

INSIDER DEALING

INSIDER DEALING is perfectly legal in the confines of your own home.

Insider Dealing is a fun boardgame which recreates all the excitement and disappointments of dealing - legal and illegal! - in the Stock Exchange. The object of the game is to invest your money in all or any of the 6 companies that appear on the Board - buying low and selling high! **HOWEVER** all players have an opportunity to get their hands on privileged information (Inside Information) which allows them to make more "educated" buying and selling decisions! The winner is the first person to experience the thrill of selling their shares for £1,000,000 in cash **AND** avoiding the Tax Man to get their money home safely!

Age or experience don't count in this game. To win you need a subtle combination of luck, strategy and clever use of your Inside Information. Do **ANYTHING** to help you win - Report your sister to the Taxman! Bankrupt your Dad! Inform the Stock Exchange Committee about your best friends' Insider Dealing! Do **ANYTHING** to **ANYONE** in order to **WIN!**

Whether you are interested in the Stock Exchange or not interested in the Stock Exchange, or if you consider yourself a bargain hunter, a shrewd investor, a con artist, a risk taker, a financial whizz kid, or if you simply love a good boardgame, pick up an Inside Information Card and £50,000 and get ready to deal!

PLAYING RULES

OBJECT OF THE GAME:- is to pass the "start" square with £1 million in cash. Each player is given £50,000 at the start of the game to buy shares in 6 different companies which appear on the board. The players then buy and sell shares in order to make a profit. The winner is the first person to accumulate £1,000,000 in cash and pass the "start" square. (The figure £1,000,000, can be raised or lowered in order to lengthen or shorten the game).

BEFORE YOU BEGIN

1. Appoint a Treasurer to look after the handling of the cash, the Share Certificates and pay out interest.
2. Appoint a Stock Exchange Chairperson to keep a record of the share prices on the Share Price Table. Remember! share price changes can affect all the players so this job is very important!
3. Each player is given a piece of Inside Information (an Inside Information card) before commencing plus £50,000 cash, and a Share Portfolio Table to keep their own record of their investments.
4. Roll the dice to see who starts - highest number begins and everyone else plays in a clockwise manner.

CONTENTS

- 1 Stock Exchange Trading Floor (the playing surface).
- 6 Pawns to represent players on the board.
- 2 Dice.
- 1 Share Price Table to keep a note of changing share prices (laminated - use the felt tip pen on this and wipe clean (with a dry cloth)).
- 1 Felt Tip Pen to write on the Share Price Table.
- Share Portfolio Tables (pad of tables). Each player takes a table at the start of the game to keep a note of their investments.
- 2 Ballpoint Pens to write on the individual Share Portfolio Tables.
- 1 Calculator which enables players to quickly calculate how much they are worth.
- 36 Share Certificates - 6 Certificates for each of the companies that appear on the board - given to players when they invest in a company.
- 36 Market Information Cards to be shuffled and placed on the relevant section of the board and used as a player lands on the relevant square.
- 36 Inside Information Cards to be shuffled and placed on the relevant section of the board and used as a player lands on the relevant square.
- Money.



HOW TO PLAY

All players begin on the "start" square in the "BUY" area, where players can invest in a company, i.e. buy shares in a company. At the start of the game all the shares in the 6 companies are £1.00 each. (There is no limit to the number of shares available in any company).

TO BUY SHARES

A player can buy shares in a company if he lands on a company square **IN THE BUY AREA, FOR EXAMPLE:** if a player lands on a square "AIRLINE," he can buy shares in the Airline Company (as many as he wants).

Alternatively a player can buy shares in as many companies as he likes at one time if he lands on the "Stockbroker" square in the BUY AREA.

NOTE: When buying shares the price is rounded off to the nearest £500 e.g. £10,100 is rounded off to £10,000.

When a player buys shares he pays the Treasurer the money for those shares and the Treasurer will give the player a Share Certificate for that company as proof that he holds shares in that company. The player then makes a note of the number of shares he has bought in the particular company on his Share Portfolio Table.

NOTE: All players must display their personal Share Portfolio Tables in a manner that allows all other players to see an individual players' investments, at all times.

Having invested in the company(s) players then proceed, at their leisure to the "SELL" area to sell the shares at a profit!

TO SELL SHARES

To sell shares in a particular company the player must land on that particular company's square, alternatively if he lands on a Stock Broker square in the "SELL" area, the player can sell his shares in any of his companies at the same time. These shares are exchanged for cash (rounded to the nearest £500) and the company(s) Share Certificate(s) is handed back to the Treasurer. Players can then return to the "BUY" area to re-invest their cash.

MOVEMENT AROUND THE BOARD

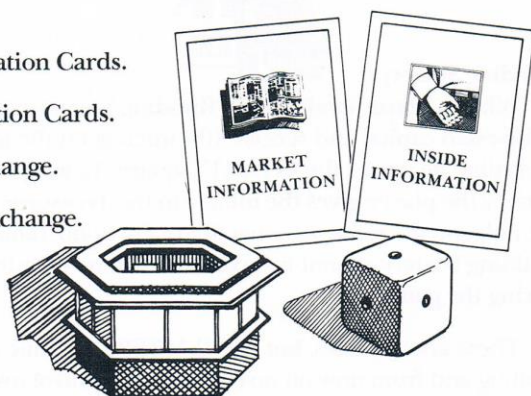
1. Players must always move in a clockwise direction in each section, as indicated by the arrows.
2. Players can stay in any of the three areas for as long as they wish.
3. Do not stop on the stairs between the sections, instead move on to the first square after the stairs (don't forget to move clockwise!)
4. Movement from "BUY" to "SELL" -
 - (a) By landing on the "GO TO SELL" square, the player then goes directly to the oil company which is the first square in the "SELL" area after the stairs, and waits for his next turn to make any more moves.
 - (b) By going through the middle area, in a clockwise direction. Here the player has a number of chances to increase the share prices of the company(s) he has invested in by landing on the Stock Exchange and Information squares before reaching the "SELL" area.
5. Movement from "SELL" to "BUY" -
 - (a) By landing on the "GO TO BUY" square, the player then moves directly to the "START" square in the "BUY" area and waits for his next turn to make any more moves.
 - (b) By going through the middle area, in a clockwise direction. **BEWARE!** if you land on the "TAX" square you will lose 50% of your un-invested capital (cash!)



WHAT CHANGES THE PRICE OF THE SHARES

There are 4 ways:

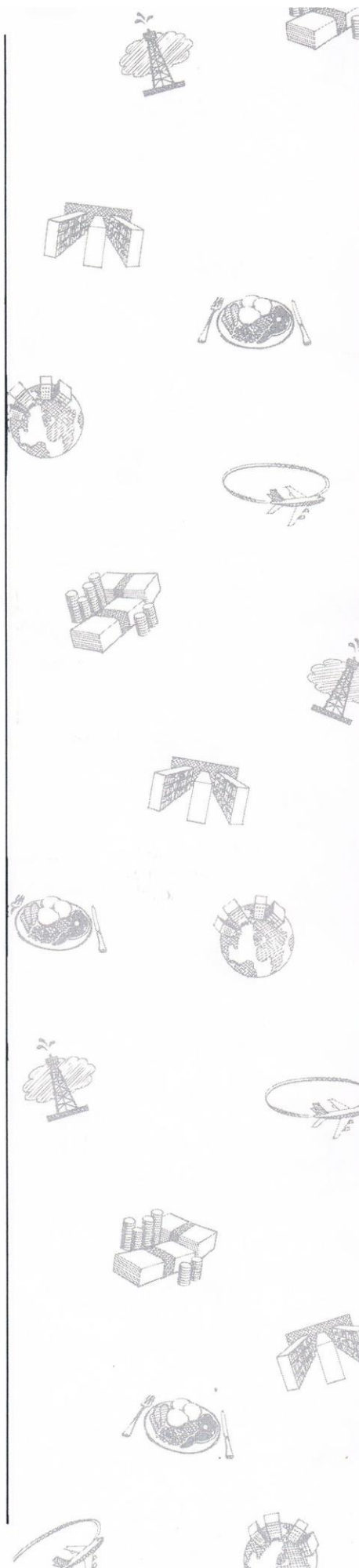
1. Market Information Cards.
2. Inside Information Cards.
3. The Stock Exchange.
4. 1 Dice Stock Exchange.



Market Information Cards (M.I.C.'s)

When a player lands on this square he takes the card from the top of the bundle of M.I.C.s and reads it to all the players. An example of an M.I.C. would read :-

"Food Company announce higher than anticipated profits, share price increases by 20 pence."



The Stock Exchange Chairperson takes a note of the Food Company's new share price on the Share Price Table, by adding 20 pence on to the existing price on the table. The M.I.C. is then returned to the bottom of the pack.

Inside Information Cards (I.I.C's)

When a player lands on this square he takes the card from the top of the bundle of the I.I.C's and reads the information, BUT this time to himself! This information is not released to the other players and can be used by the holder of the card at any time during the game, to his own advantage or another players disadvantage. A player can only use one of his I.I.C's at a time and cannot use another until the next player has rolled the dice. However, there is no limit to the number of his I.I.C's a player accumulates. Having used the I.I.C it is then returned to the bottom of the bundle.

The Stock Exchange

When a player lands on the Stock Exchange square he must put at least one company on the Stock Exchange (i.e. roll that company's fortunes on the Stock Exchange). To roll a company on the Stock Exchange a player must own a minimum of 5,000 shares in that company. The player must announce to the other players what company(s) he intends to roll on the Stock Exchange before he rolls the dice, then he rolls both dice. The combined number on the dice corresponds with a share price change on the STOCK EXCHANGE TABLE e.g. if a player rolls two 5's the combined total is 10, which corresponds with a decrease of 30 pence in the share price of the company(s) rolled on the Stock Exchange. The Chairperson then adjusts the existing share price on the Share Price Table to show the new share price of that company(s).

1 - Dice Stock Exchange

If a player lands on this square the same rules apply as for the Stock Exchange, except that this time the player only rolls one dice. The 1 - Dice Stock Exchange guarantees the player an increase in the share price, so it is advisable to roll all the company(s) in which he owns a minimum of 5,000 shares, on the 1 - Dice Stock Exchange. However, he must declare before hand which company(s) he intends to roll on the 1 - Dice Stock Exchange.

NOTE: If a share price goes below zero it is traded at zero until a roll of the dice or an Information Card brings the price above zero.



Building Society

When a player lands on the Building Society Square he can deposit his uninvested capital and receive 10% interest on the money he deposits, everytime he passes the "START" square. To lodge money in The Building Society the player gives the money to the Treasurer and makes a note of the lodgement on his personal Share Portfolio Table. Deposits in the Building Society cannot be taxed and can be withdrawn AT ANY STAGE during the game.

These are the rules, but REMEMBER the name of the game is Insider Dealing and from now on no one has any control over how you operate in the market!

Enjoy Yourself!

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