

STOCK BLOCK®

“The Original, Individualized
Game for Any City. . .”



STOCK BLOCK® games now available for:
U.S.A. Games: Albuquerque, Atlanta,
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GENERAL IDEA

The idea of the game STOCK BLOCK® is to purchase, trade and sell various Stock Certificates and Stock Shares (relating to historical, significant and economic landmarks in particular cities) in an effort to CRASH and "29" your opponents. Each player shrewdly conducts his "board business" in an effort to force other players into LIQUIDATING their Stock Shares and CRASH Certificates when they do not have enough cash to pay the interest charges on other Stock Certificate Squares.

Beginning at SCENIC DRIVE, each player throws dice and moves his marker accordingly around the board. When a player lands on a Certificate Square, the player may buy that square's Certificate Card from the Stock Broker. This entitles him exclusive right to purchase additional SHARES of stock for that board square. If the square's Certificate Card is already owned by another player, the player landing on it must pay the appropriate interest to its owner. When a player does not want to buy a square's Certificate Card, the Broker then auctions the Certificate Card off to the highest bidder.

After buying a Stock Certificate, a player may purchase additional SHARES for his Stock Certificate Square beginning on his next turn. Shares increase the amount of Interest he is entitled to collect from other players when they land on his Certificate Square. The amount of Interest a player collects from other players is geometrically increased by the number of SHARES he has purchased for a Certificate Square.

When a player acquires all the Certificates of one color, it is called a STOCK BLOCK and his interest doubles in value. Plus, a player who owns a STOCK BLOCK is entitled to purchase one BLUE CHIP SHARE for each of his STOCK BLOCK Certificate Squares. . . again increasing the Interest he can collect from other players.

What is interesting is the fact that a player may at any time sell, or trade his Certificate Cards (not shares) to another player, BUT if he does not have enough cash to pay the Interest to another player or pay a debt, he MUST liquidate his Shares or Certificates in order to pay that debt without making any "deals" with other players.

The winner of the game is the one who has the most cash on hand and Liquidation Value in his Stock Certificates and Shares. Like in the regular stock market it takes cash, risk and luck—but more importantly, skillful play.

SPECIFIC RULES

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EQUIPMENT:

Game Board, Dice, Markers, Play Money, Stock Certificate Cards, What? Cards and several "Write your own What? Cards."

PREPARATION:

Players select their Markers, placing them on the SCENIC DRIVE Square to start the game.

One of the players is selected to be the STOCK BROKER and has charge of Selling, Collecting, Auctioning and overseeing all transactions of the game.

Each player is given the following amount of Play Money at the start of the game:

5—\$5 Bills	5—\$100 Bills
5—\$10 Bills	4—\$500 Bills
5—\$20 Bills	1—\$1,000Bill
5—\$50 Bills	

Each player is also given a Score Sheet on which to record the number of shares he purchases for his Certificate Square.

GAME START:

The Stock Broker always throws the dice first to start the game, and the play then goes to his left around the board. When a player lands on a Stock Certificate Square, he is entitled to buy that square's Certificate Card from the Stock Broker by paying the amount listed on the board. If said Square's Certificate Card is already owned, he must pay its owner the amount listed on the Certificate Card. If a player lands on any non-Certificate Square, he must follow the instructions on that square.

PLEASE NOTE—When doubles are thrown, the player MUST move his marker BACKWARDS the amount shown on the dice.

SCENIC DRIVE SQUARE:

Every time a player passes the Scenic Drive Square he collects \$500 from the Stock Broker. If he lands ON the Scenic Drive Square, he collects \$1,000. A player collects only ONE amount—never both.

LANDING ON UN-OWNED CERTIFICATE SQUARES:

When a player lands on an Un-owned Certificate Square he has the option of purchasing or not purchasing that square's Certificate from the Stock Broker. If he does NOT want to buy the square, the Stock Broker auctions the square's Certificate Card off to the highest bidder.

LANDING ON OWNED CERTIFICATE SQUARES:

A player landing on an owned Certificate Square must pay the appropriate amount of Interest to the owner listed on the owner's Certificate Card. . .the Basic Interest Charge/Share Cost.

If the owner has additional SHARES on his Certificate Square, the Interest charge is the amount listed on the Certificate Card for those Shares.

If the owner has a STOCK BLOCK (he owns all Certificates of one color), the Interest is the amount listed under the Certificate's Stock Block Interest Charge/Share Cost.

If a player lands on a STOCK BLOCK square which has a BLUE CHIP value, he must pay its owner the amount listed on the owner's Certificate Card under "Blue Chip Interest."

NON-SHARE CERTIFICATE SQUARES:

Non-Share Certificates (transportation, education, etc.) may be purchased, but no additional SHARES may be bought for the board square. Owning more than one, however, increases the interest that the owner may collect.

WHAT? CARDS:

Players landing on one of these squares collect a WHAT? Card from the top of the pile and follows the instructions. They are placed back under the pile after use. (Several blank WHAT? Cards are included in the equipment so that you may personalize your game by writing in your own "Collect" and/or "Pay" ideas.)

THE STOCK BROKER:

The Stock Broker, selected prior to the start of the game, is in charge of all business transactions regarding the purchasing of Certificates and Shares. He plays the game like everyone else, but he keeps his own money, Certificates and transactions separate from the EXCHANGE. (The Stock Broker represents the EXCHANGE; which owns all Stock Certificates and money.) The Stock Broker is in charge of auctioning off Certificates. PLUS, for his services rendered during the game, the EXCHANGE pays him a BONUS of 5% (five percent) of his total worth at end of game.

The Stock Broker is also responsible for guarding against oversights by other players; such as, non-payment of interest.

BUYING SHARES:

A player may buy shares ONLY before he throws the dice for his turn. He pays the amount listed on his Certificate Card for each share.

The number of Shares a player owns on his Certificate Square is recorded on his Stock Share Record Sheet. If he has only one Stock Certificate Card of a color series, and NO shares, the interest he may collect is the amount listed on his Certificate Card under "Basic Interest Charge/Share Cost". His cost per additional share is the same as the Basic Interest Charge/Share Cost.

If a player owns a STOCK BLOCK (all Certificates of the same color), the cost for each additional Share he may buy is the amount listed under Stock Block Interest Charge/Share Cost on his Certificate. A player may only buy UP TO four (4) shares of additional stock per square—and one Blue Chip per square.

To buy BLUE CHIP Share for one's Certificate Square, the player must: Own all the Certificates of one color; buy or own four (4) Stock Block Shares on the square, and pay the additional amount listed on the Certificate Card under Blue Chip Share Cost.

SPECIFIC QUESTIONS ANSWERED:

- Q— After moving backwards upon throwing doubles, do I shake again? NO.
- Q— Can I also bid on a Certificate Square when it is auctioned off even though I was the one who landed on it and decided not to purchase it? YES.
- Q— Do I keep going back and forth to opposite ends of the board when I land on a “Go to. . .” or “Go back. . .” square? NO. After you “Go to. . .” or “Go back. . .”, continue normal play on your next turn.
- Q— If I shake a “double” one the 7, 11, or double square, do I move backwards? YES.
- Q— If I backtrack past the Scenic Drive Square upon shaking doubles, do I collect again? NO. One collects only when one passes forward around the board, not backwards.
- Q— What happens if the Stock Exchange goes “broke?” The Broker has three options open to him: (1) He may write I.O.U.’s to players to obtain cash needed for play; (2) He may levy a 50% Tax of all cash on hand of other players (including himself) to obtain Exchange cash; or, (3) He can “Close the Exchange” and declare himself the winner of the game even though he may have less cash and assets than the other players at that time. Therefore, it behooves the other players to take this into account when they plan their strategy!

STOCK BLOCK® games for cities not available in your area may be obtained by sending \$12.00 (each) in check or money order to:

J.F.M. GAMES CO.
1013 15th Avenue East
Seattle, WA 98112
U.S.A.

STOCK BLOCK® Game Boards (sold separately for collectors) can be obtained for \$4.00 (each). . . See front of rules for list of cities now available.

SPECIAL NOTE: These rules allow for a large latitude in variation of play. For example, the “Blank What Cards” or your own “House Rule” may be used to alter or change a particular rule during or before game play.

rules

ADVANTAGES, STRATEGY:

If a player has Shares on a Stock Certificate square and acquires all of the Stock Certificates for that color, the Interest Rate for each Certificate is determined by the Stock Block value. . . he has just doubled his Interest earnings! Thereafter, he must pay the higher price for additional Shares on his Stock Block.

A player DOES NOT have to purchase Shares evenly for his Certificate Squares. He may, for example, have four (4) Shares on one of his squares, two (2) on another, and four (4) on yet another.

LIQUIDATION OF SHARES:

Players may trade or sell their Stock Certificates to anyone at anytime providing they Liquidate existing Shares on the Certificate first back to the Broker. However, when a DEBT OCCURES (to another player or Broker), and one does not have enough cash on hand to pay that debt, the player MUST raise the debt money only by Liquidation of Shares and/or Certificates. One cannot make "deals" with other players regarding Certificates etc. once a debt occurs—one must PAY ALL DEBTS IN CASH. The amount of money a player can receive from Liquidated Shares and Certificates is indicated on the back of the Certificates.

Please Note: SHARES CANNOT be Liquidated on a Certificate Square one at a time. They must be Liquidated all at one time.

When one or more BLUE CHIP SHARES must be Liquidated to pay a debt, the remaining Blue Chip Shares on a Stock Block are devalued back to the four (4) Share Block Interest Value.

CRASHING or "29ing" CERTIFICATES:

When a player has to Liquidate a Stock Certificate, HE MUST return it to the Broker where it is placed back in regular play in the game. This is called "Crashing" or being "29ed" out of a Certificate.

WINNER:

The Winner of the game is the player who has "29ed" or "Crashed" all other players. If the game is terminated at a predetermined time limit, the player with the most Cash and Liquidation Value wins the game.

SPECIAL NOTE ON STRATEGY:

Players may play "for themselves" or "against others." For example, a player may at any time Liquidate his Shares on existing Stock Certificate Squares and then buy them back on the next turn. This is an easy way to raise "quick bucks."

