

Stock Ticker

Insider Knowledge

Stock Ticker: Insider Knowledge

GAME MANUAL

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This game is a digital implementation of a classic board game published in 1937. The Insider Knowledge card variant was designed by the author. The goal of the game is to buy and sell shares in a stock market that changes according to dice rolls. After a certain number of turns, the player with the greatest fortune wins.

CONTROLS

Here are the keyboard and controller key mappings. Controller button names are based on an Xbox controller.

Action	Keyboard	Controller
Accept	Key Z	Button A
Cancel	Key A	Button B
Move up	Key UP	D-pad UP

Action	Keyboard	Controller
Move down	Key DOWN	D-pad DOWN
Page up	Key PAGEUP	Button LT
Page down	Key PAGEDOWN	Button RT
Screenshot	Key SPACE	Button BACK

In the bottom-right corner, you can see a series of icons indicating the valid keys and buttons available in the current dialog. The Screenshot command can be used at any time.

NEW GAME

When starting a new game, several options must be selected:

Players The number of human and AI players. They are automatically named and shuffled. AI players have random personalities; some are stronger than others. If you select 0 human players, the AI will play by itself.

Game length Each player will play a fixed number of turns. You must determine in advance how long you want the game to last.

Number of rolls At the end of each player's turn, a number of dice rolls are made. The more rolls, the greater the variation in the stock market. It is recommended to increase the number of rolls when there are fewer players using the original rules.

Dividend Up variant A rule variation that makes dividend results also move the stock upward. See the Variants section.

Insider Knowledge card variant Adds cards that allow players to anticipate market movement. See the Variants section. You must also choose how strong these cards will be.

This game is sensitive to the number of players. More players mean more rolls occur before your turn, giving you less opportunity to react to market changes. Choose your options accordingly.

SETUP

The game begins at turn 0 during the setup phase. The order of players is assigned randomly. Each player receives \$5000 and may purchase shares with this initial money. Dice are not rolled until all players have had a chance to buy shares.

Players must buy at least some shares, but they are not required to spend all their money. Once turn 0 is complete, the game begins with the first dice roll. All stocks start at a value of \$1.00.

PLAYER ACTIONS

During a turn, a player may buy or sell shares. Only the active player can perform transactions. Once finished, the player rolls the dice, resolves the market movement, and passes the dice to the next player.



Figure 1: Action Menu

Each player will have a number of turns equal to the game length, plus one for setup. For example, a 10-turn game allows each player to buy or sell shares 11 times.

There are 6 stocks available: Grain, Industrial, Bonds, Oil, Silver, and Gold. Their values range from \$0.00 to \$2.00 in increments of \$0.05. Shares are traded in units of 500. For example, if a stock

is worth \$1.25, buying 1000 shares costs \$1250. Selling follows the same calculation.

GAME SCREEN

The game screen contains a large amount of information to help guide your decisions.

On the right, the game board displays the stock market. Circular tokens indicate current prices, and arrows show movement from the last roll. At the top, you can see the active player, their money, and the most recent dice rolls.



\$ 1.05							
\$ 1.00							
\$ 0.95							
\$ 0.90							

Figure 2: Game board

The second panel displays your holdings and stock information. This is the most important panel for making investment decisions:

DSC Indicates whether a dividend, a split or a crash occurred this turn.

Price Current market value of the stock.

Avg The average price you paid for your shares.

Qty Number of shares you own.

Value Total value of your shares (for example, 1000 shares at \$0.80 = \$800).

Profit Percentage gain or loss. If your average cost is lower than the current price, the value is positive; otherwise, it is negative. For example, buying 1000 shares for \$1000 and seeing the price rise to \$1.50 results in a value of \$1500, or +50%.

The game tracks your purchase prices so that you can evaluate your profit accurately.

Stock	DSC	Price	Avg	Qty	Value	Profit
GRAIN		0.45\$	0.40\$	1000	450\$	+12.5%
INDUS		1.05\$	1.00\$	1000	1050\$	+5.0%
BOND		0.90\$	0.90\$	1500	1350\$	+0.0%
OIL		0.55\$	1.00\$	500	275\$	-45.0%
SILVR		1.05\$	1.00\$	2000	2100\$	+5.0%
GOLD		0.65\$	0.82\$	2000	1300\$	-21.2%

Figure 3: Portfolio details

The third panel shows player rankings, including total fortune and cash on hand. Fortune is calculated as the value of all shares plus remaining cash.

1. Johnny	5600\$	I Money:	775\$
2. Player_1	5575\$	I Money:	875\$
3. Julia	5500\$	I Money:	400\$
4. Joelle	4775\$	I Money:	300\$
5. Jerry	4575\$	I Money:	350\$
6. Jeremy	3975\$	I Money:	0\$

Figure 4: Ranking

The fourth panel displays the holdings of all players, allowing you to see where others have invested.

Player	GRAIN	INDUS	BONDS	OIL	SILVR	GOLD
Jeremy	1000	500	2500	1000	0	0
Julia	500	3000	500	0	0	500
Player_1	0	1000	1000	0	1500	1000
Jerry	2000	1500	500	500	500	0
Joelle	1000	1000	500	1000	500	1000
Johnny	1000	0	500	500	2500	1000

Figure 5: Holdings of each player

ROLLING THE DICE

At the end of a turn, the player rolls the dice the number of times selected during setup. There are three dice, each with a specific role:

Stock die: Determines which stock is affected

Faces: Grain, Industrial, Bonds, Oil, Silver, Gold



Movement die: Determines direction or dividend

Faces: Down, Down, Div, Div, Up, Up



Number die: Determines magnitude (in cents or percentage)

Faces: 5, 5, 10, 10, 20, 20



All three dice are rolled together. Examples:

Grain UP 10 → Grain increases by \$0.10 (2 steps up)

Bonds DOWN 5 → Bonds decreases by \$0.05 (1 step down)

Oil DIV 20 → Oil pays a 20% dividend to shareholders

All movement is resolved before dividends. Dividends are only paid if the stock price is at least \$1.00. When rolling multiple

times, one roll may increase a stock above \$1.00, allowing another roll to trigger dividends. The order of rolls does not matter.

Dividends are based on the number of shares, not their price:

5% on 1000 shares = \$50

10% on 2500 shares = \$250

20% on 1500 shares = \$300

If a stock reaches \$0.00 or less, all players lose their shares in that stock, and its price resets to \$1.00.

If a stock reaches \$2.00 or more, it splits. All players double their shares, and the price resets to \$1.00. For example, 3500 shares at \$2.00 become 7000 shares at \$1.00. Total value remains the same, but future dividends increase.

ENDING THE GAME

The game ends after all turns have been played. Each player's total fortune is calculated:

For each stock:

Number of shares $\times$ price

Example:

4000 Grain at \$1.40 = \$5600

Each player sums the value of all holdings and adds their remaining cash. The player with the highest total wins. In case of a tie, victory is shared.

VARIANTS

The following variants are included in this version of the game. If you know other variants, feel free to share them.

Dividend Goes Up A family variant where dividend rolls also increase stock prices. Since this increases the probability of upward movement (2/3 instead of 1/3), it creates inflation. Stocks are more likely to split and less likely to crash.

Insider Knowledge Cards Each player receives a card that predicts a specific dice combination. There are 54 possible combinations ($6 \times 3 \times 3 = 54$).

After rolling the dice, players check whether their card is triggered. If so, the number die is modified by a preset value (10, 20, or 30) selected during setup. Examples with a +20 modifier:

Silver UP 10 → Silver UP 30
Gold DIV 5 → Gold DIV 25
Bonds DOWN 20 → Bonds DOWN 40

Higher modifiers create stronger market movements.

Cards are hidden from other players. After being triggered, cards are discarded. New cards are dealt to players without one, and the deck is reshuffled.

Players can view their card using the “View Card” option in the menu.

CONFIGURATION

There is currently no configuration screen available. You can edit a file named `config.cfg`, which is created in the game’s root directory after the first launch. Set an option to 1 to enable it or 0 to disable it.

instruction Set to 0 to hide the keyboard and controller diagrams displayed during setup.

fullscreen Set to 0 to run the game in windowed mode. The game uses a fixed resolution of 640x480 pixels. The higher your screen resolution, the smaller the game window will appear.