

# StockMania Beginner's Instructions

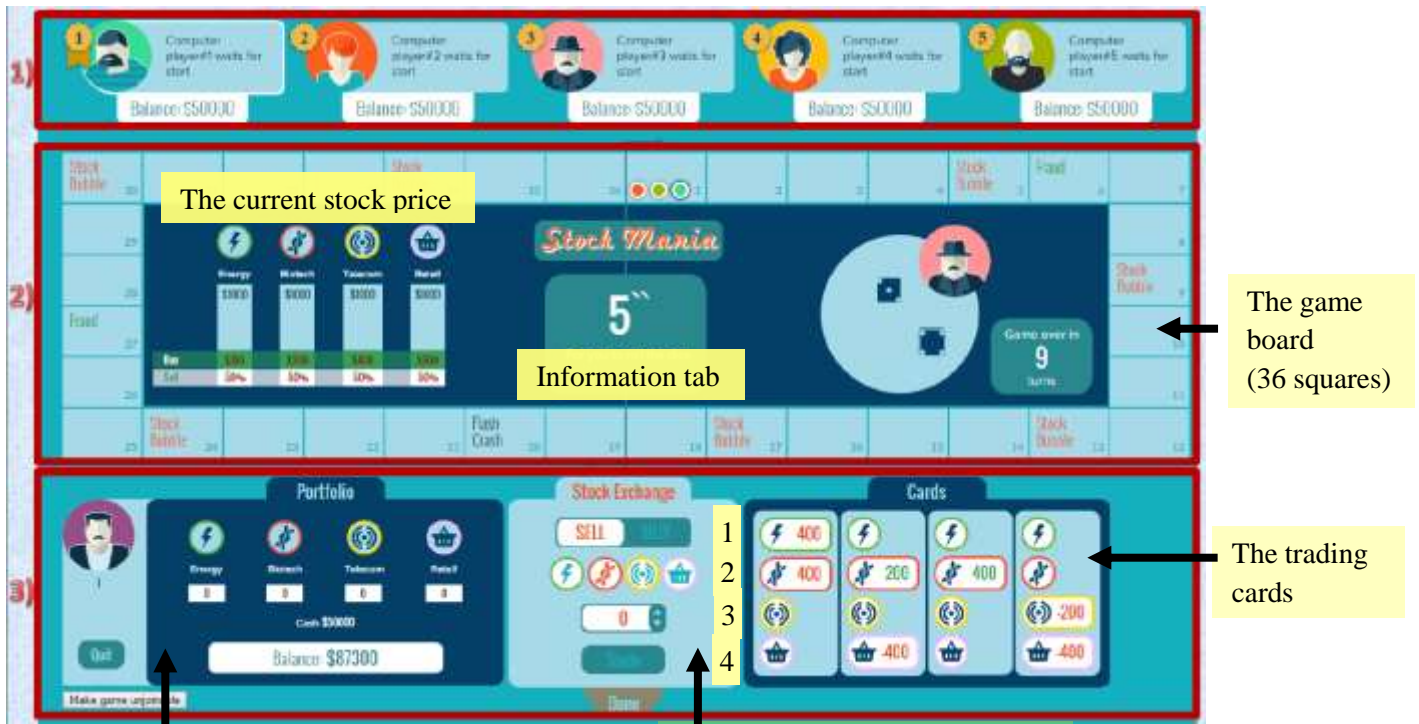
## A. Game Diagram:

The diagram can be divided to 3 main sections:

Section 1 – participants Information area, Visible to everyone.

Section 2 – the Stock Market area, visible to everyone.

Section 3 – the private area, visible only to the player.



The Portfolio shows the amount of stocks you have, in addition to your current Cash and your total assets (Balance).





## B. Game Goal:

The main goal of the game is to be the richest participant on the table. The winner would be the player with the highest Balance (total assets) at the end of the declared rounds.

## C. Beginning of the game:

The multiplayer game starts when the host pushes "Start Game" button (a temporary button that would be visible at the start of the game at section 3).

The participants at the game trades in stocks of 4 companies as follow:

- 1) Energy  2) Retail  3) Telecom  4) Biotech 

Each player at his turn rolls the dice and advanced to a certain square at the board game.

## D. The Game Board: (Section 2)

The game Board contains 36 squares of 4 types:

- 1) An Empty Square 2) Stock Bubble (Volatile trading) 3) Fraud (lucky day) 4) Flash Crash (black day).

## E. Starting state:

Each player received at the beginning 50,000\$ and 4 trade cards (section 3). The price of any of the firm stock is at 1000\$ (section 2).

## F. Trade Cards:

Each Card feature (from up to down) 4 firms by their logo, near each logo (in some of the firms) would be a number of \$ and mark by + or - . The trade cards purpose is to alter stock prices by the amount mention at them.

Note: negative amounts would be red, positive amount would be green.

## G. The conduct of the game in any of the squares types:

### 1) Empty Square:

- a. **Current player action**, the current player can choose one card out of the 4 of his disposal, in case he didn't choose any card in 15 seconds, the stock prices will remain unchanged (in his turn).

At the end of the current player action, the **stock exchange phase** will be start, a sign for that would be given at the information tab (section 2).

Note: if the player picked a card he shell received another one instead.

- b. **Stock exchange phase**. Each of the players (simultaneously) allowed to trade at the firms' stocks (buy and/or sale) according to their updated values and in consideration to the amount of cash that they have. The players have 45 seconds to complete that phase starting at **current player action**.

Note: in any of the other square, **Current player action** and **Stock exchange phase** will conduct as mention above.

### 2) Stock Bubble: (Volatile trading)

- a. Stocks prices will vary sharply automatically (ups or downs). The changes will be shown by a random card at the game board (section 2).  
(the current player have no role)
- b. **Stock exchange phase**. (as above).

### 3) Fraud: (lucky day)

- a. **Current player action**.
- b. **Stock exchange phase**. The current player can trade at stock with preferred terms as follow: he can either buy stocks at half of their prices (up to a 100 stocks), or sell stocks at double of their prices. He is restricted to only one action. After his turn the turn will pass. The special prices would be shown at special tab (section 2) at the lines buy and sell.

### 4) Flash Crash: (black day)

- a. The stock market crashes, the stocks exchange automatically drops by 50%.

## H. The stock exchange system: (section 3)

Each trade consist out of 4 steps at descending order start with **Buy** or **Sell**, then **choosing a firm**, after that choose the amount of Shares, and to complete trade push Done. In case of another action repeat those steps.