

NYSE

A ten-minute stock game for 1 to 10 players by **Ben Stanley**

INTRODUCTION

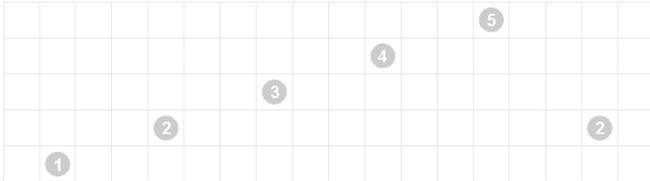
In the ironically mean game of **NYSE**, you and up to nine other players compete as investment bankers playing the New York Stock Exchange to make more money than anyone else. As you claim stock holdings in chemicals (blue), technology (black), fossil fuels (red), and foodstuffs (green), the value of those holdings increase as a result of the demand. But beware of speculative markets, because a market bust, intentionally caused by one of the other players, could drop the value of all of your holdings to nothing!

COMPONENTS

- 44 stock chips in 4 colors (blue, black, red, and green)
- 24 of the chips have a special marking on the bottom of the chip (2 with arrow ends, 2 with circles, and 2 with arrows for each color)
- 6 gray chips with numbers (1, 2, 2, 3, 4, and 5) to form the *stock valuation board*
- 1 rule booklet
- Carrying bag.

SET UP

Create the *stock valuation board* in the center of the table by placing the gray ships facing up according to the following picture (light lines are shown to help positioning).



Turn all the stock chips over (so ones with special markings cannot be distinguished from any others), separate them by color, and mix the four piles up.

Place those four *stock chip supply piles* near the *stock valuation board*.

Randomly take one chip of each color to track stock values on the *stock valuation board*. These chips are called the *valuation markers*. Place the four chips in a stack, without letting any players see if there is a special marking on any of them, at the furthest left position on the *stock valuation board*, left of the number 1, reflecting a value of \$1M for each stock chip, though that amount will change.

Randomly choose a starting player, or let the player who has most recently been to New York start the game.

GAMEPLAY

The starting player is the first active player, takes his or her turn, and then play rotates clockwise around the table.

On an active player's turn, he or she **must do one** (and only one) of these three actions:

1. Take one stock chip from any of the four *stock chip supply piles* that still contain chips. By doing this, the player uses his or her turn to invest in one of the four industries placing the chip in his or her hand to score at the end of the game. Move the matching *valuation marker* (the one with the same color) to the right **one** position on the *stock valuation board* to reflect the price movement of that kind of stock due to its increased demand.

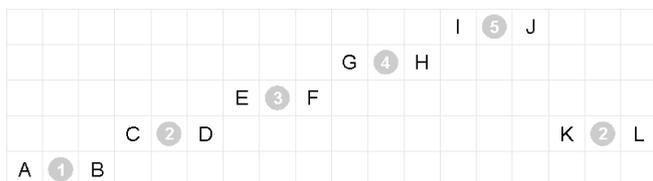
2. Play a previously acquired stock chip with a special marking on it. Several of the stock chips have a special action associated with them. If a player was lucky enough to draw a chip with one of those powers in an earlier round, on his or her turn the player could discard the stock chip (removing it from the game) in order to use its special action.

	Arrow ends represent creating a Speculative Market through artificial price manipulation: the player discards this chip and moves any one of the four <i>valuation markers</i> to the right two positions, generally raising the value of all stocks of that color held by any players in the game, unless the stock was already frothy and overvalued, in which case the movement could send the value plummeting!
	Circles represent Aggressive Investment : the player discards this chip and may draw two stock chips this turn, adding them both to his or her hand. Remember to move the matching <i>valuation markers</i> to the right one space on the <i>stock valuation board</i> for each stock chip taken (so if a player discards an <i>aggressive investment</i> chip and draws two new chips that are the same color, move that color's <i>valuation marker</i> two spaces to the right).
	Arrows represent a Stock Swap : the player discards the chip with the arrows on it and may then trade a different chip from his or her hand for a chip from the hand of any other player in the game. The active player selects the person he or she is trading with, and the colors of the traded chips, but the other player may select the specific chip of that color that he or she trades (in case some chips have special markings on them).

3. Discard a stock chip from one of the four stock chip supply piles. A player may use his or her turn to restrict the market by removing a chip from one of the four piles. This choice is made when the player is content with the current hand and stock valuations in the game, does not wish to change the valuation of the stock chips, wants to reduce other players' opportunities to change the value of the chips, and wants to bring the game closer to an end. *Valuation markers* are **not** moved when a stock chip is discarded from the *stock chip supply piles*.

THE STOCK VALUATION BOARD DIAGRAM

The *stock valuation board* refers to the placement of the gray stock valuation chips in the center of the table for the players to view and to give context to the movements of the colored stock *valuation markers*. The number of the gray chip next to a *valuation marker* always reflects how many millions of dollars a stock chip of that color is worth in a player's hand. Each gray chip represents **two** positions that the *stock valuation markers* can occupy during the game (left side and right side).



All the *valuation markers* begin the game on the left side of the 1 gray chip (spot A), showing that at the start of the game, all chips of any color in a player's hand are worth \$1M. The first time any of them move, that *valuation marker* goes to the right side of the 1 gray chip (spot B), and stock chips of that color are still worth only \$1M each at the end of the game. When a *valuation marker* is moved for the second time, it goes to the left of the 2 gray chip (spot C), and so on (D, E, F, G, H, I, J, K, L). If a *valuation marker* moves further after reaching spot L, it is discarded from the game! All stock chips of that color in any player's hand are worthless (except for breaking ties), and it is not possible to move that color *valuation marker* any further.

GAME END

Once every chip has been removed from all four of the *stock chip supply piles*, the game ends.

Scoring

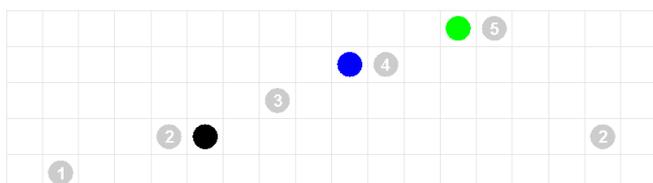
With the removal of the final stock chip from the last *stock chip supply pile*, whether by being drawn into a player's hand or discarded out of the supply pile by a player, the game is over. Every player counts every stock chip in his or her hand and values it based on its color and the value the associated *valuation marker* reached by the end of the game.

The winner is the player with the most value worth of chips at the end of the scoring. If two or more players have chips with the exact same final value, the player with the most chips wins. If the score is still tied, the player who would have had the next turn if the game had not ended is the winner.

Example:

At the game's end, Andrea has **4 red** chips, **4 blue** chips, **6 black** chips, and **0 green** chips.

The *Stock Valuation Board Diagram* is as follows:



So Andrea scores 2×6 (black) + 4×4 (blue) + 5×0 (green) + 0×4 (red) = 28 Million.

SINGLE PLAYER (SOLITAIRE) VERSION

You can play **NYSE** alone if you'd like. Solitaire plays exactly like the standard game of **NYSE** with the goal to beat your own record for making as much money as possible. There are only two differences in the rules: (1) you **must** use any special action chip you pulled in the very next possible turn to do so and (2) a **stock swap** chip (arrows) lets you swap a stock chip from your hand with one in one of the four *stock chip supply piles*, rather than another player. This has the effect of switching out a chip from your hand without moving the corresponding *valuation marker* for the stock chip color you gain.

FREQUENTLY ASKED QUESTIONS

Q. Must I use the special actions on the stock chips I have drawn?

A. No. You may draw a special action stock chip and choose, for strategic reasons, to keep it as a regular stock chip and not use its special power. Using the special power would require you to discard the chip, and you may prefer to score it instead. The exception is in the solitaire (single-player version) game, where you must use all special actions, and as soon as possible for each you draw.

Q. Do I ever move the *valuation markers* to the left?

A. No. The *valuation markers* always go to the right, one movement when a stock chip is drawn, and two when a *speculative market* (arrow ends) stock chip is used. The *valuation markers* do not go backwards, even when a stock chip is discarded because its special action is used (if it has one). The values associated with the *valuation markers* can go down, however, because there are lower numbers to the right of the highest number, reflecting the point when a stock bubble bursts and the market corrects downward.

Q. May a player conceal what stock chips he or she has collected?

A. The game can be played either way, with stock chips hidden in the players' hands, or stock chips placed on the table for everyone to see the entire game. The official rules are: (1) a player is never required to show what special actions he or she may have available on the backs of stock chips (until those special actions are used), (2) a player must surrender the requested color stock chip if he or she is the victim of a stock swap, or honestly report that he or she does not have that color and allow the active player to select a different colored stock chip, but (3) beyond that, players may conceal the colors and numbers of their stock chips.

ADVANCED GAME

Feel free to change the order of the gray chips in the *stock valuation board* to reflect different kinds of turbulent market conditions. You could even shuffle and place them randomly. Remember, *valuation markers* could always be pushed past the final gray chip in the *stock valuation board*, causing them to be removed from the game and stock chips of that color becoming worthless (except for breaking ties) in the market collapse.

DEDICATION

The designer, Benjamin D. Stanley, an American intellectual property and securities attorney, dedicates this game to everyone who values faith, family, and friends more than money. We hope that you enjoy the game!