

Stock Market

The Idea...

Stock Market is a reality game following the rules of stock exchange world, where assets increase is most important. In this game the Players are both: brokers and investors. The Bank sells tokens used for investing. As in real stock market, the idea is to buy low and sell high. The rates change every turn, each Players can make one or multiplied exchanges on own turn. Dice can be used to play, but usually Stock Market is played with finger marks, that determine the rate vectors. The duration of one game can be defined by players, e.g. 40 or 60 min. The person to make most of their capital within the agreed time brackets is the winner.

ATTENTION: Dramatic turns in the body of the game can cause stress symptoms when taken too seriously. It was our goal to make this game as real as possible following stock exchange ups and lows dramas. Anyway, this is a virtual reality only. Relax and enjoy!

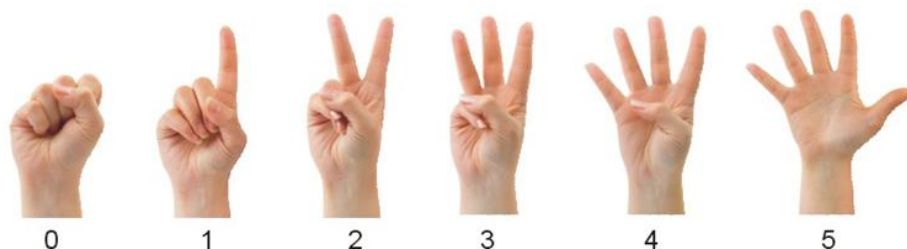
How to Play

To begin:

Roll open Lite Lion Games rollable Stock market gaming mat. Place violet rate detectors to the mid-space, marked "0". At least two players are recommended to be on the opposite side of each other/other side of the table to make the finger marks drawing easier. The Players choose own colour from the four colours available. Each Player gets 5 pcs tokens of the corresponding colour, each of nominal value of LL\$400 of investment, and LL\$2320 cash. The cash money is issued as following: 1 pcs LL\$1000, 6 pcs LL\$100, 9 pcs LL\$50, 9 pcs LL\$20 and 9 pcs LL\$10. The investment tokens can be exchanged to cash in the Bank as equal to LL\$400 each.

The beginner can be chosen in any suitable way, as coin draw and etc. In according to the sequence of turns, each Player has equal amount of turns per game.

The Turn



The Rate:

For each turn two Players draw the number. The number is counted together on fingers of two Players at once: The Player, whose turn in on and any other Player as agreed. The hand is hidden behind the back or under the table and when released, the amount 0-5 can be shown on fingers (as pictured). The gross number on both Players' hands valued 1-10 is the number of the share to move. It can go up or

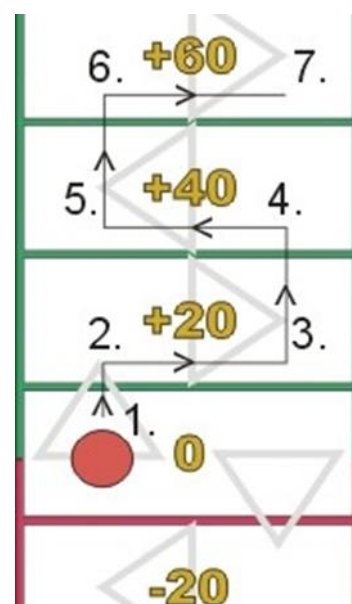
down. The violet indicator is moved one step up to down to show the quote of the particular share. The position of the palm is important: if both Players' palm is facing down, the rate decreases, otherwise the rate increases. If both Players shows zero, the rate of each share 1-10 decreases one level. If both Players show same even number, the vector of each even number share (2,4,6,8,10) is moved one step. If both Players show same odd number, the vector of each odd number share (1,3,5,7,9) is moved one step.

ATTENTION: Step and Level enjoy different relevancy. Step is one space on the rate indicator vector, when Level is a grade on the vertical vector.

Changing the Rates with Dice:

The Player of the upcoming turn throws one of dice first. Numbers 3, 4, 5 and 6 increase the Rate by one step. Numbers 1 and 2 decrease the Rate by one step. Then the Players throw two dice. The gross number is the number of the Share, which goes up or down. The violet Rate Indicator is moved one step forward or back. If dice return gross number 12, all the Shares 2-11 decrease one level. If both dice return with same even number, the vector of each even number Share (2,4,6,8,10) is moved one step. . If both dice return with same odd number, the vector of each odd number Share (1,3,5,7,9) is moved one step.

ATTENTION: Step and Level enjoy different relevancy. Step is one space on the rate indicator vector, when Level is a grade on the vertical vector. When played with dice, Shares are marked with numbers 2-11, so Share #1 equals with number 11 on dice. Dice gross number 12 is equal to zero on fingers. Otherwise the instructions are same.



Quotation changes:

Quotation changes after each Trade (buy/sell) event except the first investment round. As the Asset is invested, the Quotation Indicator is moved a step forward. As the Asset is released (the Shares are sold out), the quotation indicator moves a step back. The changes take place after the trade event is completed. The quotation always moves one step despite the value of the trade event. The Quotation Indicator moves as illustrated considering steps 1-7. The horizontal step does not change the rate. When moving downwards, the Indicator moves same, but in the opposite direction. When Rate Level changes, the Indicator goes over green or red line.

Exchange:

As Exchange Rate changes, the Player completes the Trade. Each Turn allows to make multiple Trades (Buy/Sell Events). The Player invests one or more Units into the chosen Enterprise. One non-recurring investment nominal value is \$400.

Investment Purchase Rate:

If the Rate Indicator is in zero space ("0"), the Investment is in its nominal value of \$400. If the Rate Indicator is e.g. +20, the Investor has to pay $\$400 + \$20 = \$420$ If the Rate is e.g. -60, the Investment is

\$60 below the nominal value, so they can get a \$60 refund from the Bank or buy the shares for \$400-\$60=\$340. The Investment token is placed to the same space with the Rate Indicator.

Investment Sales Rate

❖ Profit

If the Investment Token is in e.g. in space "0" (zero) and Rate Indicator is in space "+40", the Investment is evaluated \$400+\$40. So, the Investor gets \$40 profit. NOTE: When selling shares out, the invested sum is not refunded to the Bank but stays in the possession of the Investor (the Player). The Investor gets interest from the Bank \$40 for each invested unit. (?)

❖ Lost

If the Investment token is in space "-20" and the Rate is "-60", the Player's Investment is \$40 below purchase price, so when selling, the Investor has to pay \$40 to the Bank for each Invested Unit. So, the Player gains a loss of \$40. The Investment token returns to its nominal value of \$400 after this action.

Exchange commission

The Exchange charges a commission for each assignment. Each Investment Unit placed into Shares is due to the brokerage of \$10.

Rate Development

❖ Top Rate

Reaching its top value, the Rate development stops. Getting a raise claim, while enjoying the top rate position, the Rate collapse three levels down, e.g. from level +120 to level +60.

❖ Bottom Rate

Reaching its bottom value, the Rate development gets out of control. Getting a reduce claim, while enjoying the bottom rate position, the Share turns valueless and all the Investment have to be returned to the Bank without reimbursement. This action forces the Rate back to zero level.

Trades Between Investors

The Players are allowed to trade Shares/Investments between each other. The trades occur according the Rate levels. Reciprocal trading is not due to commissions, neither it influences the Rate. The buyer places their Investment token instead of the Seller's ones, and the Seller's tokens are returned to the Bank. The Bank does not pay for the tokens as they are paid by the Buyer. The price can be also agreed in-between the parties, as in some cases singular Investor for particular Share is an advantage.

The Winner

The game is over when the agreed time period is full. As the Investments are liquidated, the Player who gains the biggest capital is the winner. The game is also over, if every Share's Rate is in its top value. This condition also enforces Investments' liquidation.

Duration

Duration of one game round is subject to the number of Players. Approx. 40-120 min.

Gaming Set

Lite Lion Games rollable Stock Market gaming mat 48-100 cm

4 x 20 pcs various colour Investment Tokens

10 pcs violet Rate Indicators

Banknotes:

- 40 pcs \$1000
- 40 pcs \$100
- 60 pcs \$50
- 60 pcs \$20
- 60 pcs \$10

Instruction

Players: 2-4 persons

Age preference: + 8 supervised, + 12 independently

Classification : Leisure, Economics: Stock Exchange basics