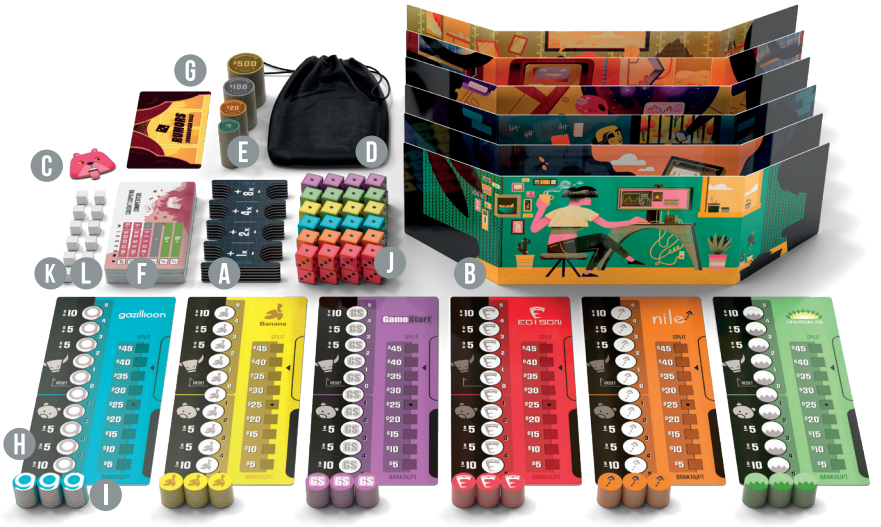
# BEAR RAID

3-6 Players

60 Mins




## Components

- A 6 Multiplier Boards
- B 6 Player Screens
- C 1 First Player Marker
- D 1 Bag
- E Money (5s, 20s, 100s, 500s)
- F 42 Event Cards
- G 1 Rumors Card

**6 Companies, each with:**

- H 1 Company Board
- I 30 Stocks
- J 8 Dice (in company colors)
- K 1 Price Tracking Cube
- L 1 Pip Tracking Cube

## Setup

*Setup Example for 4 players*




1. Place a number of Company Boards equal to the number of players in the center of the table. The other companies are not used. Place five stocks on each Company Board as shown, and place the Price Tracking Cube on $25. Set the remaining stocks beside the board.
2. Shuffle the Event Cards and deal a stack to each company depending on the number of players: 9/8/7/6 cards for 3/4/5/6 players.
3. Place that stack face-up in the lower space beside their board. Slide the top card to the upper space above the deck.
4. Each player takes a Player Screen and hides a Multiplier Board and $100 behind it.
5. Take four stocks from each company and mix them up in the bag. Each player secretly draws four tokens and places them above the +1x space on their Multiplier Board.
6. In the now empty bag, mix all of the dice from each company in play. Each player secretly draws four dice and places them behind their screen.
7. Draw three dice per player from the dice that remain in the bag, roll them, and place them next to the matching Company Boards. Companies may have different numbers of dice.
8. Set the Pip Tracking Cube on the active Event Card on the number that matches the sum of the dice.
9. Place the Rumors Card in an accessible spot for all players.
10. Choose a player to go first and give them the First Player Marker.

## Your Multiplier Board

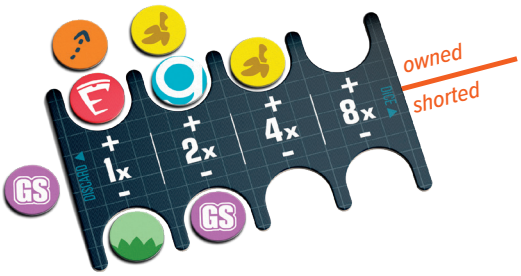
Your Multiplier Board tracks your current stock portfolio. Stocks you own are kept above the board as positive values, while stocks you owe from shorting are kept below the board as negative values.

Whenever you buy or short stock you will add, remove, and/or adjust the stocks around your Multiplier Board to show your updated portfolio.

For example: When you buy a single stock, place it into the 1x column above the board. If you buy a second stock, instead of placing a second token into the 1x column, slide the stock you already have over to the 2x column. When you short stock, place them below the board instead of above.

Stocks owned and owed will cancel each other out: remove as necessary until you no longer have a company's stock on both sides. Stocks removed from your board go to the discard area behind your screen. Once a stock is placed behind your screen, never return it to the supply unless told to do so. This keeps your holdings secret.

***Owned and shorted stocks example:***
*You own 1 Edison stock, 1 Nile stock, 2 Gazillioon stocks, 6 Banana stocks and have shorted 1 Unusual Oil stock and 2 GameStart stocks.*




## Game Objective

Buy and short stocks of various companies. Manipulate dice to spread rumors and influence prices. Make the most money you can.

## Overview

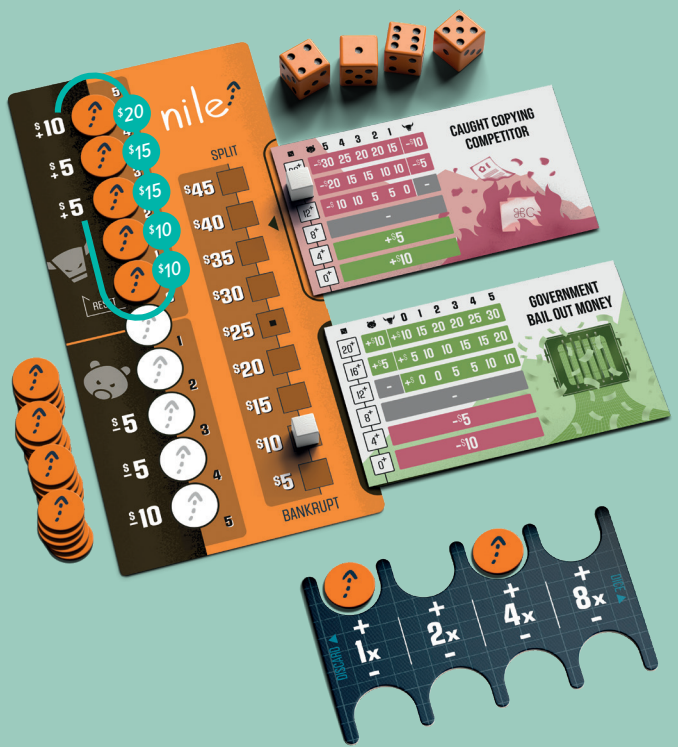
The game is played over a number of rounds depending on the number of players:
**9/8/7/6 rounds for 3/4/5/6 players.**
Each round is made up of 3 phases: Action, Roll, and Resolution.

## I. Action Phase

Players take one turn each starting with the first player and proceeding clockwise. Then each player takes a second turn starting with the last player and proceeding counter-clockwise.

When it is your turn, do one of the following:

- **Buy stock** of a single company
- **Short stock** of a single company
- **Take any number of dice** from a single company and place them behind your screen. You are allowed to take all of a company's dice, or you may choose which dice to take and which to leave. Adjust the Pip Tracking Cube.
- **Place up to three dice** from behind your screen on the Rumors Card. They may be for the same or different companies.
- **Pass**




## Buying Stock:

The company's Price Tracking Cube shows the price for their stocks.

Some stock token positions have modifiers showing you must pay $5/$10 more/less than the stock price. Always buy the lowest stock first. You can buy up to all the stocks on a single Company Board. Pay the money spent to the supply.

***Buying Stock Example:***
*Emma takes 5 stocks from the Company Board, placing 1 stock on her +4x slot, 1 stock on her +1x slot, and places the other 3 into the company's supply. She pays $70 for this buy.*

## II. Roll Phase

Starting with the first player and proceeding clockwise, each player may secretly place as many dice as they wish from behind their screen into the bag. **You may not keep more than 5 dice behind your screen at the end of this phase.**

Randomly draw dice from the bag adding them to the Rumors Card until there are 3 dice per player on the Rumors Card or the bag is empty.

Roll all the dice on the Rumors Card, and place them next to their respective Company Boards.

## III. Resolution Phase

### 1. Adjust Price

For each company, count the total number of pips showing on their dice. Place the Pip Tracking Cube onto the matching space of their Event Card. Then adjust their stock price by the amount shown.

Some Event Cards have a separate **"Bear"** and **"Bull"** column. Look at the small number between the lowest stock token and the highest empty stock space on the Company Board. If that number is in the Bull section, use the Bull column on the Event Card. If it is in the Bear section, use the Bear column on the Event Card.

On some Event Cards you will use a different column based on this number. On some Event Cards you will only need to check if the number is in the Bull or Bear section.




***Stock Price Adjustment***
***Example 1:*** *Dice show 2 pips, The stock price decreases by $10.*




***Stock Price Adjustment***
***Example 2:*** *Dice show 4 pips, while the stocks show Bull 0. The stock price decreases by $5.*

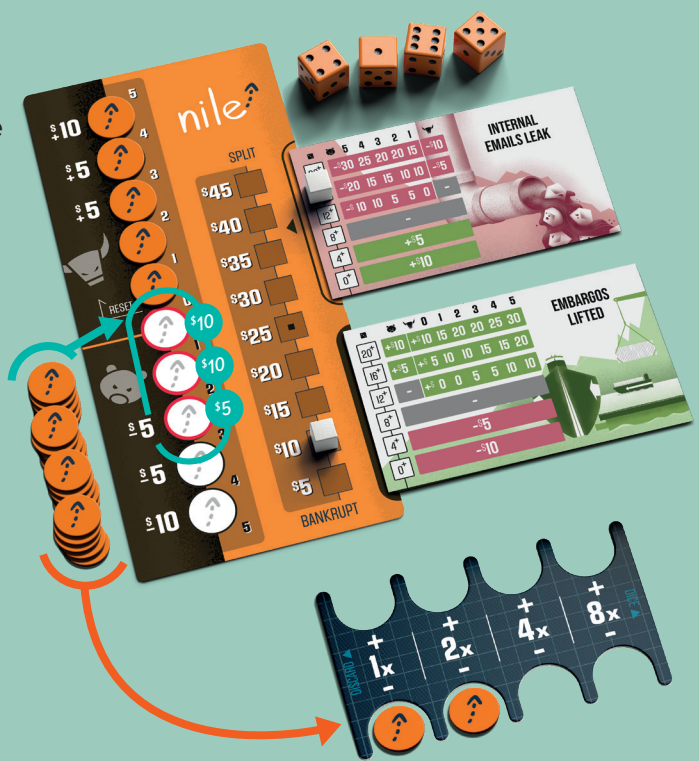
## Shorting Stock:

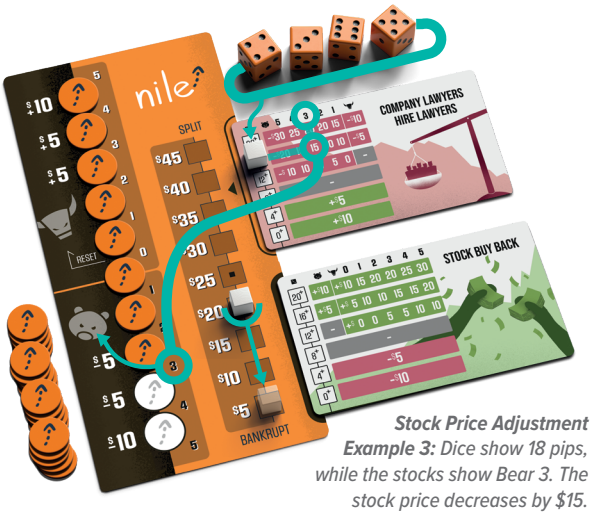
When shorting a stock, you gain money but owe stock in debt. You may short as many stocks as that company has open spaces on its board.

For each share shorted, place a stock from the company's supply onto the board, on the highest empty space. Take stocks from the company's supply to track your shorted shares on the negative side of your Multiplier Board.

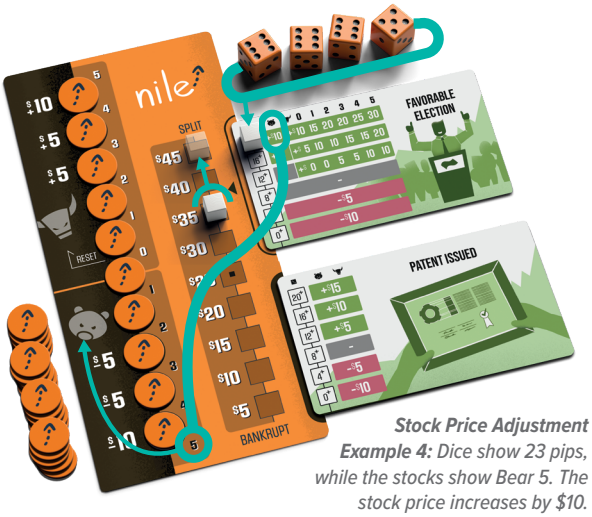
For each stock you short, take money from the supply equal to that stock's price. Some stock token positions have modifiers showing you get $5/$10 more/less than the stock price.

***Shorting Stock Example:***
*Emma shorts 3 stocks from the company, placing 3 stocks from the supply onto the Company Board. She then takes 2 stocks from the supply and places them into the -1x and -2x slots. She gains $25 for this.*

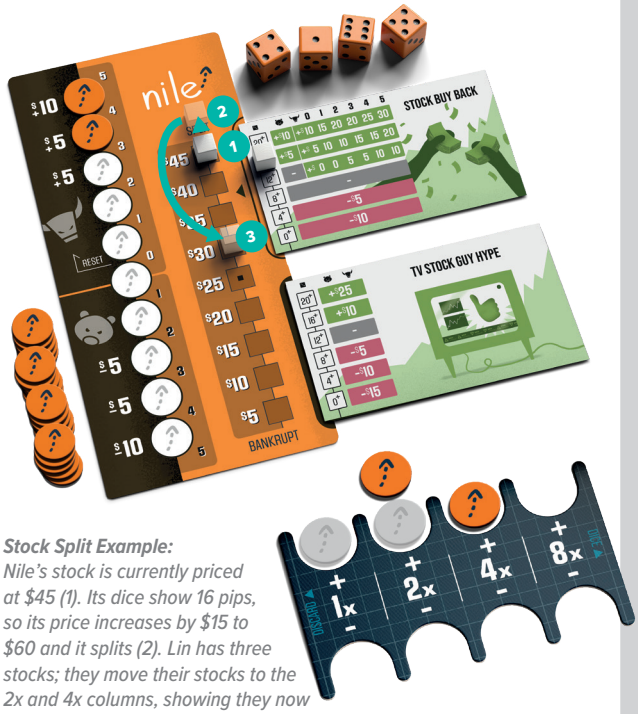





***Stock Price Adjustment Example 3:*** *Dice show 18 pips, while the stocks show Bear 3. The stock price decreases by $15.*




***Stock Price Adjustment Example 4:*** *Dice show 23 pips, while the stocks show Bear 5. The stock price increases by $10.*




***Stock Split Example:*** *Nile's stock is currently priced at $45 (1). Its dice show 16 pips, so its price increases by $15 to $60 and it splits (2). Lin has three stocks; they move their stocks to the 2x and 4x columns, showing they now have six stocks. Set the company's stock new stock price to $30 ($60 ÷ 2) (3).*

### 2. New Event Card

Discard each company's active Event Card. Replace it with the top card of their event deck. Place the Pip Tracking Cube on the appropriate space.

### 3. Reset Stocks

Reset the stocks on each company so the top five spaces are filled and the bottom five are empty. Do not adjust the dice next to the Company Board or the price!

### 4. Pass First Player

Pass the First Player Marker to the left, and start the next round (unless that was the last round).

## Stock Splits

If a company's stock price ever goes over $45, the stock **splits.** Each player doubles their stocks in that company, both owned and shorted. Then set the new price of the stock to half of the old price, rounded up. The old price will be at least 50, and could be more.

## Bankrupt

If a company's stock price ever drops to $0 or below, the company goes bankrupt. Each player returns all stocks they have in that company (both owned and shorted) to the company supply. Reset its stock price to $25, and reset its board with 5 stocks. Do not move or change any dice.

## Stock Tokens

If there are not enough stocks in the supply to allow you to take a short action or to reset the stocks in the resolution phase; all players return all stocks in their discard to the corresponding company's supplies.

## Game End

Once the final round is complete, players cash out the stocks behind their screen. Players receive/pay money for stocks on the positive/negative side of their Multiplier Board based on the current stock price. End game prices are not affected by the +/- 5/10 modifiers on the Company Board. **Whoever has the most money wins!**

## Credits

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