select their favorite.



The game is played in a series of rounds. A round ends when all players leave the "market" or when the Tech•Bubble bursts. The total number of rounds played before a game ends is determined by the players before starting the game. We recommend the total number of rounds played equal the number of players (example: 4 players would play 4 rounds)

but players may choose any length. In each round cards are drawn until the round ends.



Players track their score for a round on the Current Round Investments wheel on the game board. The score for each player at the end of a round is added to their total score on the Total Earning track. Investments during this time were in millions and billions of dollars. For game play, player's investments are represented by numbers that are easy to track and score. High total score at the end of the game is the winner.

PREPARE FOR PLAY

The game board is placed within easy reach of all players and each player places one of their sector markers on the "0" space on the Current Round Investments wheel. Players use their sector markers to track the level of their Investments during each round of play. Finally, place a marker for each player in an opaque container and draw one at random. The player to whom the drawn marker belongs makes the first draw during the first round and is the "dealer" for the round.

SEQUENCE OF PLAY

At the beginning of each round the dealer thoroughly shuffles together the deck of 49 Draw cards and places them face down in the center of the play area. The dealer draws the first card in a round and players alternate drawing cards clockwise while still in the round.

At the beginning of each card draw, all players secretly opt to stay in or get out from the market by respectively revealing their "Stay In" or "Get Out" decision marker from a closed hand. All players make this revelation simultaneously. Players choosing to get out add their Current Round Investments amount to their total on the Total Earnings track and the player is considered "out" for the remainder of the round (exception: Hold Cards may still be played if noted on the card). Players staying in continue in the round and apply the results of the next card drawn in the round.

The player drawing a card secretly examines it. Depending on the type of card, he or she does the following:

Gain: The card is placed face-up in the discard pile. Each player staying in the market increases their Investments on the Current Round Investments wheel by the amount shown on the card.

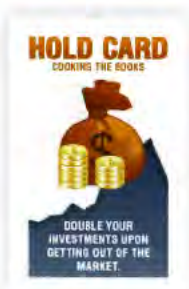
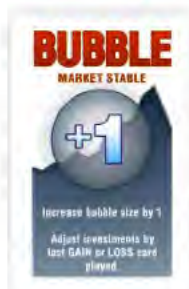
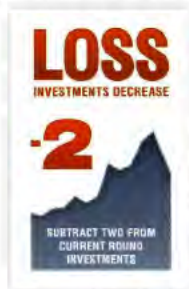
Loss: The card is placed face-up in the discard pile. Each player staying in the market reduces their Investments on the Current Round Investments wheel by the amount shown on the card.

Bubble: The Bubble card is placed face-up in the discard pile. Move the Bubble marker on the game board Bubble track up or down accordingly. Each player staying in the market increases or decreases their Investments on the Current Round Investments wheel by the multiplier or amount shown on the Bubble card (x1, x2, 3 loss, etc.). The Bubble track can not fall below zero.

Hold Card: If the player drawing does not currently possess a Hold Card, the player places it face-down in front of him

or her for later use, per the description provided on the Hold Card. If the player already possesses a Hold Card, he or she must pass one of them, face-down, to another player that does not have a Hold Card. If every player possesses a Hold Card, the card must be discarded. Each Hold Card indicates when it can be played. Hold Cards must be played as soon as possible and cannot be played retroactively (example: A card affecting a player's earnings upon getting out of the market must be played as soon as that player opts to get out. Once another player shows their choice, the previous player's earnings will be safe). If multiple Hold Cards are played simultaneously (or the timing of a played card is in doubt), the current dealer determines the order in which they take effect

High Stakes Card: The card is placed face up in the discard pile. Each player staying in the market has a choice of playing or not playing for high stakes results. This is done by secretly revealing from a closed hand their choice. If not playing show a blank sector marker. If playing, show a high stakes marker of their guess of the next card played. If the next card drawn is another High Stakes Card, all players participating in the play automatically earn the gain.



After the results of the each card draw have been resolved, players decide if they will stay in or get out of the market. Those staying in the market draw another card and resolve the result. This process continues until the Round ends.

ENDING THE ROUND

A Round can end in one of two ways: either all players leave the market or the Tech•Bubble bursts. The latter occurs as soon as the Bubble marker equals or exceeds five (5). At the instant that a drawn Bubble card pushes the total Bubble value over this limit, all Investments of players still in the market are lost and zero (0) is earned for those players for that round. Also if the draw deck is played through, the round ends.



Immediately upon ending the round, the dealer is the next player to the right of the dealer that started the previous round. Each player sets the Current Round Investments track with 0 each and the Draw deck is reshuffled with all cards.

SPECIAL ABILITIES

Each of the six Sectors in the game has its own Special Ability Card. These abilities are "played" as if they were Hold Cards. Once a player activates the ability, it cannot be reused until the next round. A player should leave their Special Ability card face up and then flip it over when it has been used.

DEALING WITH FRACTIONS

In any situation where required to make an adjustment to Investments that results in a fractional value, round down (thus ignoring the fractions).

NEGATIVE INVESTMENT

No player's Investments or Total Earning can fall below zero. If a player's Current Round Investments drop below zero, the balance below zero is ignored and they can keep playing in the round if they have remained in the market.

WINNING THE GAME

The player with the highest total score on the Total Earnings track at the end of the last round played for a game is the winner.

OPTIONAL RULES

1) When playing with only three players, players may want to use two Sectors each. These sectors are considered to be in collusion with one another and may therefore share Hold Cards (but may still only hold one each). When playing in this manner, each player draws a card with one of their Sectors before a player can draw with their other one, unless only one player stays in with both of his or her Sectors.

2) Rather than play a specific number of rounds, players may optionally play until one reaches a specified score on the Total Earning track (example: 150 points). This goal must be determined before play begins.

EXAMPLE OF PLAY

For the purpose of this example, we'll assume that several turns of the current round have gone by. The Bubble track is at 4.

At the start of the turn, all players make the decision if they'll stay in or get out of the round by revealing their Stay In or Get Out decision marker from a closed hand. The Hardware player opts to get out, at which point the Employment player plays the "Monopolistic Activities" Hold Card and steals half of Hardware's investments for the round. Hardware adds the remainder of his Current Round Investments to his Total Earnings and drops out of the round. Telecomm also opts to get out of the round but with no Hold cards played against him is able to add his Current Round Investments score to his Total Earnings. Energy opts to stay in the round, as do Real Estate, Software and Employment. Only four Sectors remain active during the current round. Software draws the top card from the Draw pile and examines it. It's a "Gain +3" card so it is placed atop the discard pile. The four active Sectors increase their Current Round Investments by 3.

Play now passes to the Energy player (as both Hardware and Telecomm have dropped out). The remaining four players set their stay in or get out options for the round. Energy stays, as does Real Estate. Employment and Software get out of the round. Since Energy has dropped out, Employment draws the top card from the Draw pile and examines it. It is the "Ear of the S.E.C." Hold Card. Employment does not have a Hold Card and so places it face down in front of him.

Play now passes back to Software and both Software and Employment decide to stay in the round. Software draws the top card from the Draw pile and examines it. It is a Bubble 2 increase card, thus immediately ending the round. Both Software and Employment lose all of their investments scored for the round thus scoring zero and having nothing to add to their Total Earning track score.

All the cards, including unplayed Hold Cards, are reshuffled into the Draw deck by the new dealer for the next round. Each player places his marker on the 0 space on the Current Round Investments wheel and the new round begins!





Current Round Investments Wheel
 Players track their score for the current round with their sector markers.
 For Example: The wheel is showing a score of 42 for the Energy Sector player.

Bubble Track
 Here the Bubble is on Two.
 This tracks the progress of the bubble in the round based on the play of bubble cards.

Total Earning Track
 Players track their total score for the game with their sector markers. At the end of each round, add the current round investments score to this total.
 For Example: The track is showing a score of 125 for the Telecomm Sector player.

CREDITS

Design by: Mike Nagel

Development: Mike Wylie and Grant Wylie

Playtesting: Chris Valk, Phil Carroll, Jim Heenehan, Ray Palmer, John Heder, Reed Ethington, Bruce LeCompte, Chris Smith, Jackie Smith, Elaine Valk, Jessica Williams, Jenna Williams, Rick Williams Jr., Kevin Wylie, Dylan Wylie

Layout and Design: Sean Cooke

Visit our website for more information on this title and all Worthington Games at: www.worthingtongames.com

© 2009 Worthington Games

Made in the U.S.A.