

Stockastic!

Stock Trading Game



Rulebook

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Table of Contents

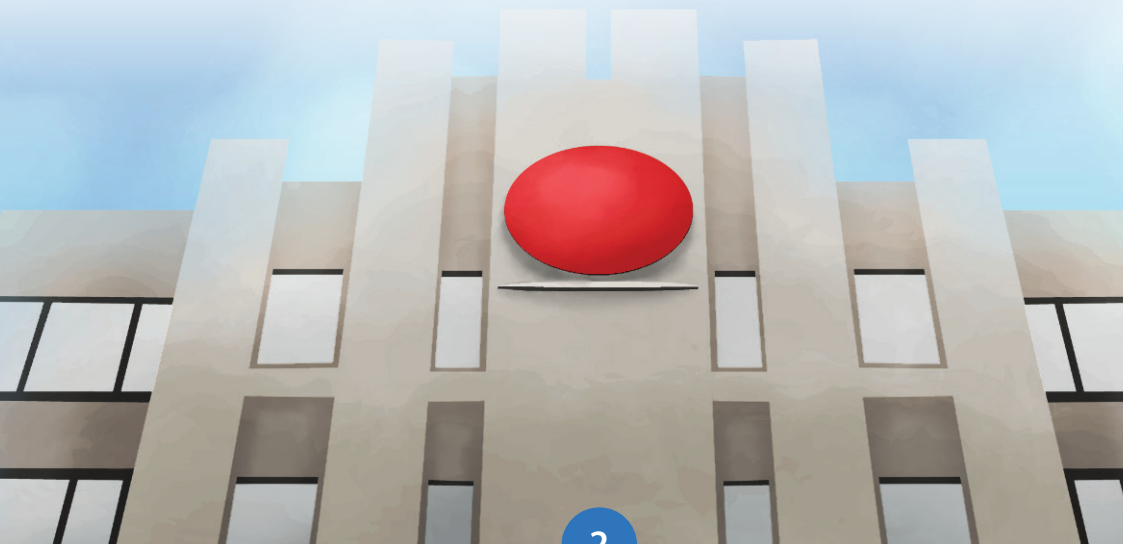
About Stockastic	2
Game Components	3-5
Setting Up the Game	6-7
Game Round	8
Bidding Phase	9-10
Action Phase	11-15
<i>Buying and Selling to the Market</i>	11-12
<i>Buying and Selling to another Player</i>	13-14
<i>Forecast Token, Event, and Rumor Card</i>	15
Resolution Phase	16-20
<i>Changes to the Market</i>	16-17
<i>Company Bankruptcy</i>	18
<i>Distributing Dividend</i>	19
<i>Operational Cost</i>	20
Game End and Scoring	21-22
Game Variance	23-26
<i>Character Card</i>	23
<i>Character Skills</i>	24-26
<i>Introductory Game</i>	26

About Stockastic

Build your portfolio, start your own rumor and rise to be the wealthiest stock trader.

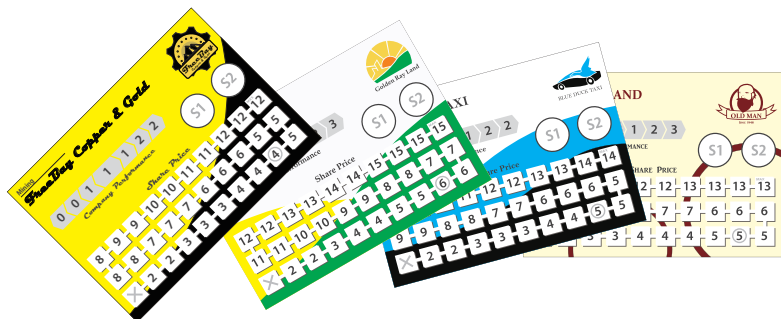
Stockastic is an educative boardgame about stock trading. The game aims to teach the player of basic understanding of the stock market. In this game, players will learn about how important information is in stock trading, what factors affect the price of the market and how to decide on what stock to buy for greater profits.

In Stockastic you begin your stock trading journey with limited amount of fund. Buy and sell from the market or another player. Make sure to pay for invaluable information to maximize your profit and assess your risk.



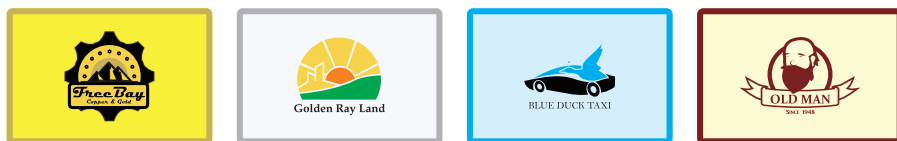
Game Components

Company Boards x4



The company boards represent the companies whose shares are traded. The board includes the information about the share price, company performance and dividend, and semester forecast slot. Each company board is double sided, each depicting different company stock if you own 8 or more stocks.

Company Share Cards x120



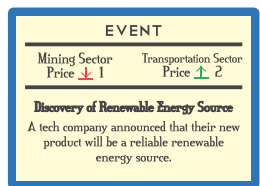
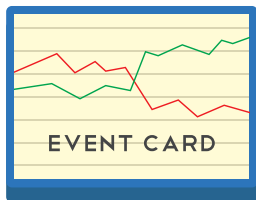
The company stocks are the main commodity traded in the game. The price to purchase a share is indicated on the company board.

Currency Coins x80



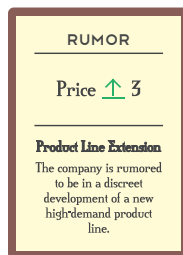
Each player starts with a specific amount of fund. The currencies come in fraction of 1s, 5s, 10s and 50s.

Event Cards x15



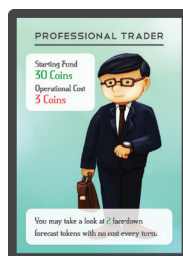
Event cards represent the events happening at the end of the semester. The card may affect either performance of a company or price of a stock, sometimes both.

Rumor Cards x15



Rumor cards are cards that can be bought during the game and will be placed on a company board. During resolution phase, all the rumors will be revealed and could affect the price of the stock.

Character Cards x6



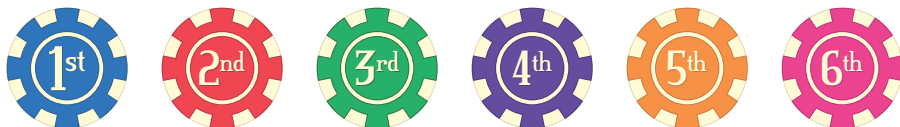
The character cards are used in variant game mode to further explain to player how a certain character act in trading stock.

Forecast Tokens x16



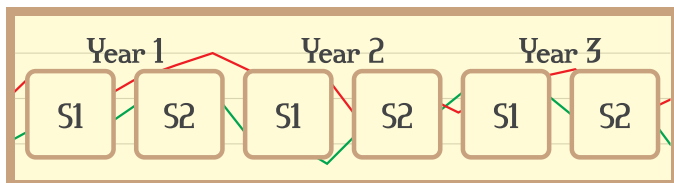
The forecast tokens represent how the company perform throughout the semester. Forecast token will change the performance of the company at the end of the round during the resolution phase.

Turn Tokens x6



The turn token is used to determine which player will take their action first during a round.

Round Tracker x1



The round tracker is used as the name suggests; to track what round you are in.

Marker Tokens x9



The marker tokens are used to mark the various things in the game such as: Stock Price, Current Round, and Company Performance.

Setting Up the Game

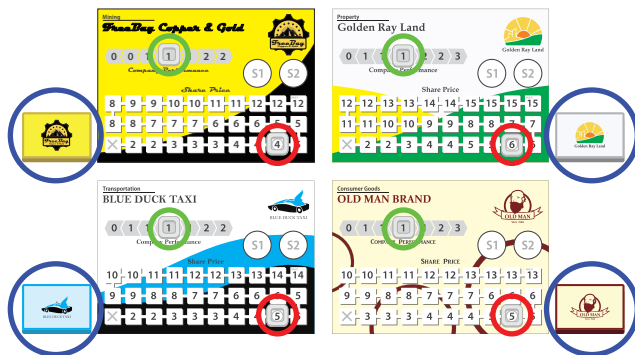
To start playing, separate all component with its own type.
Depending on the player, use the following components:

Component	3 Players	4 Players	5 Players	6 Players
Shares per Company	7	10	12	15
Starting Fund per Player	30	30	25	25

Place all 4 company boards on the table where it is easily accessible by all players, this will become the market. You may pick any side of the company board. Mix and match the company to have a diverse playing experience.

Once you decided what company will be traded for, get their corresponding **share cards** and place them next to each company board. Remember that the number of share cards used depends on the number of players.

For each company, place a marker token on the company starting price (IPO) marked with a **circle on the board**. Place another marker token on the **center of the performance indicator** of the company board.



Put the Forecast tokens in a bag or on a table face down, then pick a random forecast token and place it face down on each semester **forecast slot** of a company board.

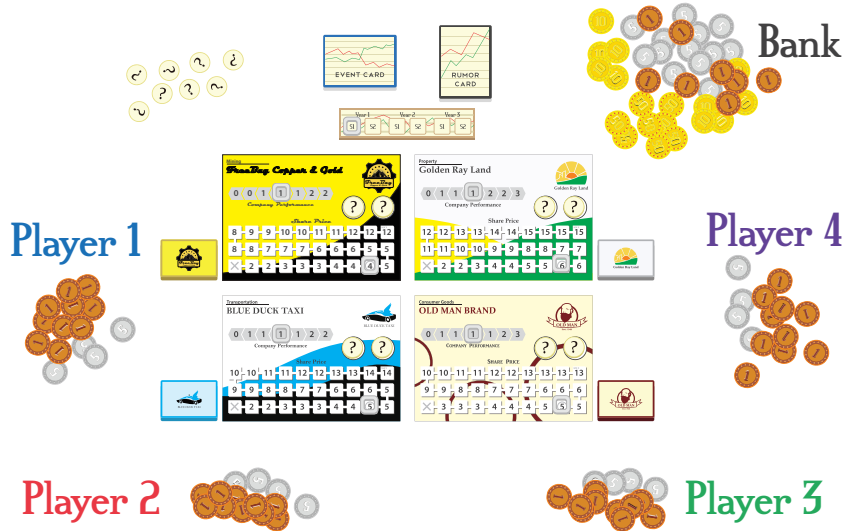
Shuffle the **event cards** and **rumor cards** separately, and put them face down above the company boards.



Distribute the starting fund to each player, and put the rest of the coin to as the bank close by where it can be easily accessed by all players during the game.

Lastly, place a marker token on the round tracker on the first semester of the first year. Now you can start the game.

Example of the setup:



Game Round

The game is played in six rounds. Each round consists of four phases, the bidding phase, action phase, trading phase, and resolution phase.

Phase	Action to be taken
Bidding Phase	• Reveal the forecast token of the current round for each company • Bid for the player turn order
Action Phase	Starting from the first player, take any number of the following action: • Buy or Sell stock from the market (<i>Refer to Buying and Selling section</i>) • Buy or Sell stock to other player (<i>Refer to Buying and Selling section</i>) • Pay   to look at one (1) face down forecast token • Pay    to look at the top of event deck • Pay  to purchase a rumor card
Trading Phase	During this phase, all players are given a last chance to trade with another player before ending the round.
Resolution Phase	• Resolve the changes this turn in this order: 1. Resolve all the current forecast tokens 2. Reveal the top of event deck and resolve it 3. Resolve all rumor cards placed on a company 4. Adjust the price based on company performance • Distribute Dividend to shareholders • Pay operational cost (if you are playing with character cards)

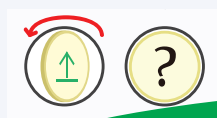
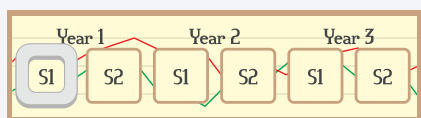
Bidding Phase

Revealing Forecast Tokens

At the beginning of each round, one forecast token is revealed from each company for all player to see. Refer to the **round tracker** to know which forecast token to reveal.

Reveal Forecast Token Example

Andy, **Ruby** and **Paul** begin the first round. They look at the round tracker and it indicates First Year Semester 1 (S1), therefore they now reveal all the forecast token on S1 slot of each company board.



Bidding

Bidding is done by holding your bid amount in one of your hand, and place it in front of you, letting other players see your hand but not the content inside it. Once all players have done the same, simultaneously reveal the content of your hand. Player with the highest bid gets the **1st** player token, the one with second highest bid gets the **2nd** player token, and so on. If a tie happens, the player closest to the first player clockwise wins the bid.

In case the first player bid ties, player with the earlier player token from the previous round wins the bid. If this happens in the first round, the tied first player bids additional coins to break the tie. If the player runs out of coins, decide with a rock paper scissor match.

Bidding Example 1

Andy, **Ruby** and **Paul** bids for the first round. Both **Andy** and **Ruby** bid 5 coins while **Paul** only bid 3 coins. **Paul** gets the 3rd player.



Andy and **Ruby** pays the 5 coins to the bank and bid again for the second time. Now **Andy** bids 2 coins while **Ruby** bids 0 coin. **Andy** gets the 1st player and **Ruby** gets the 2nd player.



Bidding Example 2

Peter, **Marlin** and **Jackson** started a bidding for the first round. Both **Peter** and **Jackson** bid 3 coins while **Marlin** bids 4 coin. **Marlin** gets the 1st player marker. **Peter** who sits right to the left of **Marlin** gets the 2nd player marker and **Jackson** gets the 3rd player marker.



On second round, **Peter** and **Jackson** ties again with 3 coins while **Marlin** only bids 2 coins. Since in the first round **Peter** is the 2nd player and **Jackson** is the 3rd player, **Peter** wins the bid.

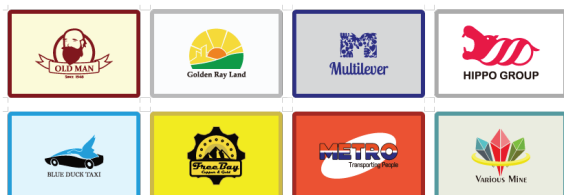


Action Phase

During action phase, a player may do as many actions as he/she could do before ending his/her turn.

Buying and Selling to the Market

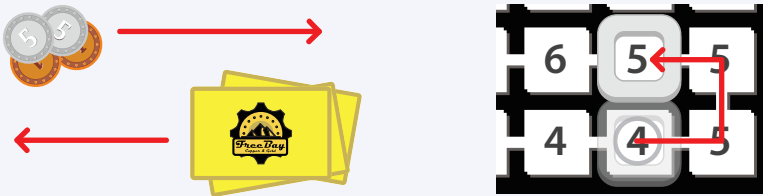
During your turn, you may buy stock from the market. The price of the stock depends on what company stock you want to buy. To buy a stock from the market, **declare the amount** of share you are planning to buy, and then pay the cost **to the bank**. Take the stock from the market and keep it in your hand. After purchasing the stock from the market, the price of the stock **moves up** by the number of stock purchased, up to a maximum of 5.



When you decide to sell stock to the market, return the stock you own to the market next to the company board of the stock you are selling. The price for selling a stock to the market is **one coin less** than the current price each. After selling the stock to the market, the price of the stock **moves down** by the number of stock sold up to a maximum of 5. **You cannot buy AND sell stock of a same company in the same turn.** But you can still buy stock from one company and sell stock of another company in the same turn. If you buy or sell more than 5 stocks, the price of the stock only move up or down by 5.

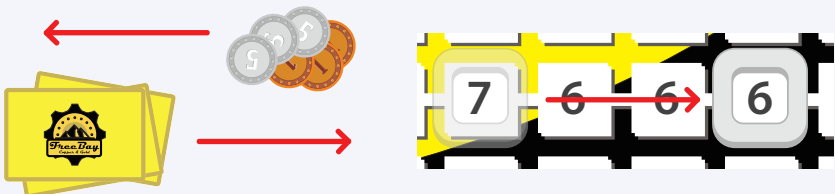
Buying Example 1

During **Andy**'s turn, he plans to buy **three (3)** stocks of Freebay Copper and Gold from the market at the price of 4 coins each. He pays 12 coins to the bank and collects the stocks he just bought. After this purchase, the price of Freebay Copper and Gold went up by **3 blocks** and become 5 coins per stock. Note that **Andy** cannot sell his Freebay stock this turn because he had just bought them.



Selling Example 1

On the first round, **Ruby** and **Paul** also bought Freebay Copper and Gold stocks, causing the price to jump to 7 coins per stock. During **Andy**'s turn, he plans to sell **three (3)** stocks of Freebay he bought last turn to the market. Since the purchase price is now 7 coins, **Andy** will get 6 coins for each stock. He returns the stocks to the market, and collect 18 coins from the bank. After this sale, the price of Freebay Copper and Gold drops by **3 blocks** and become 6 coins per stock. Note that **Andy** cannot purchase any Freebay stock from the market this turn because he just sold them.



Buying and Selling to another Player

During your turn, you might want to buy a stock that is not available in the market. If this happens, you can announce your interest to buy to other player and see if there are other player who might want to sell their stock. The amount and price of the stock traded this way is freely discussed between the two players, however any payment **must be done with coins**, so **no stock-to-stock trading is allowed**.

The same thing goes if you want to sell your stock. Before deciding to sell to the market, you might want to offer up your stock for another player to buy. Selling this way might earn you a better price per stock since the price is agreed upon the two players.

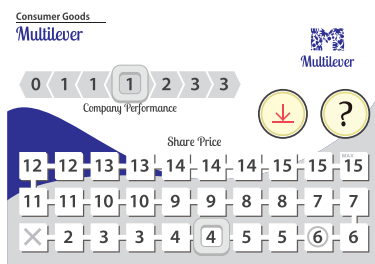
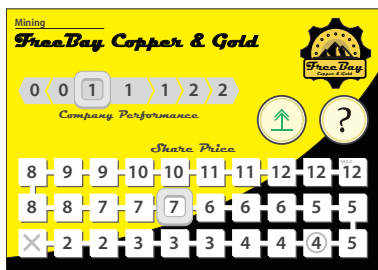


Trade between players does not affect the price of the market. After trading with another player, if it is still your turn, you may still buy or sell stock from the market. Even if you purchased stock of the same company.

After every player had taken their turn, all players are given the last chance to settle any trade deal between players. However, buying or selling to the market is not allowed in this phase.

Buying Example 2

Ruby had the information that Freebay will jump up in price in the next turn. So she decided to purchase all the stocks available from the market. The current price for the stock is 6 coins per stock. She paid 12 coins and get the 2 stocks off the market and the price become 7 coins per stock. Now she's looking for another and asked **Paul** if he wants to sell his stock. **Paul** only agreed if **Ruby** bought all 3 of his share for 8 coins per stock. Considering the dividend she will get later, **Ruby** agreed and paid **Paul** 24 coins and he handed her the 3 stock he owns. The price of Freebay stock in the market does not change because the trade is done between players.



Selling Example 2

Multilever is doing okay, and **Andy** had 5 stocks of Multilever. **Andy** had the information that Multilever will drop in performance at the end of this turn. Since **Ruby** and **Paul** does not know this, and **Ruby** is on a buying spree, during **Andy's** turn, he offered to sell his 5 stocks. The current price for Multilever is 4 coins per stock. **Andy** offered up his 5 stocks for 22 coins or about 4.3 coins per stock. **Paul** just got fresh fund from selling his Freebay stock so he decided to buy Multilever considering it is still giving out dividend.

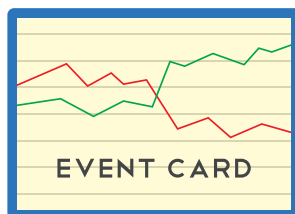
Checking Forecast Token

Anytime during your turn, you may pay **two (2)** coins to the bank to look at one face down forecast token on one of the company board. Return the token back to the board face down. In case you forgot, it's up to the other players whether you can look again for free or not. Make sure you return the token to the correct company board before paying or looking at forecast token of another company.



Checking Event Deck

Anytime during your turn, you may pay **three (3)** coins to the bank to look at the top card of the event deck. Return the card back to the top of the deck afterward. In case you forgot, it's up to the other players whether you can look again for free or not.



Purchasing and Playing Rumor Card

Anytime during your turn, you may pay **five (5)** coins to purchase a rumor card. After you paid the cost to the bank, draw a card from the top of the rumor deck. You can keep the card in your hand and play it during your current or future turn.

To play a rumor card, simply put the card on top of or next to a company board face down.

Make sure not to change the position of any marker token.

A company may have more than one rumor card on it. Any new rumor card is placed on top of the previous one.

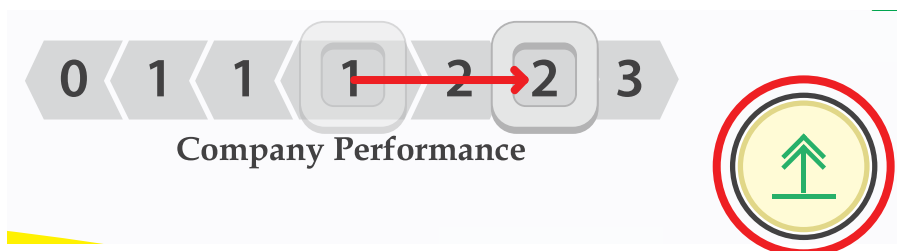


Resolution Phase

After every player had taken their turn, and the last trade between players is done, it is time to resolve any changes to the market. Resolving changes must be done in this exact order:

1. Resolve all the current forecast tokens

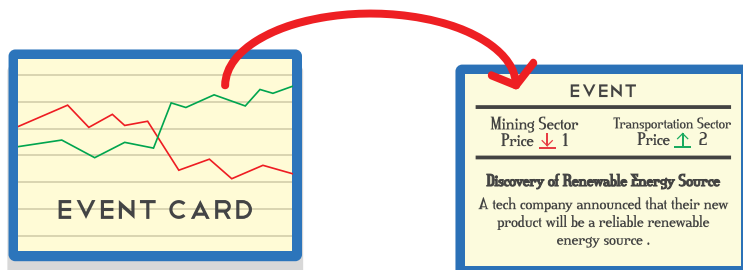
Forecast token only affects a company's performance. The arrow indicates if the company performance **rise (right)** or **drop (left)**.



After all companies' performances are resolved, shuffle the resolved forecast tokens back into the pile, then draw four new tokens face-down to fill in the empty slot for each company.

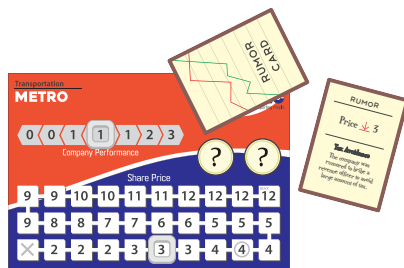
2. Reveal the top of event deck and resolve it.

Some events affect company performance while some might affect stock price.



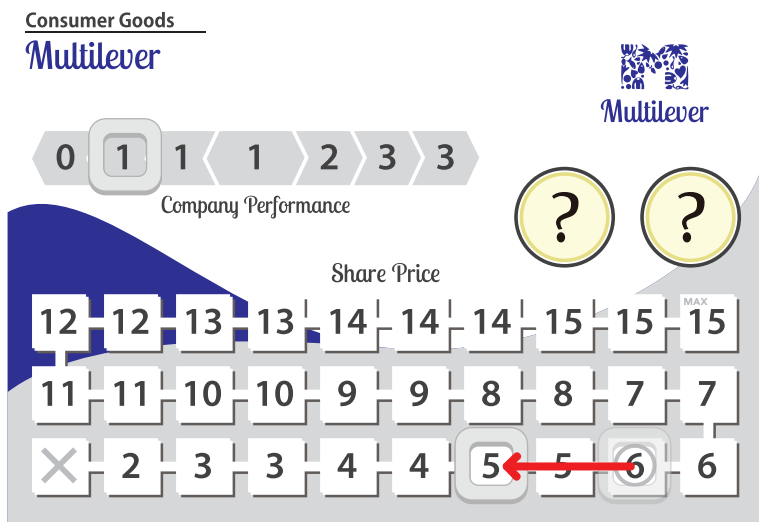
3. Resolve all rumor cards placed on a company

Resolve rumor card placed on a company starting from the bottom (first placed card) to the top (last placed card)



4. Adjust the price based on company performance

After all other changes are resolved, look at the company performance, and adjust the price accordingly. For each block the performance shifted, move the stock price by one block. The price **goes up** if the performance is on the **right side** of the bar, and **goes down** if the performance is on the **left side** of the bar. If the performance meter is in the middle, then there is no price change.

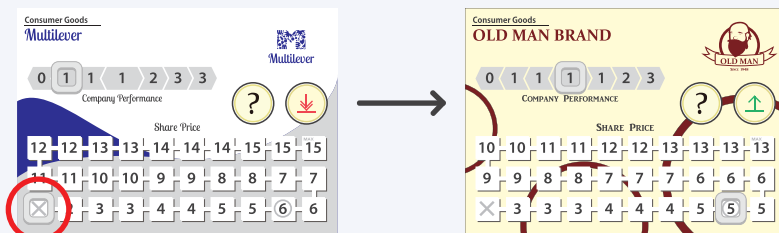


Company Bankruptcy

Whenever a company stock price dropped to the lowest price (marked with an X on the company board), that company is considered bankrupt. Any further changes to the stock price or performance are stopped. Any rumor card and forecast token on the company is discarded. All the stocks held by the players are returned to the box, and then flip the company board. A new company had risen after the collapse of the previous company of the same sector. Set the new company price to the starting price and set the performance to the middle of the indicator. New forecast tokens are placed on the board and one is revealed following the current semester. The new company is available for trading right away.

Company Bankruptcy Example

Multilever had been struggling for a few turns. **Andy** believed there is no saving the company. Since the current stock price is at 3, **Andy** decided to sell all 5 stocks that he holds, he gains 10 coins and causes the price to drop below the X mark. **Ruby** and **Paul** each holds 1 stocks of Multilever, but since it went bankrupt, they must return all Multilever stocks they own to the box and get nothing out of it. Multilever company board is flipped to reveal Old Man Brand, and **Andy** is able to purchase its stock right away.



Distributing Dividend

After all changes are done for each company, each player will get dividend based on what stock they have. For each stock they have at the end of the round, that player collects the amount of dividend as indicated on the current performance of the company. Note that some company does not give dividend if the performance is too low. Dividend is distributed to each player before the player should pay for the operational cost if you play with character cards. This means you can pay the operational cost with the coins you get as dividend.

Distributing Dividend Example

At the end of the round, **Ruby** had 7 pieces of Freebay stock. Freebay is doing great and after all that happens this semester, Freebay now pays out 2 coins as dividend per stock. Therefore **Ruby** gets 14 coins from the bank. On the other hand, **Andy** owns 5 pieces of Metro stock which happens to perform badly. Metro does not pay out dividend this turn and thus **Andy** does not receive anything from Metro. Luckily enough, **Andy** also owns 2 pieces of Hippo Group stock and they are paying out 1 dividend per stock, so **Andy** get 2 coins from the bank. **Paul** just lost so much since Multilever bankruptcy so he does not get anything.



SHARPS Sharps Copper & Gold Company Performance: 0 0 1 1 1 2 2 Share Price: 8 9 9 10 10 11 11 12 12 12 Dividend: 2 2 3 3 3 3 3 3 3 3	METRO Company Performance: 0 0 1 1 1 2 3 Share Price: 9 9 10 10 11 11 12 12 12 12 Dividend: 2 2 2 2 3 3 3 3 3 3
HIPO GROUP Company Performance: 0 1 1 1 1 2 2 Share Price: 10 11 11 12 12 13 13 14 14 14 Dividend: 2 2 2 2 3 3 4 4 5 5	OLD MAN BRAND Company Performance: 0 1 1 1 1 2 3 Share Price: 10 10 11 11 12 12 13 13 13 13 Dividend: 3 3 3 3 4 4 4 4 5 5



Operational Cost

You only do this step if you are playing with the character cards. On each of the character cards, an operational cost is written. During this step, every player must pay for the operational cost with their coins. If they do not have any coins left for paying the cost even after distributing dividend, then that player must pay the operational cost with stock of equal price on the company board or more. No changes are given when you are paying the operational cost with a stock. Stock used to pay the cost are returned to the market.

If in any case a player cannot pay for the operational cost and does not have any stock either, that player is out of the game.

Operational Cost Example

At the end of the round, **Ruby** had to pay 5 coins for the operational cost. Since she had a lot of money from the dividend, she paid it right away. **Andy** had 2 coins with him while he must pay 4 coins for the operational cost. Metro stock is currently priced at 3 coins, so **Andy** had to give up a Metro stock and a coin to pay for his operational cost. **Paul** ends up broke with no money or share, thus he is out for the rest of the game. Better luck next time Paul.



Game End & Scoring

After six rounds had passed, the game ends. Make sure all the dividend from the final round are distributed and all operational costs are paid. Each player then counts the number of coins they own and add it with the value of stock they own. The winner is the player with the highest number of assets. The value of stock is calculated based on the current price of the stock on the company board.

In case there is a tie in the scoring, the player with the most stock wins. If it is still tied, the player with the number of most valuable stock wins. If it is still tied, player who goes first or earlier in the last round wins the game.

Scoring Example 1

Ruby had 9 coins left with her and she also had 7 pieces of Freebay stock valued at 8 coins each. This means **Ruby** ends up with $9 + (7 \times 8) = 65$ coins. **Andy** had 4 Metro stock valued at 3 Coins each, 2 Hippo Group stock valued at 9 coins each, 4 Old Man Brand stock valued at 6 coins each, and 1 coin. This means **Andy** scores $(4 \times 3) + (2 \times 9) + (4 \times 6) + 1 = 55$ coins. In the end, **Ruby** wins the game.



Andy (55 coins)



Ruby (65 coins)

Scoring Example 2

Peter, **Jackson** and **Marlin** all scored 50 at the end of the game.

Peter had 4 Blue Duck Stock worth 44 coins in total. **Jackson** had 5 Golden Ray Land stock worth 45 coins in total. **Marlin** had 5 Multilever Stock worth 50 coins total. First, we count the number of stock owned by each player, taking out **Peter** from the competition with only 4 stocks. **Jackson's** highest valued stock happens to be his only stock (Golden Ray), valued at 9 coins per stock. While **Marlin's** highest stock (Multilever) is valued at 10 coins per stock, so **Marlin** wins the game.



Peter
4 stocks



Marlin
5 stocks
Highest value: 10



Jackson
5 stocks
Highest value: 9



Game Variance

The game can be played with all the previously explained rule. For advanced player looking for more challenges or for educational purpose, some extra rules can be added.

Character Cards

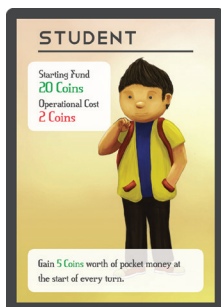
Character cards are used to explain different background of trader in stock trading. This game mode is intended for educational purpose. Before the start of the game, each player is given a character card of their choice or distributed randomly. Most of the game stays the same, except for a few things;

1. Each player **does not start with equal money**. Instead, they start with the amount of coin written on their character card.
2. At the end of each round, after all dividend are distributed, each player **must pay the operational cost** of their character to the bank. In case a player cannot pay for their operational cost, they must pay it with stock of equal or more value to the bank (this count as selling, so the price of the stock is reduced by 1 coin from the price on the board). If this happens, no change is given for stock with more value than the operational cost. Stock cards used to pay for operational cost are returned to the market and are available for trade as if they are sold normally.



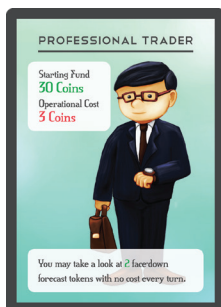
Character Skills

Each character has skills they can use:



STUDENT

At the beginning of your turn, collect **5 coins** from the bank.



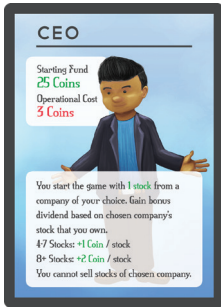
PROFESSIONAL TRADER

During your turn, you may look at up to **2 forecast tokens without paying the cost**. You may look at another forecast token after the first 2, but you must pay the cost normally. If you forget the content and want to see the forecast token again, the other players decide whether you have to pay or not (*refer to Checking Forecast Token section*).



SCHOLAR

During your turn, you may look at the **top card of event deck without paying the cost**. If you forget the content and want to see the card again, the other players decide whether you have to pay or not (*refer to Checking Event Deck section*).



CEO

You start the game with **one stock** from a company of your choice (chosen company will be referred as Your Company).

You cannot sell stock of your company at all.

The only exception to this rule is when you cannot afford to pay for the operational cost. However, you can still buy stock of your company from the market or other player.

If you own more than 4, but less than 8 stock of your company, you gain a **bonus coin** for each stock you own during the dividend payment phase. The bonus increases to **2 coins** for each stock if you own 8 or more stocks.

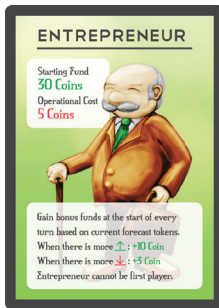


INSTITUTIONAL TRADER

Whenever you sell stock to the market, you gain **2 bonus coins** from the bank for the transaction. (not for each stock sold, selling penalty applies).

Whenever you sell stock to other player, you gain **3 bonus coins** from the bank for the transaction (not for each stock sold).

You can do multiple transaction during your turn and still get the bonus coins. However, you still need to follow the buying and selling rule. *(refer to Buying and Selling section)*



ENTREPRENEUR

At the beginning of your turn, you gain coin from the bank based on the total of face up forecast token.

If there are more **green arrows** than red, you get 10 coins from the bank.

If there are equal or more **red arrows** than green, you get 3 coins from the bank.

A double increase / double decrease token counts as 2 arrows.

You cannot be the first player. If you win the bid to be the first player, swap the order with the second player. If you are tied in a first player bid, resolve the tie normally before applying this effect. (*refer to Bidding section*)

Introductory Game

To play a short game, or for new players who have just learned to play, the game can be played for 4 rounds. Use the Round Tracker's back side, which contains only 2 years (4 rounds), to play this mode.

