

## Acquire Quick Reference

### Setup

- 1 – each player gets \$6000 to start (4 x 1000, 3 x 500, 5 x 100)
- 2 – draw tiles to see who goes 1<sup>st</sup> – closest to 1A (If both closer than 2A) goes first (place these tiles on the board)
- 3 – each player draws 6 tiles and keeps them secret

### Turn Overview

- 1 – player must play a tile to the game board from his hand
- 2 – player may buy stock of active corporations (3 max, doesn't have to be from same corp)
- 3 – turn up any tiles that would merge 2 safe corporations and draw back up to 6

Things that can happen during a turn after a tile is placed

- If a player **forms** a new corporation (places a tile next to a non-corp tile) he gets to choose which corp is formed (chooses the building from the box) and places it on one of the tiles. He then gets one free stock for that corporation
- A merger happens when a tile is placed to connect two or more corporations (that already are less than 11 tiles (safe) in size). Of all merging corps, the largest survives and the smaller ones go defunct. (don't count the merging tile when determining size of corps). If there is a tie for largest, the merging player decides which corp will survive.
- Merger bonuses: at time of merger, all players count the amount of stock they own in the now defunct corps. The majority shareholder gets the majority bonus and the 2<sup>nd</sup>-most shareholder gets the minority bonus (from reference card). (Variant: Payout to 4 top shareholders: 1<sup>st</sup> – 100% majority, 2<sup>nd</sup> – 75% majority, 3<sup>rd</sup> – 50% majority (=minority), 4<sup>th</sup> – 25% majority)
- After merger bonuses are paid, each player starting with the mergemaker can hold, sell, and trade the defunct stocks, in any combination:
  - HOLD – hold on to defunct stock in hopes of starting new corp later
  - SELL – sell back to bank for price of stock just before the merger
  - TRADE – defunct stock may be traded for new merged corp stock at 2:1 ratio

### Game End

The game ends when one player on his turn **chooses** to announce that either a) all active corporations are safe (11+ tiles) or b) any one corporation has 41+ tiles. When this happens, stock bonuses are paid out in normal fashion for all active corporations. Then all stock is sold back to the bank for the current price. (stock in a corporation that is not on the board is worthless). Player with the most money wins!

### Clarifications:

A safe corporation is one with 11 or more tiles. A safe corporation cannot be absorbed in a merger. However, the safe corporation **can** absorb a non-safe corp, or simply add tiles to expand it.

No tile may be placed if it will merge two or more safe corporations, or if it would form an 8<sup>th</sup> corporation.

When paying out bonuses, if players are tied for majority, they are paid equal shares of the sum of the majority and minority bonuses. If the majority bonus was paid to only 1 player, but there is a tie for minority, then the tied players equally divide the minority bonus.

Variant for 2 players – when determining stock bonuses, the bank will be an imaginary 3<sup>rd</sup> party. Randomly turn up a tile and the number on the tile represents how many “stock” the bank owns in the company. Use this number to determine who has the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> shareholders bonus.