

# BEAR RAID

3-6 Players



60 Mins



Ages 14+



## 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 Forecast cards

## 6 Companies, each with:

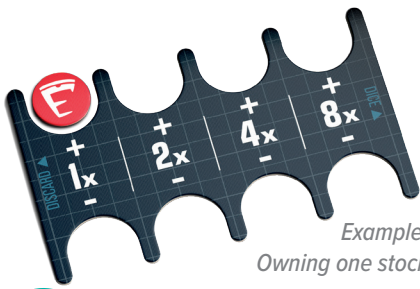
- G** 1 Company board
- H** 30 Stock tokens
- I** 8 dice (in company colors)
- J** 1 Price tracking disc
- K** 1 Pip tracking cube



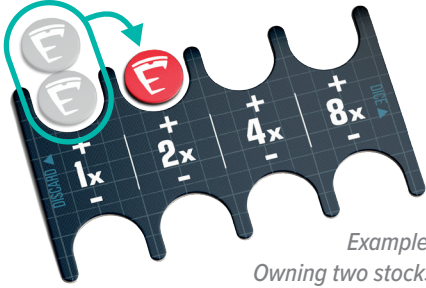
## Setup



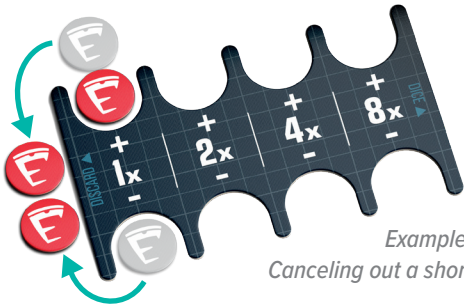
1. Place a number of company boards equal to the number of players in the center of the table. Set each company up as shown.
2. Shuffle the forecast cards and deal a deck to each company depending on the number of players (9/8/7/6 cards for 3/4/5/6 players).
3. Place that deck face-up in the lower space 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 stock tokens from each company and mix them up in the bag. Each player secretly draws four tokens and places them into their multiplier board.
6. In the now empty bag, mix all of the dice from each company. Each player secretly draws four dice and places them behind their screen.
7. Draw three dice per player out of the bag, roll them, and place them next to the matching company boards.
8. Place all remaining money tokens in a supply.
9. Randomly choose a player to go first and give them the first player token.



Example:  
Owning one stock



Example:  
Owning two stocks



Example:  
Canceling out a short



Example: Emma takes 5 stock tokens 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.

## Objective

Buy and short stocks of various companies, then manipulate dice to spread rumors and influence prices, all to make the most money you can.

## Using Your Multiplier Board

Your multiplier board tracks your current stock portfolio, both the stocks you own and the stocks you owe from shorting.

Stocks you own are kept above the board as positive values, while stocks you owe are kept below the board as negative values.

Whenever you buy or short stock you will add, remove, and/or adjust the stock tokens 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 token you already have over to the 2x column.*

Stocks owned and owed will cancel each other out: remove matching pairs as necessary until you no longer have a company's stock tokens on both sides. Stocks removed from your board go to the discard area. Once a stock token is placed behind your screen, never return it to the supply unless told to do so. For example, if you have one stock shorted, and then buy two more, you'll end up with one owned stock and two in the discard area.

## 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 actions:

- **Buy or Short stock** from a single company
- **Take any number of dice** from a single company and place them behind your screen
- **Set up to three dice** from behind your screen in the center of the table
- **Pass**

**Buying Stock:** The company's price tracking disc shows the price for their stocks. The top three stocks cost either \$5 or \$10 more, while the bottom three cost either \$5 or \$10 less. Always start from the lowest stock. You can buy as many stocks as you like. Return the money spent to the supply.

**Shorting Stock:** When shorting a stock, you gain money but owe a stock in debt. You may short as many stock certificates as that company has open spaces on its board by taking them from the company's supply and placing them onto their board on the highest open spaces. For each stock token you short, take money from the supply equal to that stock's price plus any modifiers next to the space that you placed the stock on.

You cannot short stock if there are no empty spaces for tokens on that company's board.

**Passing:** Do nothing for this action.

## II. Roll Phase

Starting with the first player and moving 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.**

The last player shakes up the bag and draws out a number of dice equal to three per player minus the number in the center of the table. Add these dice to the center as well. If there are not enough dice in the bag, draw as many as you can.

Roll all the dice in the center, and place them next to their company boards.

## III. Resolution Phase

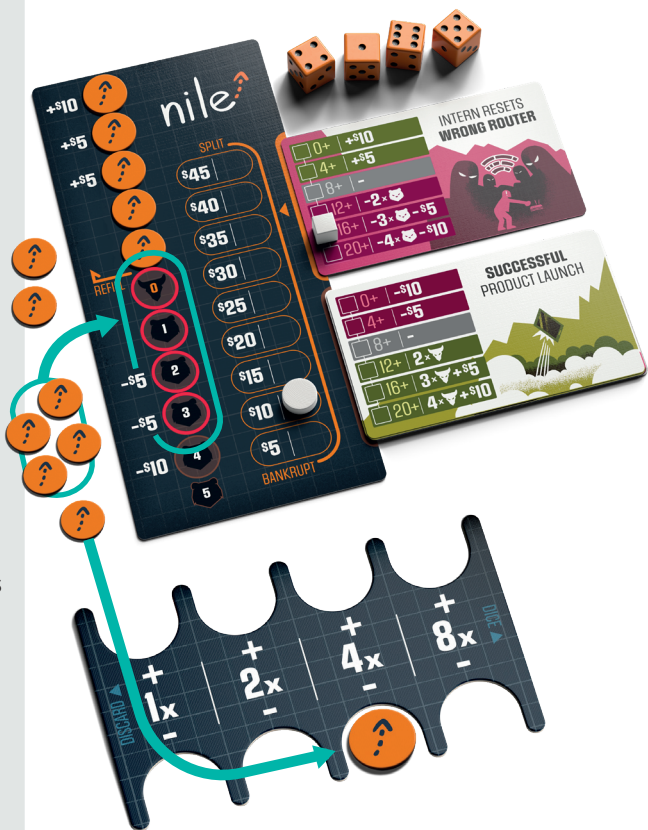
This phase consists of four steps.

### 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 forecast card. Then adjust their stock price by the amount shown.

Some forecast cards have values depending on the number of stock tokens on the company board. The top most uncovered space will show a company's current **Bull** or **Bear** status. This status determines the variable price change of certain cards. Always round to the nearest multiple of 5 when determining such a change.

*For example: 22 goes to 20 and 23 goes to 25.*



*Emma shorts 4 stock tokens from the company, placing 4 stock tokens from the supply onto the company board, and 1 stock on her -4x slot. She gains \$30 for this short.*



**Successful Product Launch:** *The dice show 16 pips, and the topmost uncovered space shows 3BULL 🐂. The forecast card changes the price by \$3 per BULL, plus \$5. That's \$14, which rounds up to a \$15 increase.*



**Intern Resets Wrong Router:** The dice show 12 pips, and the topmost uncovered space shows 4BEAR. The forecast card says to lower the price by \$2 per BEAR. That's \$8, which rounds to a \$10 decrease.



Example: Nile's stock is currently priced at \$40, with a Bull Market card showing. Its dice show 16 pips, so its price increases by \$10 to \$50 and it splits. Lin has three stocks; they move their stock tokens to the 2x and 4x columns, showing they now have six stocks. Set the company's stock new stock price to \$25.

## 2. New Forecast Card

Set aside the pip tracking cube and discard each company's forecast card. Replace it with the top card of their forecast deck.

## 3. Reset Stocks

Add or remove stock tokens on each company so they have exactly five. Do not adjust the dice next to the company board!

## 4. Pass First Player

Pass the first player marker to the left.

## Stock Splits

If a company's stock price ever goes over \$45, the stock **splits**. Each player doubles their stock tokens in that company both owned and owed. Then set the new price of the stock to half of the old price, rounded up.

## Bankrupt

If a company's stock price ever drops to \$0 or below, the company goes bankrupt. Each player returns all stock tokens they have in that company to its supply. Reset their stock price to \$25, and refill its board with 5 stock tokens. Do not change their dice!

## Running Out Of Stock Tokens

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

## Game End

Once the final round is complete, each player receives money equal to the current stock price for each stock token they have in the positive '+' side, and pays money equal to the current stock price for each stock token they have in the negative '-' side. Whoever has the most money wins!

## Credits

**Design:** Ryan Courtney

**Illustration:** Nick Nazzaro

**Graphic Design:** Anca Gavril

**Consulting:** Michael Dunsmore, John Brieger

**3D Artist:** Filip Gavril

**Rulebook Editor:** Sam Hillier