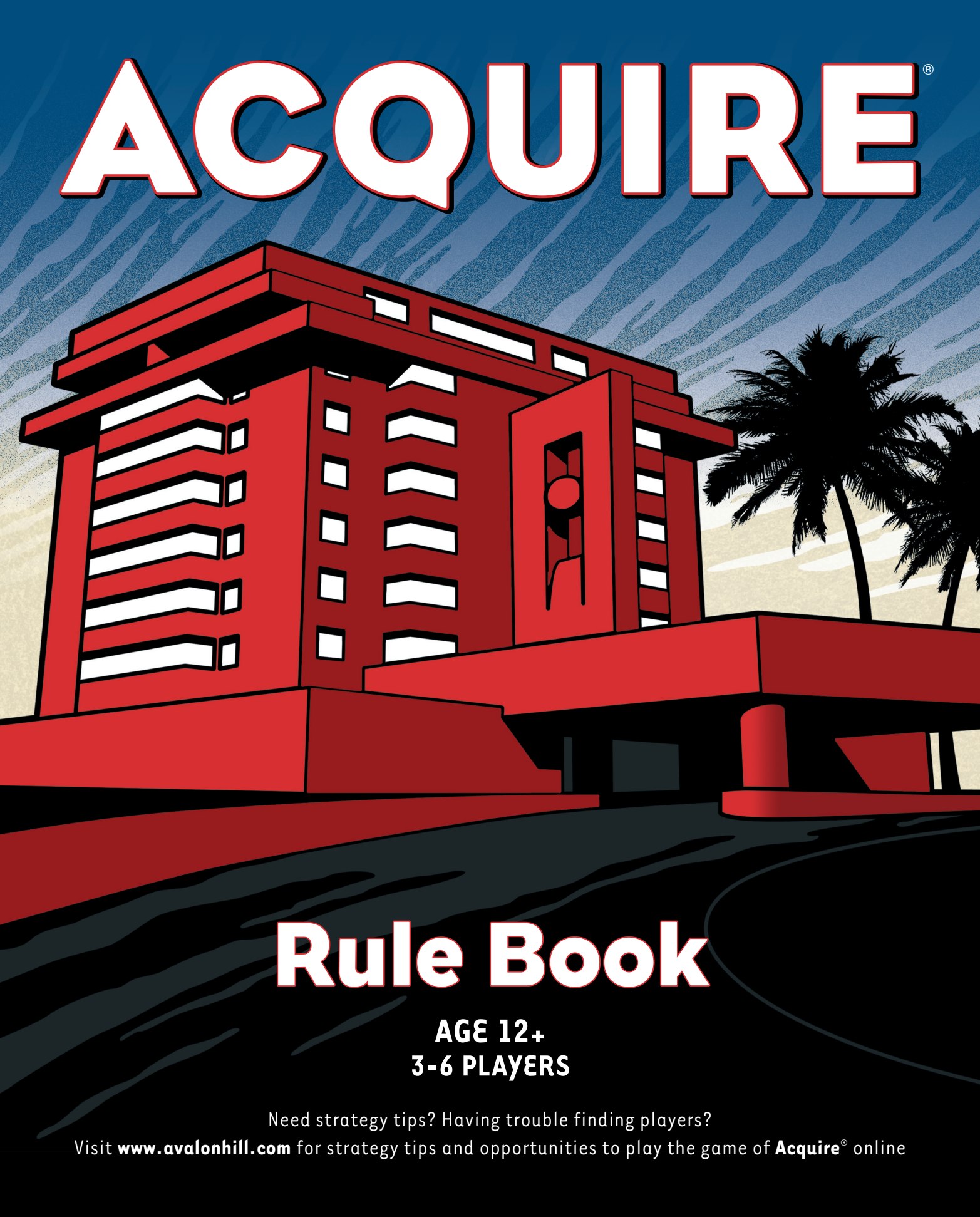


ACQUIRE[®]

A stylized, graphic illustration of a red building with white window patterns, set against a blue sky with white clouds. Two palm trees are visible on the right side. The foreground is dark and textured, suggesting water or a dark surface.

Rule Book

AGE 12+
3-6 PLAYERS

Need strategy tips? Having trouble finding players?

Visit www.avalonhill.com for strategy tips and opportunities to play the game of **Acquire[®]** online

Contents:



Object of the Game

You are a shrewd real-estate tycoon with an eye for hotel chains. Each time a hotel chain gets acquired, big money will be paid out to the top shareholders. The player who makes the most money by buying and selling hotel-chain stocks wins!

Game Setup

- Place the hotel-chain markers face up on the end of the game board.
- Place the tiles on the table where all the players can reach them. Then turn them face down and randomize them.
- Choose a player to be the banker. The banker helps players purchase stocks and makes change. If no one wants to be the banker, place the stocks and money where everyone can reach them.
- The banker gives each player \$6,000 (four \$1000 bills, three \$500 bills, and five \$100 bills) at the start of the game.
- To determine who goes first, each player randomly draws a tile and places it face up on the board. Whoever has the tile closest to the "A" row goes first. If more than one player has a tile in the same row, the player with the tile closest to the "1A" space goes first, followed by the other players in clockwise order. Leave the starting tiles in place.
- Each player randomly draws 6 tiles into his or her hand of tiles. Players can look at their own tiles, but should keep them hidden from the other players.

How to Play the Game

Each turn, each player takes the following three actions, in order:

- 1) Play a tile onto the game board.
- 2) Buy up to three stocks.
- 3) Draw a new random face-down tile.

Playing a Tile:

The tiles represent hotels and hotel chains. To play a tile, place one from your hand of tiles onto the game board by putting it on its matching space. For example, the "1A" tile goes onto the "1A" space.

Playing a tile can have the following effects, depending on where it's placed:

- Found a new hotel chain
- Grow a hotel chain
- Merge two or more hotel chains
- No effect

Founding a Hotel Chain:

If you play a tile next to another tile that isn't already part of a hotel chain, you have just founded a new hotel chain! You can only found a chain by placing a tile vertically or horizontally, not diagonally. Choose a hotel chain from among any of those not already on the game board and put that hotel chain's marker onto the tile you played to mark the new chain. You then receive one free stock of that chain for founding it.

Note: If all the hotel chains are already founded, you can't play a tile that would found another hotel chain. Also, if there is no stock left of the chain you have founded, you don't receive the founder's stock.

Growing a Hotel Chain:

If you placed your tile next to an existing hotel chain, it becomes part of that hotel chain, making it bigger in size. The size of a hotel chain is important for keeping track of its stock price and merger payouts.

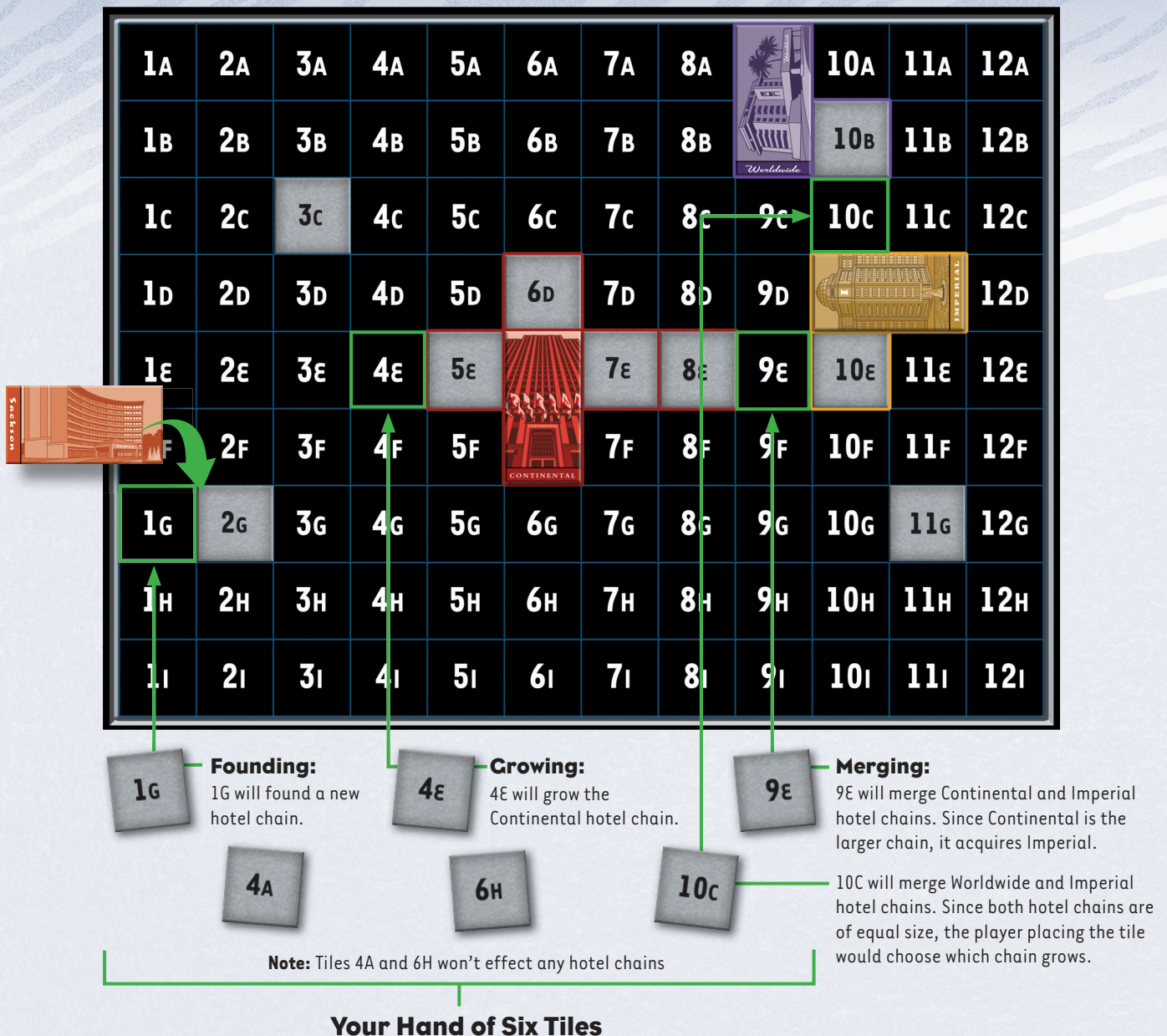
Merging Hotel Chains:

When you place a tile so that it connects two or more hotel chains, a merger takes place. A merger means that the bigger hotel chain is acquiring the smaller hotel chain. During the merger, the tile that you played doesn't count toward the size of either hotel chain.

 **Continental Stock buy/sell price per stockcard:** Six tiles = \$800 per stockcard (See Chart Page 4).

 **Worldwide Stock buy/sell price per stockcard:** Three tiles = \$300 per stockcard (See Chart Page 5).

 **Imperial Stock buy/sell price per stockcard:** Three tiles = \$400 per stockcard (See Chart Page 4).



Steps for performing a merger:

- 1) Count the number of tiles in each hotel chain involved in the merger. The smaller chain is acquired by the bigger one. If there is a tie, the player who played the tile to merge the chains decides which one gets acquired.
- 2) Determine who the primary and secondary shareholders are for the acquired hotel chain. Each player counts up his or her stock in that hotel chain. The player with the most stock in that chain is the primary shareholder, and the player with the second most stock is the secondary shareholder.
- 3) Pay out the primary and secondary shareholder bonuses listed in the stock reference chart for that hotel chain. The bonuses are determined by the number of tiles in the hotel chain before the merger happened. If there is a tie for primary shareholder, add the primary and secondary bonuses together, divide it evenly, and pay the bonus (rounded up to the nearest \$100) to the tied players. The secondary shareholder gets no bonus. If there is a tie for secondary shareholder, split the bonus among the tied players, rounding up to the nearest \$100. If only one player is both the primary and secondary shareholder, that player collects both bonuses.
- 4) Players must decide what to do with their stocks of the acquired hotel chain. Each player, starting with the player who made the merger, must decide to hold, trade, or sell (in any combination) his or her stocks in that hotel chain.

Holding Stock:

If you decide to hold your stock when a merger happens, you will own stock of a hotel chain that won't exist on the game board. It has zero value unless the hotel chain becomes reopened (usually by a player who owns some defunct stock in that chain). It can be strategic to hold stock in a hotel chain you plan on reopening soon.

Trading Stock:

Players may choose to trade two stocks of the acquired hotel chain for one stock of the hotel chain that acquired it. After the merger is complete, players may find that the value of their single new stock is more than two of the old ones.

Selling Stock:

Players may choose to sell their stock of the acquired hotel chain. The bank pays a player the sell price listed on the "stock buy/sell price" line of the reference chart based on the current size of the hotel chain for each stock that player sells. For example, if a player sells 3 stocks of Continental at size 6, that player receives a total of \$2400 from the bank.

- 5) Remove the hotel marker of the chain that was acquired and put it back on the side of the game board. It now becomes available to found a new hotel chain.

ACQUIRE [®] REFERENCE CHART					
NUMBER OF TILES IN CORPORATION ON BOARD			STOCK BUY/SELL PRICE PER STOCKCARD	SHAREHOLDERS BONUS	
WORLDWIDE	FESTIVAL	CONTINENTAL		Majority	Minority
SACKSON	IMPERIAL	LOWE			
2	-	-	200		
3	2	-	300		
4	3	2	400		
5	4	3	500		
6-10	5	4	600		
11-20	6-10	5	700		
21-30	11-20	6-10	800		
31-40	21-30	11-20	900		
41 & over	31-40	21-30	1,000		
-	41 & over	31-40	1,100		
-	-	41 & over	1,200		
A CORPORATION OF 11 OR MORE TILES IS SAFE.					

Safe Hotel Chains:

If a hotel chain grows to a size of 11 tiles or more, then it's considered safe. This means that it can't be acquired by a larger hotel chain, and any play that would cause this to happen is an illegal move.

Multiple Mergers:

If a tile merges more than two hotel chains, follow this order of events. The largest chain acquires the second largest chain. Perform all actions involved with that merger. Then have the largest chain (which will now be even bigger) acquire the new second largest chain. Repeat this process until the multiple merger is complete.

No Effect:

If playing a tile doesn't let you found, grow, or merge a hotel chain, then nothing happens. The tile remains on the game board and it's the next player's turn.

Buying Stocks:

After placing a tile, a player may buy up to three stocks. You can only buy stocks of hotel chains on the game board and can split your purchases among different hotel chains.

The stock price for any given hotel chain is determined by which hotel chain it is and how many tiles are in it (see the “stock buy/sell price” on the reference chart for buy costs). For example, if you were to buy one stock of Worldwide, and that chain has 3 tiles in it, then it would cost \$300. Or if you were to buy one stock of American, and that chain has 10 tiles in it, it would cost \$700.

ACQUIRE[®] REFERENCE CHART

NUMBER OF TILES IN CORPORATION ON BOARD			STOCK BUY/SELL PRICE PER STOCKCARD	SHAREHOLDERS BONUS	
WORLDWIDE SACKSON	FESTIVAL IMPERIAL AMERICAN	CONTINENTAL TOWER		Majority	Minority
2	-	-	200	2,000	1,000
3	2	-	300	3,000	1,500
4	3	2	400	4,000	2,000
5	4	3	500	5,000	2,500
6-10	5	4	600	6,000	3,000
11-20	6-10	5	700	7,000	3,500
21-30	11-20	6-10	800	8,000	4,000
31-40	21-30	11-20	900	9,000	4,500
41 & over	31-40	21-30	1,000	10,000	5,000
-	41 & over	31-40	1,100	11,000	5,500
-	-	41 & over	1,200	12,000	6,000

A CORPORATION OF 11 OR MORE TILES IS SAFE.

Drawing a New Tile:

After you have purchased stock, draw a new random face-down tile and put it into your hand of tiles. Then, the player to your left takes his or her turn.

Ending the Game:

The game can end in two ways:

- 1) After playing a tile, the player whose turn it is declares that there is a hotel chain of size 41 or more on the game board.
- 2) After playing a tile, the player whose turn it is declares that all the hotel chains on the game board are safe.

If either of these results occur, the game is over at the end of the current player's turn. Then begin the end-game scoring.

End-Game Scoring:

First, pay out primary and secondary shareholder bonuses on all hotel chains on the game board. Then each player sells his or her stock back to the bank at its buy/sell price, starting with the stock for the smallest hotel chain and ending with the biggest. Remove the hotel-chain markers for each chain to keep track of which chains have paid out. Stock of hotel chains not on the game board is valueless. (The primary, secondary, and buy/sell prices are listed on the reference chart.)

The player with the most money is the winner! If there is a tie, the victory is shared.

Frequently Asked Questions

What happens if a player has no legal plays left in his or her hand of tiles?

That player may reveal his or her hand, set it aside in a face-up pile, and draw 6 new tiles. The player may then play one tile from his or her hand and continue with the turn.

What happens if a player runs out of money?

The player should continue taking turns and placing tiles. However, that player can't buy stock until a hotel chain is acquired and he or she makes money from it. Players aren't allowed to take out loans from other players or from the bank.

Do you have to declare that there is a hotel chain of size 41 or more, or that all hotel chains are safe?

No. You can choose not to declare it and take your turn normally.

Questions?

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Production Management: Raini Applin and Godot Gutierre

Thanks to all of our project team members and the many others too numerous to mention who have contributed to this product.



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WORLDWIDE SACKSON	FESTIVAL IMPERIAL AMERICAN	CONTINENTAL TOWER		Majority	Minority
2	-	-	200	2,000	1,000
3	2	-	300	3,000	1,500
4	3	2	400	4,000	2,000
5	4	3	500	5,000	2,500
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