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# OFFICIAL RULES FOR VENTURE

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Venture offers high adventure in the world of finance and big business, where budding tycoons wheel 'n deal and often become involved in proxy fights to gain control of key corporations. Each player manipulates vast holdings, gigantic conglomerates and millions of dollars. Object is to build a financial empire which scores highest as a profit maker. For 2 to 6 players.

## THE CARDS

Venture is played with two special decks of cards called the Corporations and the Resources.

**Corporations** are found in the blue deck and represent six different industries: Aero-space, Automotive, Chemical, Electronics, Petroleum and Steel. Each industry has an identifying color. All Corporation cards are marked with one to five letters (from A to F) and a value from 8 million (for one letter) to 24 million (for five letters). These cards are a player's investment properties.

**Resources** are in the green deck. They include three different kinds of cards called **Capital**, **Proxy Fight** and **Profit** cards.

**Capital Cards** are used to purchase Corporations. They range in denomination from 1 to 20 million. Special symbols (▲, ● or ■) on the 1, 3, 5 and 8 million denominations indicate that they can be collected in "sets" for increased value. A "set" consists of two to four cards of *unlike* denominations with identical symbols. A *two-card* "set" is worth 16 million regardless of face values. A *three-card* "set" is worth 32 million and a *four-card* "set" (one each of 1, 3, 5 and 8 million denominations with identical symbols) is worth 64 million. Note that these "set" values are indicated for you on the proper cards.

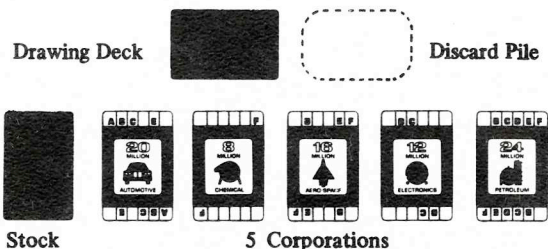
*EXAMPLE: Player has a 1 million and a 5 million card with a ▲. If used as a "set," they are worth 16 million. He also holds two 3 million cards with a ●. Since these are not unlike denominations, they do not make a "set." If played together, they are worth only 6 million (3 million + 3 million).*

**Proxy Fight Cards** are marked with  $\frac{1}{2}x$ ,  $1x$  and  $1\frac{1}{2}x$  (the "x" meaning times). By playing a  $\frac{1}{2}x$  card, a player can take over an opponent's Corporation for one-half its value. With a  $1x$  card he must pay full value and with a  $1\frac{1}{2}x$  card he pays one and one-half times the value.

**Profit Cards** are used for scoring purposes. There are only two in the deck, each marked with the Profit Card Scoring described on page 4. When a Profit card is turned up, play stops and everyone totals his profits.

## THE SETUP AND THE DEAL

**Corporations** are shuffled and five cards placed, face up, in center of table. Remaining Corporations are stacked face down to left of five cards to form the **stock**. (If only two people play, 14 Corporations are first dealt and set aside, not to be used during game.)



**Resources** are shuffled and seven cards are dealt, face down, to each player. All players pick up hands; if any player has a **Profit** card, he is dealt another card and the **Profit** card is reshuffled into deck. Remainder of deck is stacked face down in center of table to form drawing deck. (Eventually discard pile is placed face up alongside drawing deck.) Player to left of dealer has first turn; play moves clockwise.

## THE PLAY

The play consists of: 1) **Taking over Corporations** from center of table and **Forming Conglomerates** with two or more Corporations 2) **Proxy Fights** to win opponents' Corporations 3) **Reorganization** of holdings. During each turn, player can make as many of these transactions as he wishes and in any order. If none are possible or desirable, he discards one

card from his hand instead.

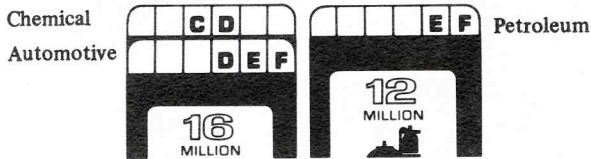
When player completes transactions, costs are totalled and paid for with **Capital cards** and/or "sets" which equal or exceed the amount owed. These cards are placed on discard pile. If cards total more than purchases, player does not receive change.

At the end of each turn, even if player chooses to skip a round of transactions and discard, he draws *two* **Capital cards** from drawing deck. (When deck is depleted, discard pile is shuffled and turned face down for a new drawing deck.) Player also replaces any Corporations taken from center table with cards from stock.

1) **Taking Over Corporations**, the basic play. Player takes over a Corporation from center table with one or more **Capital cards** and/or "sets," the value equal to or greater than the value of the Corporation. This Corporation is placed face up on the table in front of him. Any or all Corporations from center table can be taken over during one turn.

**Forming Conglomerates**, or moving up in the world. When a player takes over a second Corporation, he can place it on the first one to form a Conglomerate — providing the two Corporations have at least *one letter in common* and are from *different industries*. Likewise, Corporations from other industries can be added if there is at least one letter in common to *all* Corporations within the Conglomerate. Since there are six industries, maximum size of a Conglomerate is six Corporations.

*EXAMPLE: On his first turn player took over Chemical Corporation having letters CD. On his second turn, he takes over Automotive with letters DEF and starts a Conglomerate. He also takes over Petroleum with letters EF; because this card does not have the letter D common to the other Corporations, it cannot be added to Conglomerate and is placed by itself.*



2) **Proxy Fights**, the really competitive play. In his turn player can take over a Corporation from an opponent by using a **Proxy Fight** card. He can take *only* the top uncovered Corporation from a Conglomerate or he can take a Corporation which stands alone. Only one Corporation can be

taken over with each **Proxy Fight** card. **Proxy** card along with required **Capital** cards are placed on discard pile.

*EXAMPLE: Player with  $\frac{1}{2}x$  Proxy Fight card wishes to take over a 24 million Corporation. He places Proxy Fight card and at least 12 million in Capital cards ( $\frac{1}{2}$  value of Corporation) in discard pile and adds Corporation to his holdings. (If he had played  $1\frac{1}{2}x$  card, cost of Corporation would be 36 million, or  $1\frac{1}{2}$  times value.)*

3) **Reorganization**, the big profit maker. At any time during his turn, player can reorganize his holdings in any way he chooses — providing *all* Corporations in each Conglomerate are from *different industries* and have at least *one letter in common*. Cost of Reorganization is 1 million for each Corporation player has at the time he reorganizes, regardless of how many changes he makes. (Thus player with 13 Corporations pays 13 million to move only one card.)

*A word of caution.* If it is discovered that a player has two Corporations from one industry in the same Conglomerate, he must reorganize before he makes another move. If he does not have sufficient funds for Reorganization, he must discard *all* his **Capital** cards and place the offending Corporation by itself. (As usual at end of turn, player draws *two Capital* cards from drawing deck.) “Offending” card is used in regular manner as game continues.

## THE SCORING OF PROFITS

When a **Profit** card is drawn, it is exposed at once and player draws another card from drawing deck to replace it. Before play continues, all players calculate their profits and amounts are tabulated on paper. The **Profit** card is placed on discard pile. (If *two Profit* cards are drawn in succession, profits are entered to each player’s score twice.)

Each Conglomerate consisting of *three or more* Corporations with *one letter* in common earns the following profits:

<u>Size of Conglomerate</u>	<u>Amount of Profits</u>
3 Corporations . . . . .	1 million
4 Corporations . . . . .	3 million
5 Corporations . . . . .	8 million
6 Corporations . . . . .	20 million

If Conglomerate contains *two letters* which are common to *all* Cor-

porations, the profits double; if it contains *three letters common to all* Corporations, profits triple, et cetera.

**EXAMPLE:** *Player has four Corporations in Conglomerate with letters D and E common to all. When Profit card is turned up, this Conglomerate will earn 6 million (3 million for each letter in common). He also has a five-Corporation Conglomerate with one letter common to all. For this he will receive 8 million, bringing his profits to 14 million.*

Electronics	A	B		D	E		A	C	D	E		Chemical	
Steel	A			C	D	E	F		B	C		E	Automotive
Aero-space		B		D	E	F	A	B		D	E	Petroleum	
Chemical	A			D	E		A	B	C		E	F	Electronics
								B	C		E	F	Steel
	16 MILLION						20 MILLION						

**Strategy Tip:** To chalk up high Profit card scoring, go after length first in **Forming Conglomerates**. As holdings accumulate, rely on **Reorganization** to form multiple-letter Conglomerates which build gigantic profits for end-of-game scoring.

## THE END-OF-GAME REORGANIZATION AND SCORING

In the last stages of the game, Reorganization can become as challenging a battle of wits as players choose to make it. Through shrewd planning and maneuvering, even a player with low Profit Card Scoring can make tremendous gains and win the game.

During the final Reorganization plays, it is wise to collect extra **Capital** and **Proxy Fight** cards through discarding. This way player is prepared to reorganize or buy up the one right Corporation should it appear as top card on any opponent's holdings.

When the stock is depleted, play continues until the last Corporation from center table is purchased. Player who takes over this card makes as many transactions as he wishes and the play ends.

Each player calculates his end-of-game profits in the same manner as