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In case of loss of any parts of the game additional parts may be secured at the following prices, post paid :

Board.....	\$1.25
Dice.....(each)	.35
Set of three.....	1.00
Markers.....(each)	.10
Set of 24.....	1.25

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**STOX, INC.**

111 West Monroe Street

Tel. Randolph 5456

**CHICAGO**

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PRINTED IN U.S.A.

*Rules for Playing*

**STOCK EXCHANGE**

(TRADE MARK)

Today's Most Fascinating Game

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**INSTRUCTIVE  
EXCITING  
INTERESTING**

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**Price \$3.00**

**STOX, INC.**

111 WEST MONROE STREET

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# RULES FOR PLAYING

With each game of Stock Exchange is furnished:

- 1 "Stock" Board.
- 3 Dice, serving as a "Ticker."
- 24 Celluloid Markers, 4 each of six different colors to identify the players. (The underscored markers serve only to identify the players when more than six are playing.)

**STOCK EXCHANGE** employs a "Board," similar to those in Stock Brokers' offices on which are listed different Stocks.

One of the players acts as "Broker" and makes settlement with the other players at the end of each "Day" of the market. A "Day" is five minutes long. Movements of the Stocks are indicated by the fall of the specially marked dice, one die indicating the amount of gain or loss, and the other two dice the Stocks affected by the throw.

It is convenient for the "Broker" to appoint one of the players as a "Board Marker" to assist him in moving the markers.

**PLAYING AND SCORING.** The players select their Stocks by placing their markers LONG or SHORT across the center of the "Board" in the spaces marked "Place Orders Here." When a Stock has moved 10 points up or down it is automatically "Sold Out" by the "Broker," and no further movement of that Stock will be made during that "Day." At the close of the "Day" the markers will be at various points on the "Board," above or below "Purchase Price" (space marked "Place Orders Here"). If a player has played a Stock LONG (to go up), and the "Day" terminates with his Stock above "Purchase Price," the "Broker" pays, in tokens (chips, matches, etc.), one point for each space; conversely, if a player has played SHORT (to go down), and the Stock has gone up, the player pays the "Broker" one point for each space. Similarly, a Stock which has gone down is charged or credited according to whether it was played LONG or SHORT.

**MARGINS.** Each player deposits with the "Broker" one point "Margin" for each Stock played. The total of these "Margin" deposits goes to the player whose marker has first reached the 10th position in the right direction, "Up" if he has played LONG, and "Down" if he has played SHORT.

**ALTERNATE Way of Playing.** The game may be played by terminating it when the first player goes out, in the right direction, rather than continuing for the predetermined FIVE minutes.

# Additional Rules and Explanations

**TOKENS.** Poker Chips, or Matches, make convenient tokens.

**"BROKER".** The "Broker" is selected by lot, and his office rotates among the players after each "Day." The "Broker" may or may not play the market himself; if he does, he of course contributes to the "Margin" account, and may win the total "Margin" deposits.

Each player may select as many Stocks as he chooses, but it is not advisable to have more than two markers on any one stock.

The dice should be thrown by the "Broker" first, and then by each player in rotation.

When the game is being played with the FIVE minute "Day," the "Broker" will be responsible for the "opening" and "closing" of the market. He will place a watch on the "Board" so that players may observe the time remaining before the "close" of the "Day," and at the "opening" of the "Day" he will announce the exact time at which the trading for that "Day" will be terminated.

The winning of the "Margin" account by a player does not cancel settlement by the "Broker" with such player for the 10 points moved by his marker. If no player goes out during a "Day," the "Margin" account for that "Day" may either be distributed back to the players, or it may be held over and be augmented by the new "Margins" of the next "Day."

At the conclusion of the entire series of "Days" play, the "Broker" for the last "Day" shall compute the score from the tokens remaining in the hands of the individual players. This score will be the basis for the distribution of prizes, if any are given.

If no tokens are available each player should be provided with a score card, on which is entered at the end of each "Day" the net points scored PLUS or MINUS. The "Broker" for each "Day" must record on his score card the net result of his settlements with the other players.

At parties, added interest will result if a time-keeper with a bell of some sort be appointed to indicate the beginning and end of each "session."

The game of STOCK EXCHANGE permits of many variations that may be devised by the players, but any such variations must be definitely agreed upon by all before play is commenced.