

# INSIDER TRADER

## START OF THE GAME

One player must be the 'broker' and oversees the money and shares.

Each Player receives one 'world news' card,  
they don't show it to anyone else and the card is placed into their hand.

Each player starts off with 500 Credits.

All players pick a player counter and places it on any 'Insider Trader' square.

The gold share markers start on the '10' squares in the stock area.

Roll a square dice to see who goes first.

Player's counters then go round the outside of the board, clockwise.

Using 2 square dice or move cards.

## PLAYERS TURN

A player can do any of these actions, but it must be in this order.

### 1. ROLL THE DICE or PLAY MOVE CARDS

Players must roll the 2 square dice or play move card(s) to move round the outside of the board.

A player can't use dice and move cards together, but they can add as many move cards together as they wish. If a player rolls a double, they may not roll again.

### 2. PLAY WORLD NEWS CARDS

They can play one of their 'world news' cards. They turn over card face up so everyone can see and the gold share marker is moved accordingly.

### 3. SELL SHARES

The player may sell ANY shares they have. The broker pays the value on the share markers.

### 4. BUY A MOVE CARD

The player can buy the top move card for 40 credits. The player must pay the broker.

A player may not have more than 3 move cards in their hand.

They can not buy a move card if a move card has been played.

They don't show it to anyone else and the card is placed into their hand.

A player can only buy one card per turn.

### 5. BUY A WORLD NEWS CARD

The player can buy the top 'world news' for 60 credits. The player must pay the broker.

They don't show it to anyone else and the card is placed into their hand.

A player may not have more than 3 cards in their hand. A player can only buy one card per turn.

### 6. BUY SHARES

The player can buy up to a maximum of 100 shares but only in one stock.

Players can pick what stock they want. The value of the stocks is indicated by the Share markers.

The money is paid to the broker and the stock cards are placed in front of the player.

## **THE BOARD**

In the middle of the board are the stock indicators for the 6 different types of stocks which players can buy or sell.

Round the outside of the Board, it is split into two sides,  
a bull market on the left-hand side  
and a bear market on the right-hand side.

A 'BULL' market is where share prices are rising, encouraging buying.

A 'BEAR' market is where share prices are falling, encouraging selling.

## **BUYING AND SELLING SHARES**

They can have a maximum of 100 shares in any one stock.

Shares come in multiples of 10 with the minimum of 10 shares.

There are only 300 shares of each stock.

They give the money to the broker. The broker gives them the shares.

When selling, the player gives the shares to the broker and the broker pays the player the value indicated by the Share Marker.

## **SHARES AREA**

**24 | SPILT + 30**:- If a Share price goes to 24 or above, any Player that have shares in that stock receive 30 Credits per share and keep their shares but share price marker goes to 10.

**23 | SPILT + 25**:- If a Share price goes to 23 any Player that have shares in that stock receive 25 Credits per share and keep their shares but share price marker goes to 10.

**22 | SPILT + 20**:- If a Share price goes to 22, any Player that have shares in that stock receive 20 Credits per share and keep their shares but share price marker goes to 10.

**21 | SPILT + 15**:- If a Share price goes to 21, any Player that have shares in that stock receive 15 Credits per share and keep their shares but share price marker goes to 10.

**20 | SPILT + 10**:- If a Share price goes to 20, any Player that have shares in that stock receive 10 Credits per share and keep their shares but share price marker goes to 10.

**0 | FREEZE**:- Players can not buy or sell those shares until the shares move above or below zero. If a Share marker is on zero and no player has any shares, the Share marker is then placed on 10.

**-1 | LOSE 10 SHARES**:- Players who have shares in that stock have to give back 10 shares to the broker. The Share marker is then placed on 1. If no player has any shares, the Share marker is then placed on 10.

**-2 | LOSE 20 SHARES**:- Players who have shares in that stock has to give back up to 20 shares to the broker. The Share marker is then placed on 1. If no player has any shares, the Share marker is then placed on 10.

**-3 | LOSE 30 SHARES**:- Player who have shares in that stock has to give back up to 30 shares to the broker. The Share marker is then placed on 1. If no player has any shares, the Share marker is then placed on 10.

**-4 | LOSE ALL**:- Player who have shares in that stock has to give back all their shares to the broker. The Share marker is then placed on 10.

## LANDING ON SQUARES

These are the squares around the outside of the board.

**MOVE CARD:** - the player can pick up a free move card which they can keep and use it instead of a dice roll at a later time. If the player has 3 cards already, they can not pick the card up.

**WINDFALL:** - The player receives 100.

**DIVIDENDS:** - If the player has any shares, the broker will pay 1 Credit for every share they have.

**WORLD NEWS:** - If a player lands on the 'world news' square, they must turn. The card is turned over face up so everyone can see and the gold share marker is moved accordingly.

**INSIDER TRADING:** - The player can pick a free 'world news' card. They don't have to show it to anyone and keep it or they can show it and act on it. If the player already has 3 cards, they must play one.

**STEAL:** - They can take one of the other player's 'world news' cards. They can take any one card from any player who has one. The card is not shown to anyone else.

**AUCTION:** - The top card on the 'world news' card pile is auctioned. Starting with the player who landed on the square and going clockwise, anyone can bid for it. It can be sold for as little as 10 Credits going up in multiples of 10.

**SELL:** - The player must sell one of his 'world news' cards if they have one. The player will receive 60 credits from the broker. The card is then turned over and acted on.

**PIT SALE:** - The player must sell all their shares to the broker.  
(The Player cannot buy any shares until their next go.)

**TRANSACTION FEES:** - If the player has any shares, they must pay 1 Credit to the broker for every share they have. If the player hasn't enough cash, they must sell their shares to pay the broker.

## PLAYER OUT BEFORE THE GAME FINISHES

If a player has less than 100 Credits and/or shares, may choose to Retire but doesn't have to

## END OF THE GAME

The game finishes when the last 'world news' card is used.

The player who turns the card over may finish their turn.

Then all the Player's world news cards are played one at a time, starting with the next player.

The players then add the value of their stocks and Credits together.

The one with the most is the winner.

**A calculator may be required.**

# **INSIDER TRADER**



An easy game to pick up for traders aged from 10 to 80.

The game can be played with 2 or 6 players.

The game can take between 45 – 90 minutes.

A great family game where there is no family, just traders.

The game where players must make money from the stock market by acquiring, selling, and stealing information to position themselves in the right place at the right time to outsmart their competitors. The players travel around the outside of the board, forcing stock prices to go up or down. In addition to this, players can use inside information, which will help gain an advantage over other competitors. The way in which each player controls their movement and information, will ultimately see them possibly face financial losses, bankrupt their opponents, or make their fortune.