

WongaMania™

BANANA ECONOMY

1 Economic Cycle Board • 58 Asset Cards • 13 Professional Cards
14 Incident Cards • 21 Global Cards • 15 Trust Fund Cards • 5 Insurance Cards
5 Bank Cards • 1 Score Card • 1 Productivity Die • 1 Economic Token



SETTING UP THE GAME

ECONOMIC CYCLE BOARD

The game board has two parts:

- **Income track** (outer rim) – Indicates your profit or loss from your Assets. This is where the Economic Token will be placed.
- **Price zone** (inner rim) – Represents the prices for buying and selling of Stock & Property

There are two difficulty levels for the board. The side with a single digit on the Income track is the **Basic Board** while the side with multiple digits on the Income track is the **Advance Board**.

PRODUCTIVITY DIE

Before the start of a new round, the Productivity Die will be rolled by the **Chairperson**. The Chairperson is the first player. Move the economic token clockwise based on the number indicated on the Die.

BREAKING NEWS

Open 4 cards from Market. Players can trade an Opportunity card from here instead of from Market Deck. Replace with a new card from Market Deck immediately.

BANK / SYMBOL GUIDE

The Bank card holds your in game money called Wonga.

- **Bank** – Shows a list of actions which you can take during your turn. You are also to place your freshly drawn card, face down, under the Bank card. Any cards placed under the bank card is considered as your money called Wonga.
- **Starting Cash** – Players start with 3 Wonga.

OPPORTUNITY

Opportunity cards are playable cards to be drawn into the hand. Players start with 4 cards. There is no limit to the number of cards you can hold.

- 1 Playing cost of the card
- 2 Symbol that gives the card additional effect
- 3 Description of card effect



MARKET CARDS

The deck where you draw fresh cards from. Players are to reshuffle the discarded cards back into Market when Market runs out of cards.

ECONOMIC TOKEN

The token indicates the current income and price of assets for the round. The last player decides the position at the start of the game.



TRUST FUND

Place Trust Fund cards in the middle. Players can spend 8 Wonga to buy a Trust Fund. First player to accumulate 3 Trust Fund will initiate the end of the game.

INSURANCE

Place Insurance cards in the middle. Insurance can be purchased for 1 Wonga each and is used to cancel the effect on cards with a specific symbol. Insurance will only last for two rounds and has to be discarded at the end of two rounds or once it has been used.

PLAYER'S AREA



PURCHASED ASSET

Place any Assets you have bought face up in front of you.

- 1 The name of the card
- 2 The Asset Type: Property, Stock or Bond
- 3 Buying and Selling Price of the Asset
- 4 Income earned from Asset each turn
- 5 Special effect unique to the Asset-Tactical card



When a card indicates an Asset class, it affects all the cards with that symbol. For example, the 'Bond' on the Banker card affects all the cards with a Bond symbol: Bond, Junk Bond, and Convertible Bond cards.

Property: Stock: Bond:

PREPARING THE GAME

1. Prepare the Market

Place the Economic Board, Trust Fund cards, Insurance cards and Market cards in the middle. Open 4 Market cards and place them beside the Economic Board. These are the Breaking News cards. Select the first player (whoever recently ate a banana) and that player will be known as the Chairperson.

2. Prepare the Players Area

Each player collects a Bank card, draws 3 Market cards and place them face down under your Bank card. Cards placed under the Bank card are considered as your money called Wonga (W). Each player then draws 4 Market cards and place them into your hand. These cards are called Opportunity (O) and can be activated during the game using money.

3. Prepare to Start!

All players may choose to replace up to 4 O cards before they start. The last player shall then place the Economic Token at a position of his or her choice. The Chairperson throws the Productivity Die (D) and move the Economic Token clockwise based on the number on the Die and the game officially starts!

OPPS!

Cards with the Opps! symbol (🍌) can be played at any time even when it is not your turn. When activating the card, shout "OPPS!" and play the card. Should there be 2 Opps! cards played at the same time, the card which is played later will take effect and override the effect of the first card.

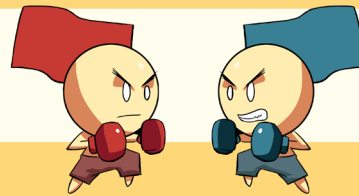
Fun Fact: Accidents tend to occur around bananas in the Banana Republic...

WINNING THE GAME

The player with the highest points will win the game.

When a player accumulates 3 Trust Funds, the game ends after the current round is completed. The round ends after the last player finishes his or her turn. At the end of the game, players will tabulate their scores based on the Score Card. If there is a tie, the player who has the later turn wins!

Unused Opportunity cards are not worth any victory points.



THE GAME TURN

Players are to perform 2 phases during their turns.

PHASE 1: PAYDAY

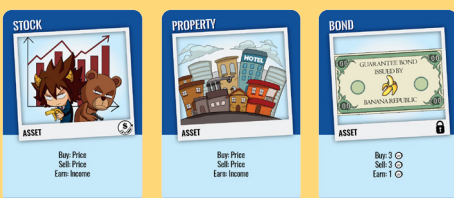
Players get to collect their salary and any returns that they have made from their Assets.

1 Earn 2 W as salary from Market and place them under your Bank card.

2 Earn or lose W based on the Income track from any Assets in play.

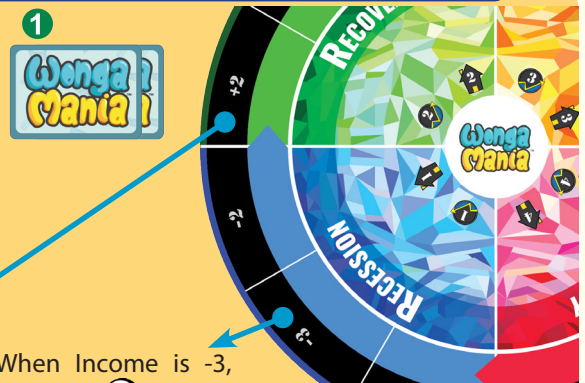
The grid on the Income track which the Economic Token is on will indicate the amount of W earned or lost for each Asset the player owns. (Important Note: The numbers on the Income track will only affect Stock (\$) and Property (🏠) and will not affect Bond (🔒) unless stated otherwise. Bond will usually give a fixed Income of 1 W regardless of the state of the economy.)

For example, you own a Stock, a Property and a Bond:



2a When Income is +2, you **gain** 7 W in total:
+2 W from Stock
+2 W from Property
+1 W from Bond
+2 W as salary

2b When Income is -3, you **lose** 3 W in total:
-3 W from Stock
-3 W from Property
+1 W from Bond
+2 W as salary




Important Note:

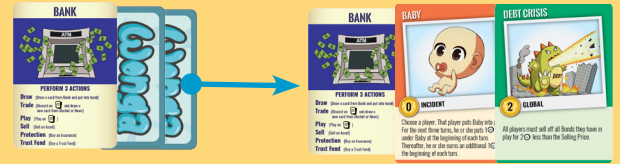
- The Income is the **same** for both Stock and Property for the **Basic Board**.
- The Income is **different** for Stock and Property for the **Advance Board** and you need to refer to (\$) for Stock returns and 🏠 for Property returns.

PHASE 2: TAKE ACTION Players get to perform up to 3 actions, out of the 6 options as listed below:


Players can choose not to take any action. Players can take the same action up to 3 times (e.g. Selling 3 Assets).

1. Draw - Draw a card from the Bank


Players can replenish their  by drawing a card randomly from your Bank and place it in your hand.



2. Trade - Exchange an Opportunity card


Players can discard an unfavorable , in order to draw a random card from the Market or an open card from Breaking News. Replenish the card from Breaking News from the Market immediately.

3. Play - Play an Opportunity card


Players can play one of the Asset, Professional, Incident or Global cards and pay the activation cost. The value of a Stock and Property will vary based on where the Economic Token is. For example, if the Economic Token is in the Recovery phase, Stock will cost 2  to buy. After Purchasing, place the Asset in front of you, face up.





4. Sell - Sell an Asset

Players can sell a Bond, Stock or Property as an action. The value of the Asset will be based on the value indicated on the Price Zone where the Economic Token is. Each Asset sold is considered as a separate action. For example, if the Economic Token is in the Stagnant phase, Stock can be sold for 4 . Discard the Asset once it is sold.


5. Protection - Buy an Insurance




Players can buy Insurance to protect themselves against insurable events. There can only be 1 Insurance in play by each player at any time. Insurance will last for 2 rounds and is to be discarded after two rounds or once it has been used. You must use your Insurance to block against an insurable  event. You cannot choose not to activate the Insurance.

6. Trust Fund - Buy a Trust Fund

Players can purchase a Trust Fund for 8 . Trust Fund cannot be converted back into  once purchased. It will not be affected by Bankruptcy!

BANKRUPTCY

If a player does not have enough  in the Bank to pay back any outstanding payment, the player is forced to sell his or her Assets immediately at the Selling Price based on the grid where the Economic Token is placed on. Player is to be declared bankrupt when he or she still does not have enough money to pay back any outstanding debt, after selling off all Assets. During Bankruptcy, player will need to:



- Discard all  in hand.
- Remove all cards in play (e.g. Retrenchment, Pay Raise, Insurance etc...), with the exception of Trust Fund and Baby.
- Start the next round as per normal by collecting 2  as salary and draw 2  from Market.





SPECIAL CARDS

Cards that require additional clarifications



When a Divorce takes place, the family wealth is split and alimony may have to be paid. If the player being chosen does not have any  in hand, he or she does not need to transfer the  to the player who plays this card. This card can only be activated from the second round onwards.



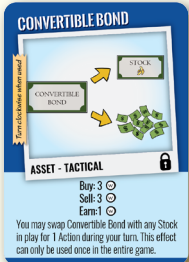
The Baby card forces a player to "nuture" the baby for 1  over 3 rounds. The Baby will grow up after the 3rd round and start contributing an allowance of 1 . The money used to nuture the Baby stays on the card. This card may be beneficial to play on oneself during early game and can be used as a slowing mechanism for leading players in the late game.



The Entrepreneur card can only influence the number of the when it is rolled. It cannot be changed once the player who rolls the Die takes other actions. The card can also influence the result of other cards that initiate die rolls such as Politician, New Technology and Government Bailout.



The Politician card can be used to disrupt the flow of the game by changing who the Chairperson is at any point of time. The new Chairperson will take over the and throw it before the start of his or her turn. The previous Chairperson will not get to throw the if the card is played before he or she gets to throw the .



Convertible Bond can be swapped for any Stock played by another player during your turn. Convertible Bond is given to the player you took the Stock from. Convertible Bond's ability cannot be used again by the player who received Convertible Bond.



The selling price of the Growth Stock is the price of the stock where the economic token is multiplied by the number on the productivity die. If the economic token is at Stagnancy (Sells for 4) and the is 3, the player may sell the stock for 12 (3x4). The price is determined by the pre-existing number on the . The player does not throw the during his turn to determine the selling price.

GAME VARIANTS

Once you understand the rules of the game, you can now use this section to customize the level of difficulty.

The Apprentice: Family-Fun

(Beginner Level. Suitable for family and folks new to board games. Recommended 2-3 players.)

This is a family-friendly set-up that removes the more advanced economic and strategic concepts. This variant will allow young players and novices to understand the basic economic cycle and how it affects various Asset classes. The Incident cards will also help them understand some of the potential personal finance problems, which they may encounter in life.

- **Remove** all Global cards
- **Remove** the Economist cards from the Professional cards
- **Remove** all Asset-Tactical cards
- **Remove** 4 of each: Stock, Property and Bond

The Strategist (Beginner Level. Recommended 2-4 players.)

This variant removes most of the "Take-That" (a.k.a Sabotage) cards within the game, and minimizes the anger and broken friendships due to stressful personal events, such as babies, divorces and illnesses.

- **Remove** all Incident cards
- **Remove** 4 of each: Stock, Property and Bond
- **Insurance cannot** be purchased

The Hardcore Wongamaniac

(Advanced Level. Recommended 2-5 players.)

This variant will stretch the game to a full 1-hour melee. Players will be able to enjoy all the different economic conditions and card combinations that Wongamania has to offer. Players who are lagging behind during the early game will have a better chance of catching up.

- Use the **Advance Board**
- Requires **10 W** to buy a Trust Fund

QUICK START RULES

1. Place **Basic Board** in the middle of the table and open 4 cards beside the board.
2. The last player starts the game by picking the starting grid of the **Economic Token**.
3. Each player collects a Bank card, draws 3 cards from the draw deck (**Market**), and places them face down under the Bank card. This is your money (**Wonga W**).
4. Each player draws 4 cards from Market and places them in hand (**Opportunity O**).
5. The first player (**Chairperson**) rolls the **Productivity Die** and moves the Economic Token based on the number indicated on the Die before he or she begins the turn. The Chairperson rolls the Die every round before the start of his or her turn.
6. During each player's turn, he or she:
 - Collects 2 **W** as salary
 - Earns or loses **W** based on the Assets he or she owns
 - Performs up to 3 actions (Refer to the Bank card for the actions)
7. Game ends when one player accumulates 3 Trust Funds and the last player of the round takes his or her turn.

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Capital Gains Studio

Wongamania: Banana Economy (2nd Edition)

Product of Singapore

Rulebook Version 2.0

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To learn how to play our game with the help of an instruction video, visit our website at:

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