



*Stockpile: Illicit Investments* contains a new expansion module called **Investment Strategies**. Investment Strategy Cards give each player the ability to perform a unique action every round. Engage in Corporate Espionage, Rogue Trading, Vulture Capitalism and many more alpha-seeking maneuvers to outperform the competition and become the richest of them all.

## INVESTMENT STRATEGIES

### *Investment Strategy Cards*

In *Stockpile: Illicit Investments*, Investment Strategy Cards offer additional actions that players can capitalize on throughout the game.

### *Setup*

Shuffle all Investment Strategy Cards and deal **(3 + the number of rounds)** cards to each player.

Each player must then **discard 2** Investment Strategy Cards back to the Game Box along with any other unused Investment Strategy Cards (unless playing with Illicit Ivan).

*Example: In a five-player game, each player will be dealt 8 Investment Strategy Cards and discard down to 6 before the game begins.*

**Note: If using Investor Cards, players may decide to choose their investors before discarding their Investment Strategy Cards.**

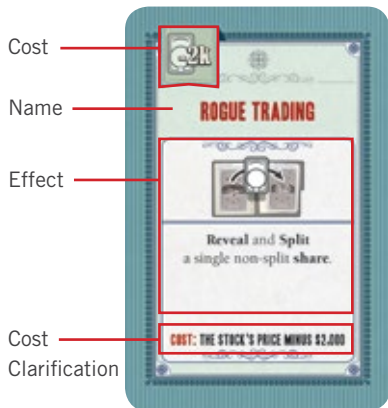
### *Gameplay Changes*

#### **ACTION PHASE**

**Once per round** during the Action Phase, each player may play an Investment Strategy Card on their turn.

**IMPORTANT: Other Action Cards and Investor Powers are still used as normal and can be done either before or after playing an Investment Strategy Card.**

To play an Investment Strategy Card, simply pay the cost (if any) and perform the effect described on the card, discarding it to the Game Box.



For specific Investment Strategy Card clarifications, please see the back of this Rulebook.

**Note: You will not be able to play your entire hand of Investment Strategy Cards (unless playing Illicit Ivan). Unused cards do not benefit you at all.**

### *First Player Card Variant*

This variant is an alternative to passing the First Player Marker clockwise. You can play this variant with any player count, but it is geared towards the 3-4 player count range because each player doesn't have an equal number of starting turns.

With this variant, the first player receives the First Player Marker and the new First Player Card. Each round at the end of the **Supply Phase** (after all cards, including Commodity Cards have been placed), the first player adds the First Player Card to one stockpile of their choice.

The player who wins that stockpile during the Demand Phase will collect the First Player Card and **immediately give it to any player** (including themselves).

The player who receives the First Player Card will take the First Player Marker **at the start of the next round**.

**IMPORTANT: This does NOT affect the turn order for the remainder of the current round.**

**Note: The First Player Card can be returned to the box during the final round of the game.**

## INVESTORS

### ILLICIT IVAN

\$18K; 2P \$13K



After all players have discarded their 2 Investment Strategy Cards, randomly draw a number of Investment Strategy Cards **equal to the number of rounds minus 1**.

You may play **up to 2** Investment Strategy Cards each round, paying the appropriate cost(s) as normal on your turn during the Action Phase.

### INVESTOR CLARIFICATIONS

#### GOLDEN GRAHAM

His power only benefits Investment Strategy Cards that use the term "sell" in the card's description.

#### MAVERICK MARK

He may move any card placed on the stockpiles, including the First Player Card.

<b>Card</b>	<b>Clarification</b>
<b>Block Trading &amp; Value Investing</b>	You gain the benefit from where your Bidding Meeple ended (not what you paid).
<b>Corporate Espionage &amp; Insider Trading</b>	You may choose to look at face-down sets of insider information next to the game board.
<b>Data Broker</b>	Reveal only one pair of Forecast and Company Cards in a two-player game.
<b>Diversification</b>	You must reveal at least one of each of your different stocks to receive this benefit.
<b>Dividend Growth Investing &amp; Special Dividend</b>	All players with stock in that company receive the dividend.
<b>Falsified Earnings</b>	Place this card on top of any Forecast Card, including another player's Forecast Card or even those on/next to the game board. Do NOT reveal the impacted Forecast Card until the Movement Phase. During the Movement Phase, the underlying Forecast Card will be modified depending on its value before any movement occurs. If the Forecast Card is positive (+1 or greater), -3 to forecast value. If it is a dividend, pay the dividend first, then -3. If negative (-1 or less), +3 to forecast value.
<b>Fraudulent Transfer &amp; Vulture Capitalism</b>	Discard one stock that you own in order to select one Stock Card of your choice from the discard pile and place it face-down in your Stock Portfolio. Alternatively, you may move one stock from your Split Stock Portfolio to your regular Stock Portfolio to perform this action. Note: You must reveal both Stock Cards affected by this action.
<b>Interpositioning</b>	You still have to pay the trading fees obtained this round.
<b>Market Maker &amp; Naked Short</b>	The Stock Boom or Stock Bust required to play this card is placed in the discard without being used.
<b>Rogue Trading</b>	Reveal and move one Stock Card of your choice from your Stock Portfolio to your Split Stock Portfolio.

#### GAME DESIGN

Brett Sobol and Seth Van Orden

#### ILLUSTRATION

Jacqui Davis

#### GRAPHIC DESIGN

Ian O'Toole

#### CONTRIBUTORS, PLAYTESTERS AND HONORABLE MENTIONS:

Tania, Grace, and Maverick Van Orden, Tessa and Cedric Sobol, Jeff and Katie Butler, Shaun and Natasha Hartman, John Butler, Paul Fiske, David Berg, Ryan Valdez, Melissa (sunnyshynie), Kevin Ure, Heikki Laakkonen, Peter Schell, Wesley Grotjan, Ian Murray, Andrea R, James Ataei, Tysen Streib, Tobias Lunte, Byron Brown

The illustrations in Stockpile: Illicit Investments are a parody and are NOT licensed by the individuals caricatured on the cards.