

MAKE or BREAK

* DIRECTIONS *

SPIEGEL



REID

Copyright 1961 by Spiegel Reid Corp.

INTRODUCTION

“Make or Break” is a rapidly moving game based on the fascinating stock market. Two to six people may play. Stock prices and dividends vary. The player’s aim is to buy and sell stocks for profits and dividends. The richest player at the end of an agreed period of time wins the game.

CONTENTS

EXCHANGE—The Exchange consists of money and stock certificates set aside for earning or purchase. One or two players called brokers will manage the Exchange in addition to playing the game. All stocks are purchased or sold through the Exchange only.

MARKET CARDS—These cards determine stock prices, dividends, and other market conditions. Stock prices change according to these cards. Example: RR +1, Oil -2, Gold +5, Missile -3, Mutual +1. "N.C." on a card means there is no change in price for that particular stock on that one card. Other cards are self explanatory.

SYMBOLS—These square pieces identify the player and stock. The picture identifies the player and the color of the picture identifies the stock. One player receives a set of 10 symbols. Example: 2 yellow stars, 2 red stars, 2 green stars, 2 blue stars, and 2 white stars. Another player receives a set of horseshoe symbols, etc.

INDICATORS—There are 5 ^{slats} wooden indicators. The yellow indicator represents Yukon Gold Co., the blue indicator represents Star Oil Co., the red indicator represents Marc Missiles Co., the green indicator represents C&O R.R., and the white indicator represents Mutual Fund. Each indicator moves up or down the numbered tape on the board according to plus or minus signs on the Market Cards thus showing the changing prices of its particular stock. A space on the board means \$1.00 or one point.

RALLY—If an indicator lands on a Rally space on a backward movement, move the indicator ahead one space. Rally does not apply on a forward movement of an indicator.

SPURT—If an indicator lands on a Spurt space on a forward movement, move the indicator ahead one space. Spurt does not apply on a backward movement of an indicator.

BASKET—If an indicator reaches the Basket, this company has financial difficulty. All shareowners of that company must surrender their stock certificates to the Exchange and remove their appropriate symbols. Then place the indicator at the starting price for that stock. The company has reorganized and is once again on a sound financial basis. Its stock is now available for purchase at the starting price until the next Market Card is read. Now only 7000 shares of this stock are available for purchase. The remaining shares, if any, are placed in reserve.

STOCKS—The ownership of a company is divided into shares of stock. When a person buys stock, he owns a part of the company.

LIST OF STOCKS—Yukon Gold, Star Oil, Marc Missile, C&O R.R., and Mutual Fund.

The starting prices of the different stocks are shown by pictures on the tape.

Yukon Gold (bag of gold and pick) starts at 18.

Star Oil (oil wells) starts at 21.

Marc Missile (missile) starts at 24.

C&O R.R. (train) starts at 27.

Mutual Fund (wreath) starts at 30.

Denominations of stock certificates are in 500, 1000, and 2000 shares. 7000 shares each of gold, oil, missile, and R.R. stock are available for purchase initially. The rest, 10,000 shares of each of these companies are placed in reserve and are granted to players only in the event of a stock split. 10,000 shares of Mutual Fund are available for purchase initially. There is no reserve of Mutual Fund.



PLAYING

Each player receives \$50,000 and a set of 10 symbols (one picture in all assorted colors). Place the indicators on the starting prices (spaces) on board. Set aside the Exchange. One person shuffles the Market Cards; splits deck approximately in half, places both halves face down, and reads aloud one card at a time from only one half of the deck.

If Oil is +1 on the Market Card, move the (blue) Oil indicator forward one space. If Gold -2, move the (yellow) Gold indicator backward 2 spaces, etc. When the first person has finished reading one half of the deck, he passes both halves to next person clockwise, who in turn repeats the procedure. The deck is rotated until the end of the game. If a player purchases any stock, he must pay the Exchange the amount that particular indicator shows on the tape, receive the proper certificate from the Exchange and place his symbol outside that space.

EXAMPLES—Pays Exchange \$19,000 for 1000 shares of Star Oil at 19, receives his Star Oil certificate and places a blue symbol outside space 19.

—Pays Exchange \$19,000 for 1000 shares of Yukon Gold at 19, receives his Yukon Gold certificate and places a yellow symbol outside space 19.

If a player sells any stock, he receives the amount that particular indicator shows on the tape from the Exchange, returns the proper certificate to the Exchange, and removes his symbol from outside that space.

Before each Market Card is read a player may purchase or sell any amount of one stock or several stocks in 500 share lots or multiples. A player may buy one particular stock as many times as he wishes, even if he does not have enough symbols for all his purchases. He may buy any amount of any stock as long as it is available from the Exchange and is not in reserve.

No stock may be purchased above \$50.00 per share nor sold above \$59.00 per share. No transactions shall be made during the reading of a Market Card. Orders for purchases or sales may be simultaneous. First orders are filled first. In case of question of order or shortage of stock, reader of Market Cards has first preference, then next player clockwise, etc.

STOCK SPLIT—The stock of a company splits when its indicator reaches the split price (space). The Exchange will then grant to those shareholders accordingly:

Gold shareholders—3 shares of gold for each share owned.

Oil shareholders—3 shares of oil for each share owned.

Missile shareholders—2 shares of missile for each share owned.

R.R. shareholders—2 shares of R.R. for each share owned.

Mutual Fund shareholders—\$60 for each share owned.

continued on back

PLAYING (Cont'd)

The Exchange must first exhaust its initial supply of stock in a split before granting stock from its reserve. If the reserve supply of stock is exhausted, the shareholder must receive the equivalent amount of stock in cash. Thus depending upon the number of splits, one company may have more shares in circulation than another. The initial supply of stocks may increase while the reserve supply of stocks may decrease. After any stock split, return the indicator to the starting price (space) for that stock. The stock may be purchased now at the starting price until the next Market Card is read. After any stock split, a player may keep or sell any part of his shares. If he holds all or part of a stock which has split, he places his symbol outside the starting price for that stock.

COMMISSION—When announced from a Market Card, the commission is a \$1.00 per share fee payable to the Exchange for stock priced at 12 or under. A commission must be paid even if the player must sell his stocks.

DIVIDEND—The location of the indicators determines the amount of dividends shareholders will receive. When announced from a Market Card, Exchange pays dividends accordingly:

Indicator under 20—no dividend.

Indicator at 20 to 30—\$1.00 per share dividend.

Indicator at 31 to 39—\$2.00 per share dividend.

Indicator at 40 and over—\$3.00 per share dividend.



Quality Games

SPIEGEL REID CORP.

Binghamton, New York

make or break

