

Introduction

Cold Cash Risk is an unholy merger of *RISK* and *Acquire*. You play it on a *RISK* board using rules from both *Acquire* and *RISK*. Players assume the role of stockholders in globe-spanning corporations. The corporations control armies and territories and operate independently of the players.

You must own a copy of *Acquire* and *RISK* to play *Cold Cash Risk*.

Background

Powerful corporations are rapidly assimilating the small businesses of world. Stockholders attempt to reap ever-increasing profits from this expansion by buying and selling corporate stock. Stockholders may also become CEOs, driving the corporations they control to greater expansion, or gutting them for huge stock dividends.

Each corporation maintains security teams to control territories on the map. A corporation may expand by absorbing Mom & Pop operations, merging with other corporations (friendly takeovers) or attacking other corporations' territories (hostile takeovers.) The value of a corporation's stock increases and decreases as the corporation's territorial holdings expand and contract.

In the end, success is measured by one ruler; cold hard cash. He or she who ends the game with the most money, wins.

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Definitions

Corporation: A corporation is a entity separate from players. Corporations, along with Mom & Pops, control the territories on the board. Each corporation is run by a Chief Executive Officer (CEO).

CEO: The player who establishes a corporation becomes its first CEO. However, someone else may be elected CEO during a Stockholder's Meeting (see page 5).

Corporate Security: The lawyers, accountants, public relations staff, and other unwholesome thugs corporations use to engage in or defend against hostile takeovers.

Corporate Size: The size of a corporation is equal the number of territories it controls plus any continent bonuses. For example, if American controls Australia and no other territory, its size would be 6 (4 territories + 2 bonus). However, a corporation that controls only 1 territory is considered to be size 2.

Mom & Pop: an independently owned and operated business ripe for the picking. Mom & Pops are represented on the map by the black corporation tiles from *Acquire*.

Assets

Games: You must own a copy of *Acquire* and *RISK* to play *Cold Cash Risk*.

Money: You will need faux money in denominations of \$10, \$20, \$50, \$100, and \$500, \$1000, and \$5000. You may wish to use *Acquire* money for higher denominations and *Monopoly* money for lower.

Armies: Use *RISK* armies to represent corporate security. One army is the equivalent of 1 security team.

Tiles: Use the black tiles from *Acquire* to represent Mom & Pops. The number and letter on a tile have no meaning in *Cold Cash Risk*.

Opening Bell

Map: Place a *RISK* map in the center of the table. Do not place anything on the map at this time.

Cash: Give each player \$6,000 in whatever denominations he or she prefers.

Order: Give each player 1 *RISK* territory card. If you receive a wild card, discard it and draw another. The player whose territory comes first alphabetically will move first. For example, if you receive Alaska you will move first because it comes before all other *RISK* territories. Play will proceed from the first player clockwise around the table.

Mom & Pops: Each player must place 1 Mom & Pop in the territory named on his or her card and then discard the card.

Hand: Deal 3 new territory cards to each player.

Operating Cycle

Cold Cash Risk is played in a series of game turns. Each game turn consists of 2 phases:

1. Activity Phase
2. Earnings Phase

Activity Phase: Beginning with the first player and proceeding clockwise, each player does the following:

1. Place a Mom & Pop
2. Execute 1 Action
3. Take a Territory Card

Actions: You may execute 1 of the these actions on your turn:

1. Buy Stock
2. Sell Stock
3. Call a Stockholders' Meeting
4. Hostile Takeovers (CEOs only)

Earnings Phase: Beginning with the first player and proceeding clockwise, you may execute 1 of the these actions for each corporation you control:

1. Restructure
2. Hire Security
3. Pay Dividends
4. Downsize

Activity Phase

Beginning with the first player and proceeding clockwise, each player does the following:

1. Place a Mom & Pop
2. Execute 1 Action
3. Take a Territory Card

Place a Mom & Pop

Play a Card: Look at the territory cards in your hand. If possible, you *must* place a Mom & Pop into 1 of the territories you have a card for. If you hold a wild card, you may use it to place a Mom & Pop into any empty territory. Once you place a Mom & Pop, discard the corresponding territory card.

Empty Territory: You may place a Mom & Pop only into an empty territory. If you do not have a card that allows you to play into an empty territory, discard your hand. You may no longer place Mom & Pops.

Result: The placement of a Mom & Pop will allow you to do one of the following:

1. Found a New Corporation
2. Allow Mom & Pop to be Absorbed
3. Allow Corporations to Merge
4. Nothing Interesting

Found a New Corporation

Tower: If there are fewer than 6 corporate towers on the map, you have the option of founding a new corporation. Choose one corporation that is not in play and place its tower into the territory where you placed the Mom & Pop.

Corporate Security: Choose a color for the corporation's security teams and place that container in front of you. This denotes that you are the corporation's CEO. Replace the Mom & Pop you just placed with 3 security teams.

Adjacent Mom & Pops: All Mom & Pops contiguous with the new corporation are immediately absorbed into it. Replace each of these Mom & Pops with 1 security team of the new corporation's color.

Free Share: Take 1 free share of stock in the new corporation.

Adjacent Corporation: It does not matter if the Mom & Pop you placed, or any of the Mom & Pops absorbed, border another corporation. You may still found a new corporation.

Single Mom & Pop: You may found a corporation with a single Mom & Pop. A corporation that controls only 1 territory is size 2.

Limit: The maximum number of active corporations is 6. If there are already 6 corporations in play, you may not found a new one.

Mom & Pop Absorbed

If you place a Mom & Pop so that it borders 1 or more corporations, you may allow the Mom & Pop to be absorbed into 1 of those corporations. Replace the Mom & Pop with 1 security team of the absorbing corporation's color. If there are 2 or more bordering corporations, you choose which one absorbs the Mom & Pop.

Allow Corporations to Merge

If you place a Mom & Pop so that it borders 2 or more corporations, you may allow those corporations to merge. However, the CEOs of both corporations must agree to the merger.

Safe Size: As in *Acquire*, if the size of the smaller corporation is 11 or higher, it cannot be merged.

Agreement: If both CEOs agree, replace the Mom & Pop with 1 security team of the larger corporation's color. Also replace all of the smaller corporation's security teams with teams of the larger corporation's color. Remove the smaller corporation's tower. If the corporations are the same size, the player who placed the Mom & Pop chooses which is treated as larger.

Bonuses: Follow *Acquire* rules to grant bonuses to the stockholders in the smaller corporation and dispose of the smaller corporation's stock.

Multiple Mergers: Follow the *Acquire* rules to handle multiple mergers.

Disagreement: If either CEO does not agree to the merger, the Mom & Pop you placed *must* remain a Mom & Pop. If your proposed merger fails, you may not "change your mind" and use the Mom & Pop to found a new corporation or allow it to be absorbed into another corporation.

Nothing Interesting

You are never required to found a new corporation, allow absorption, or propose a merger. You may simply choose to leave the Mom & Pop as is.

Execute One Action

You may execute 1 of these actions on your turn:

1. Buy Stock
2. Sell Stock
3. Call a Stockholders' Meeting
4. Hostile Takeovers (CEOs only)
5. Pass

Buy Stock

You may purchase 1, 2, or 3 shares of stock in any active corporation. As in *Acquire*, the size and tier of the corporation determine the price of each share of stock. The size of a corporation is equal to the number of territories it controls plus any continent bonuses.

Sell Stock

You may sell 1 or more shares of stock in 1 or more active corporations. There is no limit to the number of shares you may sell.

Call a Stockholders' Meeting

You may find yourself holding valuable stock in a corporation saddled with an incompetent CEO. Rather than unload your holdings, you may attempt to unload the CEO.

New CEO: You may call a meeting of the stockholders of any 1 corporation you own stock in. The sole purpose of this meeting is to elect a new CEO. As the player calling the meeting, you must put forward a nomination. Then all stockholders must vote either for or against the nominee.

Nominee: You may nominate anyone you like. You may name any player, including yourself, or someone who does not even own stock in the corporation. However, you may not nominate someone who does not want to be nominated. If no one wants the job, you can take a different action.

Voting: Each player gets 1 vote for each share of stock he or she holds in the corporation. All of a player's votes must be either for or against the nominee. You may take a few minutes to negotiate an agreement and then take a single vote. Balloting must be open, but you may ask for votes in any order you want.

Result: If the fors win, your nominee becomes the corporation's new CEO. He or she must take the corporation's security team container. If the againsts win, or there is a tie, the incumbent remains CEO.

Secrecy: If you do not want to reveal how many shares of stock you hold, you may keep some or all of them hidden. However, you may not vote with hidden shares.

Hostile Takeovers (CEOs only)

Not surprisingly, negotiations often fail and CEOs are forced to resort to more direct means of conducting business. If you are the CEO of 1 or more corporations, you may use 1 of those corporations to conduct hostile takeovers.

RISK: You will play a single turn of *RISK* with the corporations' security teams acting as armies.

Placement: Your corporation *does not* receive new security teams from territories or continent bonuses at this time. It receives these during the Earnings Phase.

Attack: Follow the rules of *RISK* to attack from territory to territory. You may attack as many corporations or Mom & Pops as you like. *However, you may not attack or move into an empty territory.*

Defending Mom & Pop: *After* you announce an attack against a Mom & Pop, roll 1 die to determine how many security teams it will defend with. After you determine how many teams the Mom & Pop has, you must complete at least 1 round of combat against it. The Mom & Pop will roll 2 dice as long as it has 2 or more security teams. Once you have completed all attacks for the turn, remove any remaining Mom & Pop security teams from the map. The Mom & Pop will roll again for the number of security teams next time it must defend against an attack.

Free Move: After you have completed all attacks, you may make 1 free move. You may make a free move even if you do not attack.

Territory Card: Unlike *RISK*, no one receives a territory card after a successful conquest. Territory cards are never used to build new armies.

Tower: If your corporation conquers a territory that contains another corporation's tower, you have successfully taken over that corporation.

Bonuses: Follow *Acquire* rules to grant bonuses to the stockholders in the defeated corporation and dispose of the defeated corporation's stock. *However, all values are halved.* Bonuses are halved, the value of the defeated corporation's stock sold to the bank is halved, and 4 shares of defeated stock are required in trade for 1 share of winner stock.

Size: Follow *Acquire* rules to compute the size of the bonus based on the size and tier of the defeated corporation. Include the defeated corporation's tower territory and any remaining territory it controls in your calculations. Do not include any territory the corporation just lost, except its tower territory.

New Security: Remove the defeated corporation's tower and replace its security teams with teams of your corporation's color.

Take a Territory Card

End your turn by taking 1 territory card from the deck. If you have a territory card you cannot use, discard it now and draw your hand back up to 3 cards. If there are no more cards, continue to play normally. Do not reshuffle the deck.

Earnings Phase

Beginning with the first player and proceeding clockwise, you may execute 1 of the following actions for each corporation you control. Treat each corporation you control separately.

1. Restructure
2. Hire Security
3. Pay Dividends
4. Downsize

Restructure

Free Moves: Follow *RISK* rules to make 1, 2, or 3 free moves. You may move the same security teams more than once.

Hire Security

RISK: Follow *RISK* rules to determine how many security teams your corporation receives based on its territorial holdings. For example, if American controls Australia and no other territory, it receives 3 teams (1 for territories + 2 for continent bonus). Place these teams in any territory controlled by American.

Pay Dividends

Acquire: Follow *Acquire* rules to determine the value of your corporation's stock based on its size and tier. The per-share-dividend is equal to 10% of this value. For example, if American is size 11, its stock is worth \$800. So it will pay a dividend of \$80 per share.

Dividend: Each player who owns 1 or more shares of stock in your corporation receives an amount of money equal to the number of shares he or she owns multiplied by the dividend. For example, if you hold 5 shares of stock in American and the dividend is \$80, you receive \$400.

Secrecy: If you do not want to reveal how many shares of stock you hold in a corporation, you may keep some or all of them hidden. However, you do not receive dividends for hidden shares.

Downsize

Fire Security: Determine the number of security teams you would receive if you were hiring new security (see Hire Security above). Then remove that number of teams instead.

Double Dividends: Determine the amount of money each stockholder would receive if you paid normal dividends (see Pay Dividends above). Then double that amount of money for each stockholder.

Closing Bell

Corporate Size: If a single corporation is size 22 or greater, or all corporations are size 11 or greater, the game *may* end. When these conditions are met, any player may declare the game over at the *beginning* of his or her turn.

Bonuses: Follow *Acquire* rules to grant bonuses and cash out stock. The player who has the highest total wins. Unused territory cards are not considered an asset.

Options

Variable Turn Order

After the first turn, use *Acquire* tiles to determine turn order. At the beginning of each Operating Cycle, place into an opaque container a number of tiles equal to the number of players. Use tiles with row numbers '1' through the number of players. Ignore the column letters. Each player draws a tile and places it faceup in front of him or herself. The player who drew the '1' tile moves first during both the Activity and Earnings Phases, the player who drew the '2' tile moves second, and so on.

Alternate Endings

Short Game: The game ends when the final territory card is played. The player who played the card may complete his or her turn. Then determine the winner normally.

Long Game: The game ends when a single corporation controls every territory on the map. When this occurs, determine the winner normally.

Accreditation

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