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## Directions for playing DECISION

### Introduction

DECISION is something new and different in games. The rules are basically simple to learn, yet there is constant opportunity to make choices and evolve strategies.

There are no dice, no spinners, no paths to follow.

All players remain actively in the game until the very end.

With players who are familiar with the rules, a game runs from an hour to an hour and a half in length.

### Number of players

3, 4, 5, or 6 may play.

See "A"

### Equipment

Folding Game Board

108 Company Tiles

60 Yellow Stock Cards (~~1 Block~~)

140-70 White Stock Cards (~~2 Blocks~~)

7 "Industrial Complex" Markers

6 Wooden Racks

1 Price and Block List 2 Information

1 Pack Money Set of Play Money Cards

"Combine"

### The Set-Up

1. Choose one player to act as banker and handle the money and stocks.

2. The banker distributes \$6,000 to each player as follows:  
4- \$1000, 3- \$500, 5- \$100.

3. The hundred and eight company tiles are placed face downward and shuffled. Each player draws one tile and the player with the letter nearest the head of the alphabet plays first. In case of the same letter the lower number governs. (For example: tile "B5" would beat "D2" or "B9".) The tiles are then returned and reshuffled.

4. The tiles are placed, still face down, in convenient piles next to the board in the center of the table. Each player draws 6 tiles and places them on his rack.

5. The banker shuffles the yellow stock cards and deals them out one at a time to all the players. (As there are 60 they will divide evenly.)

6. Each player sorts his stock cards into separate piles by name (~~Consolidated Industries, Super Industries, etc.~~). These piles must be left face up on the table in front of the player, but should be piled as neatly as possible so that the exact number in a pile is not apparent to the opponents.

7. The red information card giving the Price of Stock, the Majority Holders' Bonuses, and the Number of Blocks is placed in a convenient place on the table.

See "B"

all  
Capitals

The Play (An Illustration)

Since DECISION is different in concept, the easiest way to learn it is to watch a game in progress. The following example of the beginning of a four-handed game serves to illustrate the mechanics of play. In order to follow the example just open the board and place any tile face down on each space as it is called (not taking the trouble to find the matching tile).

1. Let's call the players Alice, Bob, Carol and Dave. Alice, by virtue of the draw, plays first. From the six tiles in her rack she chooses "B3" and places it face up in the proper space. She now takes another tile from any table pile bringing her rack to six tiles again and completing her turn.
2. Bob, to Alice's left, plays next. He plays "C5" and replenishes his rack.
3. Carol, to Bob's left, plays third, choosing "E5", and then taking another tile.
4. Dave then plays "B2" and draws another tile. Dave, however, by causing two companies to touch has created an "Industrial Complex". He now has the right to name it. He chooses SUPER INDUSTRIES having been dealt, let us say, four blocks of SUPER INDUSTRIES stock at the start of the game, and places the marker of that name on spaces "B2" and "B3".

a "Combine"

He also buys one block of <sup>"Combine"</sup> SUPER INDUSTRIES stock. Since there are two companies in the "Complex" the price is found to be \$200. He pays \$200 to the bank, receives a stock certificate for 2 blocks (since no 1 block certificates are available at this time), and returns a 1 block certificate as change.

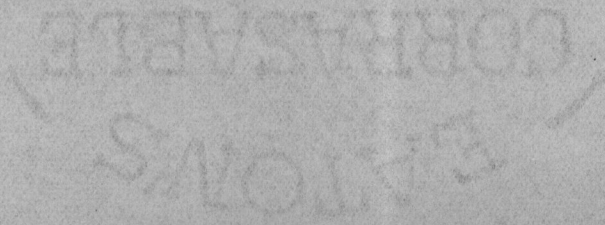
(on the red information card)

and

5. Alice plays "F4", takes another tile, and buys a block of SUPER INDUSTRIES stock for \$200. (Tiles which have adjoining corners such as "F4" and "E5" are not considered touching.)
6. Bob plays "D5" and replaces the tile. He has formed another "Complex", this one of three companies. He chooses to call it AMERICAN INDUSTRIES and places that marker on any two adjoining companies of the "Complex". "Combine"

"Combine"

7. Bob may now buy either SUPER INDUSTRIES or AMERICAN INDUSTRIES stock. He chooses SUPER and pays \$200 for 1 block.
7. Carol now plays "C3" increasing SUPER INDUSTRIES to three companies. After taking another tile she buys a block of AMERICAN INDUSTRIES stock for \$300.
8. Dave plays "F5" increasing AMERICAN INDUSTRIES to five companies and, after replacing a tile, buys a block of stock in it for \$500.



"Combine"

"Combines"

9. Alice now plays "C4" which touches both "Complexes". When this happens the larger "Complex" takes over the smaller. In this case AMERICAN INDUSTRIES takes over SUPER INDUSTRIES and the latter's marker is removed from the board. Each player now announces how many blocks of SUPER INDUSTRIES he owns. The player with the largest number receives from the bank a "Majority Holder's Bonus" of \$3000 (for three companies in the "Complex"), and the player with the second largest number receives \$1500.

"Combine"

After each player has decided what to do with their SUPER INDUSTRIES stock, as explained later, Alice finishes her turn by replacing a tile and buying a block of the only available stock, AMERICAN INDUSTRIES, for \$700 (9 companies).

The Play -- Rules

1. Play rotates to the left.

2. A play consists of:

A. Playing a company tile to its proper place on the board and replacing it from the top of any table pile.

"Combine"

B. (Sometimes) forming an "Industrial Complex" and naming it.

C. (Sometimes) causing a "Complex" to be taken over by another followed by the awarding of the "Majority Holder's Bonus" and the disposition of the stock in the defunct "Complex".

"Combine" first and second

"Combine"

D. (Usually) buying 1 block, and only 1, in any available "Industrial Complex".

"Combine"

Combines

Industrial Complexes

1. Two or more touching (not diagonally) company tiles constitute an "Industrial Complex".

"Combine"

2. The player forming a "Complex" names it by placing any unused marker on two adjoining companies of the "Complex".

"Combine"

"Combines"

"Combine"

3. A maximum of 7 "Complexes" may be on the board at one time. A player may not play a tile which would create an eighth "Complex".

"Combine"

Taking Over of Industrial Complexes

Combines

1. When a company tile is played that joins two (or more) "Industrial Complexes" the one with the greater number of companies takes over the other and the marker of the defunct Complex is removed from the board.

"Combines"

"Combine"

2. In case of a tie in the number of companies, the player making the play can choose which "Complex" will do the taking over.

"Combine"

"Combine"

3. When a "Complex" is taken over, each player must announce the number of blocks of stock he owns in that "Complex" and the player with the largest number is paid a "Majority Holder's Bonus" from the bank. The amount of the bonus depends upon the number of companies in the defunct "Complex".

"Combine"

"Combine"

players with the largest and second largest

combined first and second bonuses.

bonuses do

- 4. If two or more players tie for the largest number of blocks, they split the bonus. If the bonus ~~does not~~ divide evenly the preference goes to the player who made the play, and then around to his left. *into \$100 amounts the players all receive the next greater amount.*

Disposal of Stock in a Defunct ~~Complex~~ *Combine*

"Combine"

- 1. After an "Industrial Complex" is taken over the players dispose of their stock holdings in the defunct "Complex" in the following manner:
  - A. Sell it to the bank for the price determined by the number of companies in the defunct "Complex". *"Combine"*
  - B. Trade it to the bank for stock in the "Complex" doing the taking over on the basis of two blocks of the defunct stock for one block of the taking over stock. *"Combine"*
  - C. Hold on to the defunct stock in the expectation of starting another "Complex" with that name. *"Combine"*

- 2. A player does not have to dispose of all his stock in the same manner but may decide to sell some, trade some, and keep some or any combination he chooses.
- 3. The player making the play must decide on the disposition of his stock first, and then in turn to the left. A player may not change his decision upon hearing the decision of subsequent players.
- 4. If the amount of stock held by the bank in the "Complex" doing the taking over is limited, the earlier players may take as many blocks as they are entitled to until the amount is exhausted. *"Combine"*

Safe Complexes *Combines*

"Combine" 11

"Combine"

- 1. Once an "Industrial Complex" contains 16 or more company tiles it is "Safe" and can no longer be taken over by another larger "Complex".
- 2. A player may not play a tile which would join two "Safe Complexes". *Combines*

Blocked Racks

"Combine"

Combines

If all six tiles on a player's rack may not be played, either because they will form an eighth "Complex" or because they will join two "Safe Complexes", the player does not play a tile in that turn and does not draw a new tile. He may, however, buy a block of stock. (See also "Ending the Game".)

Running Out of Money

- 1. A player who runs out of money cannot buy a stock but otherwise takes his turn in the usual manner.
- 2. A player cannot raise money by selling his stock except during the disposal period after a "Complex" has been taken over. *"Combine"*

Ending the Game

1. The game is ended when either:

A. All "Complexes" on the board are "Safe" (contain 16 or more company tiles).

B. One "Complex" has grown to contain 41 or more company tiles.

C. A player cannot play a tile because all of his tiles would join two "Safe Combines".

2. The player placing the tile that completes either A or B is allowed to finish his turn including purchase of a block of stock if he wishes.

3. Then, starting with the smallest "Complex" remaining on the board, the winner of the "Majority Holder's Bonus" is determined for each.

4. Finally each player sell back ~~at~~ their stock at the prevailing prices. Stock in a "Complex" that is not on the board is worthless.

5. The player who ends with the most money is the winner.

Miscellaneous

1. Trading or selling of stock between players is not permitted. All transactions are made with the bank.

2. A player may at any time ask the banker how much stock is remaining in any particular "Complex" — "Combine".

3. ~~If it is discovered that a previously played tile has been placed in the wrong space it remains where played and~~

3. A player who notices that the game should be ended by "A" or "B" above does not have to announce the fact unless it is to his advantage to do so.

Special Rules for Two Players

All rules of the game apply with the following exceptions:

1.- The 60 yellow cards are dealt into 3 equal piles. Each player takes one pile and the third is not used in the game.

2.- On each turn a player may buy 2 blocks of stock but they must be in 2 different "Combines".

3.- (See sheet c)