



How to Play Teaching Guides:

#28 Acquire

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #28 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"Welcome to Acquire. In this game you are an investor seeking buy stock in hotel chains and grow those hotel chains to increase their value so that your stock earns you the most profit by the end of the game.."

A turn in this game consists of three steps;

- 1. Play a tile to the board - usually either starting a new hotel chain or growing a hotel chain which is represented by the number of adjacent tiles on the grid.*
- 2. Buy up to three stocks*
- 3. Draw a new tile to refresh your supply to six.*

The goal of this game is to make the most money. You make money and win the game by buying stock in a company and growing that company. Whenever a company gets larger by tiles being added to it the value of that companies stock goes up. Another important part of the game is merging hotel chains into other chains by connecting them, in order to get more cash to be able to purchase more stock.

At the end of the game each company will pay out to each player the value of its stock, and give a bonus, based on the size of the company to the two players with the most stock in that company. After the players have sold all of their stock and all of these bonuses are paid, the player with the most money will be the winner of the game."

2 The Meat - How to Play the Game

1. What to do when playing tiles
 - 1.1 Found a Hotel Chain
 - 1.1.1 Choose a Chain (Different Values)
 - 1.1.2 Acquire Bonus Stock
 - 1.2 Grow a Hotel Chain - (to raise the value of the stock you own)

1.3 Merging Hotel Chains - (to get cash or to raise your stock value)

1.3.1 Bigger Hotel acquires the Smaller Hotel (tie - connector's choice)

1.3.2 Pay Bonuses to Top 2 Shareholders of the Smaller Hotel

1.3.3 Stockholders of acquired hotel chain choose what to do with it. Each player chooses what to do in turn order and players may do any combination of these three choices

- Trade the Stock - 2 for 1, if available, of the larger Hotel
- Sell the Stock - for the current value
- Hold the Stock - in the hopes to restart this company

1.3.4 Hotels with 11 or more tiles are safe and tiles cannot be acquired

1.3.5 Mergers of more than 2 hotels are possible, start with 2 largest

1.4 Tiles played that are unadjacent to any other tile have no effect

2. Buy up to 3 stock at the current price, Draw a new random tile
3. Players take turns; playing 1 tile, buying up to 3 stock, draw new tile
4. Players take turns until a player declares end of game when a hotel chain is 41 or more tiles or all chains on the board are safe
5. Each active hotel pays bonuses to top 2 shareholders, players can sell all of their stock at the current price, most money wins
 1. Invest in companies first then grow those companies

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The Hamster - How to Win the Game

2. Aim to get "Acquired" to give you more cash in the mid game
3. Try to get top shareholder bonuses, keep track of who has what
4. Good Luck and Have Fun!

Credits: Game Design: Sid Sackson Game Publisher: Avalon Hill
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