

# **STOCK TICKER**

## **BRIEF OBJECT OF THE GAME**

The object of the game, is to buy and sell stocks, and by so doing accumulate a greater amount of money than the other teams at the end of the game.

The winner is decided by setting a time limit (or turn limit) at the start of the game, and is the team having the greatest portfolio value at the end of the game

## **RULES**

Any number of players can play this game, but players will be divided into teams.

## **PREPARATION**

The Stock Indicators begin on the Stock Quotation Board at 100, which is Par Value of all stocks at the beginning of the game.

Each team is to be given \$1000.00.

The Broker will handle the buying and selling of all Stocks. Dividends will be calculated and paid automatically. As the roll of the dice indicates an upward or downward price change the computer will move the price indicators.

## **TO START THE GAME**

Each team has the option of buying up to \$1000.00 worth of Stock or different Stocks as desired (within the limitations at the end of the rules). That is, before play begins, a team may buy all of one particular Stock, or various amounts of different Stocks, as they see fit, at their Par Value of \$1.00. The Broker starts the game by rolling the electronic dice. After each team has rolled the dice, the Stock Indicators on the Quotation Board will move to correspond with the roll of the dice, for example: —if when the dice are rolled they show Gold up 10, the indicator would then be moved from 100 to show Gold at 110. If when the next team rolls the dice, they show Gold down 20, the indicator is moved from 110 to 90.

## **DIVIDENDS**

Should the dice when rolled show a Dividend, and the value of that particular Stock at the time of the roll is at Par Value of 100 or higher, a Dividend is paid at that time by the Broker to each team holding that Stock, according to the amount shown by the roll of the dice. **NO DIVIDEND IS TO BE PAID ON ANY STOCK WHOSE VALUE IS UNDER PAR — Less than 100.**

## **BUYING AND SELLING**

Buying or selling must take place ONLY prior to the Broker's roll, and all stocks can only be bought or sold at their present market value, which is at that time shown on the Stock Quotation Board. Trading instructions will only be accepted from the captain of each team.

## **STOCK SPLIT**

When a Stock reaches or goes over 200 a split is declared, and all teams holding that particular Stock receive from the Broker another Share for each one held, and the value of that particular Stock then goes back to Par value of 100.

## **STOCKS TAKEN OFF THE MARKET**

When a Stock drops so that it has no value, all of that particular Stock held by the teams is turned back to the Broker, and the same Stock is put back on the market at par value of 100. Now, any team may re-buy that Stock but must pay 100 per share, which is its new Par Value.

## **BORROWING**

In the event a team loses all their Stocks and money, they may borrow up to \$1000.00 from the Broker. This amount is to be paid back to the Broker before calculating the team's money on hand at the end of the game, plus \$500.00 borrowing Charge. Any team is allowed to borrow only once during the progress of the game.

**Team 1** – Must choose any ONE stock at a time. Profits may be reinvested at any time in the same stock. You do not have to hold the same stock for the whole game.

**Team 2** – Must choose and hold any TWO stocks at a time. Profits may be reinvested at any time in one or both of the same stocks, but the maximum number of stocks is two.

**Team 3** – Can buy and sell stocks at will, but can only hold a maximum of THREE stocks at any one time. Profits may be re-invested in any of the three owned stocks.

**Team 4** – May buy and sell stocks at will. Must hold at least one stock at any one time.

**Team 5** – Must maintain an equal amount of all SIX stocks. May reinvest profits, but must be invested in each stock in equal amounts.