

OFFICIAL RULES  
FOR

# *Venture*

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. Skillful organization (and reorganization) of holdings will gain the greatest profits — and win the game! **NUMBER OF PLAYERS: 2 to 6.**

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## THE CARDS

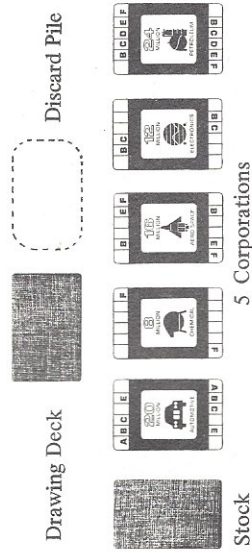
Venture is a game of challenge and competition. The object of the game is to build a financial empire which scores highest as a profit maker. The game is played with two special decks of cards called the Corporations and the Resources.

**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 5 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

## THE SETUP AND THE DEAL



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 ½x, 1x and 1½x (the "x" meaning times). By playing a ½x 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 1½x 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 which is described on page 7. When a Profit card is turned up, all play stops and everyone totals his profits.

**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.





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 from a Conglomerate. Only one Corporation can be taken over with each **Proxy Fight** card. **Proxy** card along with each **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 card, cost of Corporation would be 36 million, or 1½ 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*. Especially good play to increase end-of-game scoring.

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 3 or more Corporations with *one letter* in common earns the following profits:

Size of Conglomerate	Amount of Profits
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* Corporations, 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	B	C	E		Automotive
Aero-space	B	D	E	F	A	B	D	E	Petroleum
Chemical	A		D	E	A	B	C	E	Electronics
					B	C	E	F	Steel
									20 MILLION
									16 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 to 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 described under **Profit Card Scoring**. He also totals the values of any **Capital** cards he may be holding. Amounts are entered on score sheet and added to previous profits for grand totals. Player with largest grand total is the winner. The others are simply multi-millionaires.

Venture decks replaceable @ \$2.00 each (specify Corporations or Resources). Send order to: 3M Company, Box 3350, St. Paul, Minnesota 55101.  
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