

Stocks OPoly Rules

A Stock Ticker Game

Equipment

3 regular D6 dice

3 D10 dice (0-9)

Tokens

Stocks OPoly Stocks Value Pad and/or Stock Ticker Board (Quotation Board), Need 6 Tokens.

Stock Ticker Table of Values and Dividends Table

Stocks OPoly Board

Stocks OPoly Lottery Cards

Stocks OPoly Mystery Cards

Travel Voucher Cards

Monopoly stock exchange Certificates

Stock Ticker Certificates

D10 Dice Score Table

Stock Ticker Money or all others play money

Preparation

On Stocks Value Pad the Stock Quotation are 100, which is Par Value of all stocks at the beginning of the game, **Or/And** Place the Stock Indicators on the Stock Quotation Board at 100, which is Par Value of all stocks at the beginning of the game.

Each player is to be given \$5000.00 in various denominations.

Each player also begins with one TRAVEL VOUCHER (face up) and one ROLL THREE CARD (face up).
No one begins with any Mystery Cards.

One of the players is now chosen to be the Broker, who will handle the buying and selling of all Stocks, as well as the paying of dividends.

The dice

On their turn, a player rolls 2 regular dice.

Doubles & Triples: Refer only to the regular dice when determining DOUBLES. While in JAIL, roll only the two regular dice (if you pay beforehand to get out, roll all three dice).

TRAVEL VOUCHERS can be used at any time during the movement portion of your turn.

Any time you are made to GO TO JAIL, (by landing on the space, getting a card, or rolling DOUBLES 3 times) your turn is IMMEDIATELY over, no more moves may be taken.

Each player has the option of buying up to \$5000.00 worth of Stock or different Stocks as desired. **Except Monopoly stock exchange Certificates**, see stock exchange section below.

That is, a player may buy all of one particular Stock, or various amounts of different Stocks, as he may see fit, at their Par Value of 100.

All players must hold some Stock at the start of the game.

The Broker starts the game. He rolls the two D6 dice together and then passes them to the person on his left for his roll and so on around the table.

After each roll of the dice, the Broker move the Stock Indicators on the Quotation Board or/and write on Stocks Value Pad the value of stock if indicated on the space of the board or on a mystery card.

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 person rolls the dice show Gold down 20, the indicator is moved from 110 to 90.

Dividends (Except for Monopoly stock exchange Certificates)

Should the dice when rolled show a Dividend (DIV) space and the value of that particular Stock at the time of the roll is at Par Value of 100 or more, a Dividend is paid at that time by the Broker to each player holding that Stock, according to the amount shown indicated on the space of the board or on a mystery card.

For example:

If, when the dice are rolled, Gold shows a dividend of 10, each player holding that Stock is paid \$100.00 for each 1000 shares of Gold held.

NO DIVIDEND IS TO BE PAID ON ANY STOCK WHOSE VALUE IS UNDER PAR 100.

Buying and selling stocks (Except Monopoly stock exchange Certificates)

The Broker and players have the option of rolling the dice one, two or three complete rounds before allowing the buying or selling of stocks.

This decision is made before the start of the game. In any event, the 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.

When a Stock reaches or goes over 200, the stock is not split, unlike the regular stock ticker game. In this case the Broker writes the new value on Stocks Value Pad.

Example, if the value of stock is 195 and up 10, the new value is 205. The Broker writes this new value on Stocks Value Pad for this stock.

Stocks taken off the market (Except Monopoly stock exchange Certificates)

When a Stock drops so that it has no value (0), all of that particular Stock held by the players is turned back to the Broker, and the same Stock is put back on the market at par value of 100.

Now, any player may re-buy that Stock again but must pay 100 per share which is its new Par Value.

Borrowing

No player can borrow money from another player.

In the event a player loses all his Stocks and money, he may borrow up to \$1000.00 from the Broker.

This amount is to be paid back to the Broker before calculating the player's money on hand at the end of the game, plus \$500 borrowing Charge. Any player is allowed to borrow only once during the progress of the game.

GO space

All players start the game at GO.

The GO Box **Bonus** is paid only if the player lands on the GO box only. No Bonus is paid if a player passes through this square without landing there.

Space with ODD or Even

When a player lands on a space with an even or odd choice, the total dice rolled during that turn determines that choice. If the total is even, the even choice is made and if it is odd, the odd choice is made.

Example: on space

Silver 5 ODD Down Even UP If ODD Silver Down 5 and if Even Silver Up 5	Oil Down Odd 10 Even 20 If ODD Oil Down 10 and if Even Oil Down 20	Gold UP Odd 10 Even 20 If ODD Gold UP 10 and if Even Gold UP 20
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Sell or Buy space

When a player lands on this space, he can sell or buy Stock Ticker shares.

(Except Monopoly stock exchange Certificates)

Monopoly Stock exchange

The Monopoly STOCK EXCHANGE allows you to purchase stocks when landing on the STOCK XCHANGE space and get paid dividends when anyone lands on it. Stocks are available for the following companies:

General Radio
United Railways
National Utilities
Acme Motors
Allied Steamships
Motion Pictures

Landing on Stock Exchange

When you land on the STOCK EXCHANGE, you have the option of buying from the Bank one Share of Stock in any Company you choose, paying the Par Value Price printed on the STOCK CERTIFICATES.

If you wish to buy, you pay the bank for the Stock and receive a STOCK CERTIFICATE in the company you selects. If you decline this option, the Banker immediately offers this stock option for sale at Auction and sells it to the highest bidder.

Buying Stock

Original purchases of Stock can only be bought from the Bank, one share at a time, when a player lands on the STOCK EXCHANGE. Stock can be mortgaged at one-half the Par Value price, or can be sold to any player as a private transaction for any amount that the owner can get.

Dividends

Dividends are payable by the Bank to all shareholders upon any token landing upon the STOCK EXCHANGE, in accordance with the list printed on the Certificates held by the owner.

It is an advantage to own the entire block of Stock of a Company, as the Dividends increase considerably with the amount owned in any one Company.

Bus tickets/travel cards (travel vouchers)

Getting Travel Vouchers

Players are given one TRAVEL VOUCHER at the beginning of the game. Additional TRAVEL VOUCHERS are drawn when landing on the BUS TICKET space and at the player's choice, when landing on the BIRTHDAY space. Some Mystery cards may also have the player drawing TRAVEL VOUCHERS.

If you roll the BUS ICON on a movement roll, you have the option to either take one TRAVEL VOUCHERS or move ahead to the nearest space of Mystery space.

Using TRAVEL VOUCHERS

TRAVEL VOUCHERS can be used at any time during a player's turn, that is, before or after a dice roll, in between a BUS ICON Bonus Move, or before or after a DOUBLES roll.

Only one TRAVEL VOUCHER may be played per turn.

Some TRAVEL VOUCHERS "Expire" all other owned TRAVEL VOUCHERS when played. This applies to the TRAVEL VOUCHERS owned by everyone, including the person playing the card. This does not apply to unowned TRAVEL VOUCHERS.

All used or expired TRAVEL VOUCHERS are "out of play" ("out of the game") for the rest of the game and are forfeited to the Banker. All owned TRAVEL VOUCHERS will remain face up so all players can see them.

TRAVEL VOUCHERS and Special Spaces

If you use a TRAVEL VOUCHER to advance to GO or Bonus, collect the amount offered by that space, regardless of what you rolled.

TRAVEL VOUCHERS can be used to move to "GO TO JAIL" (thus putting a player in jail).

Roll three

When a player lands on the ROLL THREE SPACE, they first pick up a ROLL THREE CARD from the center pile. So he has several cards and more chance of winning !

They then roll three REGULAR D6 dice to see if their or another player's Roll Three numbers match the dice rolled. The three dice are read in order from lowest to highest number.

If anyone die matches any die on a player's ROLL THREE CARD, that player wins \$50 from the bank.

If two of the dice match a player's Roll Three numbers, that player wins \$200 from the bank.

If all three dice rolled match a player's Roll Three numbers, that player wins \$1,000 from the bank.

If the player who rolled the dice rolled their own Roll Three number, they win \$1,500 from the bank.

For example, if the Roll Three dice rolled were 1-3-6 and the players had the following Roll Three numbers, the winnings would be as follows:

Player 1, 4- 4- 5, No Numbers Match, \$0.

Player 2, 2- 4- 6, One Number Matches, \$50.

Player 3, 1- 3- 3, Two Numbers Match, \$200.

Player 4, 1- 3- 6, Three Numbers Match, \$1,000.

If the player who landed on the ROLL THREE SPACE had the 1-3-6 Roll Three number they would win \$1,500 from the bank. Roll Three cards may be bought, sold, or traded among players.

SQUEEZE PLAY

When you land on SQUEEZE PLAY, you roll two regular dice to determine how much money you will collect from the other players.

Roll 5, 6, 7, 8, or 9; collect \$50 from each of the other players

Roll 3, 4, 10, or 11; collect \$100 from each of the other players

Roll 2 or 12; collect \$200 from each of the other players

Alternative SQUEEZE PLAY Rules

When you land on SQUEEZE PLAY, you roll tree regular dice to determine how much money you will collect from the other players.

Roll 6, 7, 8, 9, 10, or 11; collect \$50 from each of the other players

Roll 3, 4, 5, 12, 13, or 14; collect \$100 from each of the other players

Roll 2 or 15; collect \$200 from each of the other players

Gift from others (birthday gift)

Either collect \$100, or take a TRAVEL VOUCHER. It is the recipient's choice. If the other player does not have a TRAVEL VOUCHER, then you must take \$100.

Roll 3 D10 space

When a player lands on this space, he rolls the three D10 dice and receives the amount indicated in the D10 Dice Score table.

Example: The player roll, 0, 4 and 8.

He receives the amount indicated in the D10 Dice Score table corresponding to the sum of the three dice.

$0+4+8 = 12$, the player receives 250\$

Lottery

When a player lands on this space, he draws a lottery ticket. All used lottery ticket are "out of play" ("out of the game") for the rest of the game and are forfeited to the Banker.