



STONK MARKET

A real-time stock (stonk) trading game, where majorities score points and untraded stocks go bankrupt!

COMPONENTS

A 61 Stonk Cards (in 9 suits)

CREDITS

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SETUP

- Shuffle the deck and place one card facedown in the center of the table. This area is known as the Stonk Exchange.
- Evenly deal out the rest of the cards according to player count:

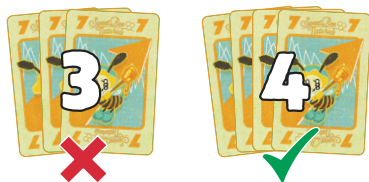
Players	3	4	5	6
Dealt Cards	20 cards	15 cards	12 cards	10 cards

OVERVIEW

Stonk Market is a real-time set collection game, played over 3 rounds, where players race to fill their hands with Stonk Cards of matching suits. When a player has **only majorities** in their hand, the round may end and players score. The player with the most points at the end of the final round is the winner!

MAJORITY

Players want to own the majority of each suit. To have the majority, you must have **more than half** the Stonk Cards of one suit in your hand.



EVERYONE PLAYS AT ONCE!

Stonk Market is played simultaneously and in real-time. The round begins after players sort their hands and a player flips the card in the Stonk Exchange faceup. Players can do either/both of these actions, any number of times:

- Make a Deal
- Trade with the Stonk Exchange

1 MAKE A DEAL

A player may declare which of their cards they are willing to exchange and which they are hoping to receive. However, players cannot show each other their hands. Once 2 players agree, swap the decided upon cards, faceup. Players may exchange any number of cards for any number of cards and cannot offer cards they don't have.



Example: Player A offers their 2 Nobble & Grasp cards for 3 of a player's Greedle cards. Player B counter-offers saying they will trade their 3 Chatterfly cards instead. Player A agrees, and the cards are exchanged.

SCORING

Players will score in 4 ways:

- **+1** point for each Stonk Card you own **the majority of**.
- **+2** points for each Stonk Card you own **all of**.
- **-1** point for each Stonk Card you own that **matches the remaining card in the Stonk Exchange**. *This overrules scoring +1 point for each Stonk Card you own the majority of.*
- **Only for the player who said "STOP": +5** points if you have only majorities.

If a player accidentally calls 'STOP', without having all majorities, they will receive 0 points for the round!

Scoring Example



2 TRADE WITH THE STONK EXCHANGE

A player may place a faceup card in the Stonk Exchange. Immediately, that player must add the current Stonk Exchange card into their hand. But trade carefully – cards in the same suit as the Stonk Exchange at the round end will be worth negative points!

ROUND END

When a player **has only majorities** in their hand, they may say "STOP" and the market must close. No further cards may be exchanged. Players now record their scores on a piece of paper according to what is left in their hand, and what is left in the Stonk Exchange.

GAME END

After 3 rounds, whoever has the highest total score is named Stonk Market Wizard! In the case of a tie, the victory is shared.