

## THE STOCK MARKET GAME - 1955

This game is played in exactly the same manner as real stock market transactions are conducted.

There is a Quote Board, a Brokers Board showing certificates of stock, 6 price paid strips indicating the amount of dollars paid in thousands, Stock Certificates of the five commodities dealt in, 5 plastic markers, and 140 bills in denominations of one thousand and 14 ten thousand dollars.

As a real stock market, the transactions include buying and selling in a rising market, a stable market, and a failing market.

The die is rolled to determine the first player. Highest starts, and the rest play in turn.

One player is selected as the Banker, and one as the Broker,. The Banker has to collect all money for stocks bought, and to pay for stocks sold, as well as dividends and extra dividends. The Broker holds the 50 stock certificates ( face down ) and turns them up, one at a time to enable the players to buy. He also moves the price markers on the Quote Board.

EACH PLAYER IN TURN MUST COMPLETE A TRANSACTION, which is either buying or selling stock. No player is permitted to pass. On the first play, each player must buy, since he has no stock to sell. In all subsequence plays, he can decide to buy or sell. The position of the price marker on the Quote Board indicates whether the market is rising, falling or stable in that particular commodity.

At the start of the game each player gets 20 \$1,000 bills and one \$10,000 bills, together with a price paid strip. The rest of the bills goes to the Banker.

#### Rising Market

**BUYING:** The player in his turn states he wants to buy. The Broker then turns up the top card of the stock certificates and gives the name of the stock to be bought.

The player now rolls the die to determine the highest price payable for this stock. If a 1 or 2 is thrown, the marker is moved one or two spaces on the Quote Board in a rising position ( arrow pointing to the right). This establishes the price that the player must pay.

If a 3, 4, 5 or 6 is thrown, the players may bid to establish a price for the stock. The player who threw the die has the **right** to the first bid, which must be \$2,000 above the current market price ( indicated by the position of the marker on the board). The highest bid which may be made is the current market price, plus the number thrown on the die.

For example, if the current market price is \$4,000, and the 3 is thrown on the die, the highest bid possible is \$7,000. After the bidding of all players reaches the highest permissible amount, the player who threw the die has the right to choose whether to buy at that price, or not. If he declines to buy, the player who made the highest bid must now buy the stock at that price. This does not affect his regular turn.

The marker is now moved by the Broker to the new price, which, constitutes the current market price of that stock. The buyer gets, the stock certificate and places it on his price paid strip as a record of the price he paid.

**Selling:** A player in his turn may decide to sell instead of buying stock. He may sell only one stock in his turn. He announces the name of the stock he intends to sell and places it on the Brokers Board. If no stock has yet been sold, the player chooses any row on the Brokers Board, but must start on the extreme left. Consecutive sales of the same stock must be placed immediately to the right, on the first available space. The Banker pays the player the current market price, and turns the marker with the arrow pointing up, to indicate a stable market. Whenever the first available empty space is marked "Extra Dividend," the player placing his certificate there receives \$4,000 extra from the Banker.

#### Stable Market

**Buying:** If a player decides to buy in a stable market, he does not throw the die, and there is no bidding. He just pays the Banker the current market price, and puts the stock on his price paid strip at the amount paid. The Broker now turns the market to a rising market position ( arrow to right).

**Selling:** To sell in a stable market, again the player does not throw the die or bid. He collects from the Banker the current market price and places the stock on the Brokers Board. The Broker turns the market to a falling position ( arrow pointing to the left).

#### Falling Market:

**Buying:** The player buying a stock in a falling market must throw the die to establish a new market price. The new price is the old current market price less the number thrown on the die. The player pays the Banker the new market price and puts the stock on his price paid strip of the amount paid. The Broker now turns the marker to a stable position ( arrow pointing up).

**Selling:** If a player decides to sell his stock in a falling market he names the stock and places it on the Brokers Board. He must now throw the die to establish a new current market price. The new price is the old current market price, less the number thrown on the die.. The Broker now moves the marker to the new price in a falling position ( arrow pointing to the left). The Banker pays the player the new price, except if the stock has gone bankrupt.

#### Bankruptcy

If, in buying or selling in a falling market, the player throws a number on the die which moves the marker below \$1,000 on the Quote Board, this stock is bankrupt. All players holding this stock must immediately place all their stocks on the Brokers Board and they do not receive any payment or dividends. The Broker now places the marker for that stock at the starting point, so that it can move up the board again when it is bought.

#### End of Game

The game ends when the Brokers stock pile is exhausted and no more stocks can be bought. Therefore each player on his turn must now sell back to the Broker all his remaining stocks in accordance to the selling rules ( above) and collects from the Banker the current market price unless the stock is bankrupt.

When all the stocks are on the board, the player who has the most money is the winner.

#### Dividends

If, in a rising market a stock reaches or passes the \$10,000 mark, the player receives \$2,000 from the Banker for each share of that stock which ~~he~~ holds. This, however, does not apply to the stock which is purchased at that particular time. If the stock reaches the \$15,000 price, the same thing applies, but the dividend is \$5,000 for each stock held.

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*Banker*