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any

# RICH UNCLE

REG. IN U.S. PATENT OFFICE

## THE STOCK MARKET GAME

### PROLOGUE

#### BRIEF IDEA OF THE GAME

*Rich Uncle Pennybags owns the Daily Bugle, and most of the town, and "what he says goes." In the course of the next half hour or so, with or without his advice, some wise player will make his ten thousand grow to fifty, and win the game.*

Play includes the use of Special Dice to obtain a Stock Card of the number rolled and acquire the cash Dividend printed thereon, which is paid from the Pool. The rolling of DOUBLES is an important event. Several interesting things happen in quick succession AS A PART OF THIS TURN. This includes the novel Feature Play calling for action, often by all of his opponents as well as by the player himself. Rich Uncle does not use movement from space to space around a board.

## RULES FOR PLAYING

### The Stock Market Game That is Different

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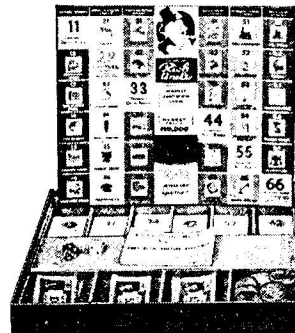
SALEM, MASSACHUSETTS  
NEW YORK SAN FRANCISCO CHICAGO  
MADE IN U.S.A.

For 3, 4 or 5 Players

**THE OBJECT** of the game is to be first player to acquire \$50,000. (If a longer game is desired, decide on a larger winning total, say \$100,000, before beginning play.)

#### EQUIPMENT

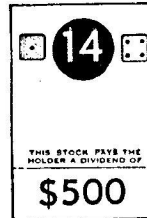
**SET UP THE PANEL** (as shown in picture) at the side of the box where a space is left for its insertion. Use the cover as a portion of the base by putting it underneath the bottom of the box. The slot in the wooden posts fits over the side of the box. This panel is known as the Stock Board.



**THE "POOL"** is the name given to the compartments in the box. The four larger compartments will hold the different denominations of money.

**THE STOCK CARDS** left undealt after the Treasurer has shuffled and dealt four cards to each player, (as well as any stock cards later sold to the Pool) are placed in the row of six compartments at the base of the Stock Board.

The column of color directly above shows where Stock Cards of that color are placed.



**STARTING AND PLAYING THE GAME**

reads aloud the 1

Example, — if Co

**SPECIAL DICE.** When thrown, these dice are **NOT** added together as in most games but instead are read as a number. For example, the illustration shows the number 52, (not a count of 7). The Colored die is **ALWAYS** read first, followed by the White die.



Note, however, in reading the Dice for **DOLLAR VALUE** the total is read as *hundreds*. Thus, 43 would be \$4300, — 52 would be \$5200.

**THE "ROLLER"** is the player whose **TURN** it is to roll the Dice and play.

**THE HAND** is the name applied to the four Stocks Cards which are dealt each player and which he places face up exposed before him. To the Hand are added any other Stock Cards which he receives in the course of play.

**THE DAILY BUGLE** is Rich Uncle's newspaper, and contains his column of advice. All copies are shuffled placed face down upon the "Newsstand."



**MONEY.** The paper money is in three denominations. There are also round checks including special \$10,000 checks which are used only for convenience in handling large amounts.

**THE MARKET**

**PRICE CARDS** are very important. The small **Black Rack** holds these cards so that the front card only, showing the present Market-Price, is visible. The front card is changed every time **DOUBLES** are thrown (and then only) by Exposing the next card behind it, and retiring front card to back of pack.



**PREPARATION**

**THE TREASURER.** Select one player to be Treasurer. He will have charge of all transactions of the Pool; including the handling of the Money, the Stock Cards and the Market-Price cards, and also "The Daily Bugle." He will give each player including himself \$10,000, — as follows:

(All players for convenience usually keep their own money on the table before them.)

- 5 — \$100
- 3 — \$500
- 3 — \$1000
- 1 — \$5000

The Treasurer will also shuffle the entire pack of all colors of Stock Cards and **DEAL** four Stock Cards to each player including himself. Each player keeps his own Stock Cards exposed face up in front of him. The Treasurer then places all the Undealt Stock Cards in the proper compartments of the Pool according to color. He also shuffles and places the Market-Price Cards face out in the black rack.

**WHEN DOUBLES**

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## THE PLAY

### STARTING AND PLAYING THE GAME.

STARTING PLAYER Rolls the Dice and reads aloud the number turned up.

Example, — if Colored die is 5 and White die 3, it is read 53

#### WHEN DOUBLES are NOT thrown

and if he owns the card of the number he rolls, the Treasurer must pay him from the Pool the Dividend called for on that Card. His Turn then ends and play passes to the left.

If, however, that card is held by another player, the Holder of that card is paid its Dividend from the Pool. The Holder, however, on receiving that Dividend must pay a fee of \$500 to the player who rolled the number.

If no player owns that Stock Card it will be found in the Pool, and the player rolling that number MUST BUY that Stock Card from the Pool, paying the present Market-Price which is exposed in the Black Rack and taking the Stock Card as his property.

In any of the above three instances, the player's turn ends on completion of the play and turn passes to the player at his left.

#### WHEN DOUBLES ARE thrown

(such as 33, 44, etc.) three interesting actions immediately arise in THIS TURN, affecting not only the Roller, but often all players before the turn passes.

1st — The Treasurer immediately changes the exposed Market-Price by removing the front card from the Black Rack and placing it at the back, thus exposing the new Market-Price effective at once and good until the next doubles are rolled.

2nd — The Roller immediately after rolling DOUBLES refers to the Stock Board and follows the instructions under the number rolled. (Note that two of the DOUBLES shown on the Stock Board, 22 and 66, require special additional action.)

3rd — **FEATURE PLAY.** He now takes the top copy of the *Daily Bugle* from the news-stand, reads it aloud, and then any or all players, including himself, to whom the instructions apply, follow those instructions.

In most cases the instructions in the *Daily Bugle* call for all players including himself, one after the other, to roll the Dice and as a result either collect from or pay to the Pool or to another player, the number of hundred dollars indicated by their respective throw of the Dice.

Remember, in reading the Dice as dollar value, whether in paying or collecting money, it is read as hundreds. Thus a throw of 43 is read \$4300. A roll of 15, \$1500, etc.

In case in completing a **FEATURE PLAY**, DOUBLES again are thrown, the Market-Price Card must be changed as usual, but another *Daily Bugle* is not drawn.

When all requirements are concluded, this turn then ends and the play passes to the left.

**SELLING.** Sales of a Stock Card can *only* be made to the POOL and can be done only by the person whose TURN it is to play and **before** he rolls the Dice and proceeds further with his turn. The player whose turn

it is may thus sell to the Pool at the Market-Price one, (but only one,) of his Stock Cards if he so wishes, and receive the money from the Pool. (Selling a Stock Card if the Market-Price is high is almost always an advantage.)

*NOTE: It is interesting to watch the Market-Price Cards at all times, and of course particularly so just before your own turn*

**BUYING.** If the Roller throws a number of a Stock Card held in the Pool, he *must buy that card*, paying the exposed Market-Price therefor. Other than in this way no Stock Cards are bought, except by instructions of Rich Uncle in the Daily Bugle.

**COLOR GROUPS.** Note that it is an advantage to acquire several Stock Cards all of the SAME COLOR, because if the Number on *any one* of his Stock Cards of that color is Rolled, the owner is paid the Dividend *multiplied* by as many cards as he owns of that color.

Thus, if a player owns three blue cards and the Roller throws the number of any ONE of these three cards, the owner is paid three times the Dividend printed on that card.

Players will soon discover that Dividends are lower on the RETAIL (red) Stocks but gradually increase to highest Dividends on the BLUE CHIP Stocks.

**IF AND WHEN.** If and when a player finds that he does not have sufficient cash to pay what he owes he is permitted to sell back to the Pool, as many of his Stocks as necessary, as a last resort to try and pay his debt in full.

(This is the only time during the game when more than one Stock Card can be cashed in at one time.)

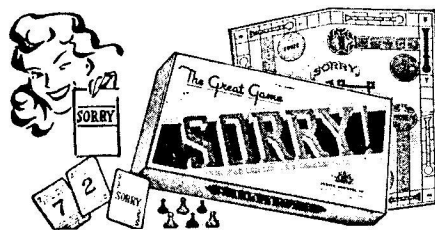
Should a player be unable to pay his debt, after turning his available cash over to the Treasurer, and selling back to the Pool all of his Stocks, this player is bankrupt and is obliged to retire from the game.

### WINNING THE

**GAME.** The first player to accumulate a total of at least \$50,000 in cash and announces the fact **WINS THE GAME.**

(For a longer game make the winning total \$100,000)

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**PARKER BROTHERS, Inc.**

**Salem, Massachusetts**