



the **TAKEOVER** game

THE QUICK START GUIDE

OBJECTIVE

Earn more money than your rivals, then conduct a series of hostile takeovers until you're the last trader standing.

THE START OF THE GAME



- Choose a business card for your counter.
- Roll the die – if you land on an investment card square you can purchase it by borrowing money from the bank.
- If you decline, an auction is held for other players to buy – with the starting price 5k.

DURING THE GAME

- Through luck of the die or dealing with other players, you can create an investment portfolio of three or four of the same investment cards. You must sell the portfolio back to the Stock Exchange on the day in question to earn significant commission.
- Obtaining loans is easy, you can borrow as much money as you like.
- But be careful, the market may crash before you're able to obtain your commission.

END OF THE GAME

- Once you've reached day three (two times round the board) you can conduct a hostile takeover.
- If your net assets (the value of your cash and investments minus your debt) is 300k larger than an opponent's a hostile takeover beckons and your friend will become easy prey.
- If you're successful, you can target other players until you're the last trader standing and master of the financial world!

THE VIRTUAL PLAYER

To add extra tension the two player game can be expanded to include a virtual player and thereby three participants. House rules can be adopted to define the behaviours the virtual player should exhibit; these rules suggest:

- The virtual player must purchase every investment card they land on.
- The virtual player's bid at any auction is the sum of two die roles, multiplied by 10.
- The virtual player cannot bid for another player's investment cards.
- If a player wants to purchase one of the virtual player's investment cards they must roll the die. The player must then pay the number rolled multiplied by the value of the investment card.
- If the virtual player lands on a poacher space the die is rolled. If the die shows 1-3 the player to the virtual player's left must hand over an investment card. If the die shows 4-6 the player on the right must engage.

IMPORTANT:

- If you pick up a "Market Crash" card, the instructions apply to everyone!
- When you reach the end of the day you don't need to wait before everyone else catches up... at your next turn roll the die and start day two.



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