

Turn Summary

1	In share price order, corporations issue one share (optional) and turn share price card horizontally.	CORP
2	In descending face value order, private companies form corporations (optional).	PRIV
3	In player order, players either buy one share, sell one share, start an auction for an available private company , or pass . Proceed until all players have passed consecutively. Game ends immediately if \$100 share price has been reached after a buy action.	PRIV
4	Determine new player order by remaining cash. Break ties by old player order.	AUTO
5	In ascending face value order, foreign investor buys available private companies for face value (as many as possible). After that, newly drawn private companies become available.	AUTO
6	In any order, corporations buy companies from other corporations, players, or foreign investor (optional). Price range see company card (foreign investor only sells for max price). Turn sold companies and payed money vertically until end of phase and don't use it for further trades. At any time, each corporations must have at least one subsidiary company.	PRIV CORP
7	In any order, corporations and players close companies (optional). Foreign investor closes companies with negative income. Players must close companies with negative income they would not be able to pay in phase 8.	PRIV CORP
8	Corporations, players, and foreign investor earn income . Synergies only apply to corporations. Corporations unable to pay negative income are removed without compensation.	AUTO
9	In share price order, corporations pay dividends for each issued share (from \$0 to max as per share price card), adjust share price and turn share price card vertically.	CORP
10	If there are no unowned private companies left, flip end card . If it is already flipped, or if \$100 share price has been reached, game ends .	AUTO