

# FRIEDEMANN FRIESE

# BLACK FRIDAY

The stock market game for 2 - 5 players

## IDEA OF THE GAME

You are speculators in **Black Friday** who try to gain as much gold as possible before the huge stock market crash. Try to earn enough cash by cleverly buying and selling shares, so you can spend it on the coveted precious metal. If you are the best at manipulating market development and share prices, you have the best chance to win the game.

## GAME COMPONENTS

1 game board (double-sided)



140 shares (25 briefcases each in purple, yellow, green, blue, and white, and 15 in black)



5 share price tokens (1 each in purple, yellow, green, blue, and white)



5 screens



2 gold tokens



20 small gold bars



20 big gold bars



1 cloth bag



5 level tiles (double-sided)



4 bonus tiles



money tokens (30x \$1, 15x \$5, 20x \$10, 15x \$50, 10x \$100, 10x \$200).



## THE GAME WITH THE M.I.B.S.

**Black Friday** offers an independently acting opponent, the M.I.B.S. (minimally intelligent broker service). Depending on the number of players you have, you may be able to opt to play with or without the M.I.B.S.

**2** With 2 players, you have no choice and must play "in a threesome" with the M.I.B.S. Follow all details for 3 players.

**3-4** With 3 or 4 players, you can choose to play with or without the M.I.B.S. When playing with the M.I.B.S., follow all details for 4 or 5 players.

**5** The game is designed for at most 5 players. Thus, with 5 players play without the M.I.B.S.

The required game rules for the M.I.B.S. follow after the general rules.

# GAME PREPARATION

- 1 Place the **game board** with the side face up, showing the symbol 2-4 or 5 matching your number of players.

- 2 Place 1 **gold token** each on space "20" of the **"gold price" track** and on space "0" of the **"purchased gold bars" track**.



- 14 Determine the starting player. Each player (except the starting player) takes the numbered **personal bonus tile** matching their position in turn order and places it in front of their screen.

**• Games with the M.I.B.S.:**

When playing with the M.I.B.S., it always starts the game. In turn order, each player takes their numbered **personal bonus tile**.

- 13 Each player takes a **screen** and draws 5 **shares** from the bag. These shares are placed behind your screen without showing them to the other players. Take **\$100** from the bank and also place that money behind your screen.

For now, place the bag with the remaining shares to the side. It will be needed later in the game.

- 12 Adjust the **share price tokens** as follows:

- **Most expensive color:** Move the share price token of the color with the fewest shares in the share market to the right on 10th space.
- **Cheapest color:** Move the share price token of the color with the most shares in the share market to the left on 6th space.

If there is a tie for the fewest or the most shares, move all affected share price tokens appropriately. If there is an equal number of shares of all five colors, all share price tokens remain on 8th space.

- 11 Randomly draw 20 **shares** from the bag and place them on the matching spaces of the **share market** to the other shares drawn before.
- 2-4 : There are now a total of 40 shares in the share market.
  - 5 : There are now a total of 45 shares in the share market.



**3** Place the **gold bars** in a bank next to the game board. The small gold bars count as 1, and the big bars count as 5 gold bars.



**4** Place the **money tokens** in the bank next to the gold bars.



**5** Place 2 **shares in each of the five colors** on the 10 matching spaces of the three “share sale” tracks. Additionally, place 6 **black shares** on the spaces marked  next to these tracks.

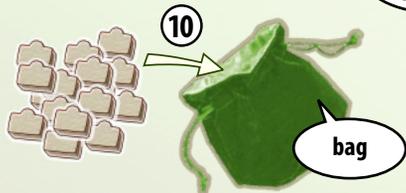
At the start of the game, the top track is considered the current “share sale” track.

**6** Place the remaining 9 **black shares** on the spaces marked  on the right side of the share price table. Each of these spaces is in one of the white and dark green colored areas that ensure the rising share price levels.

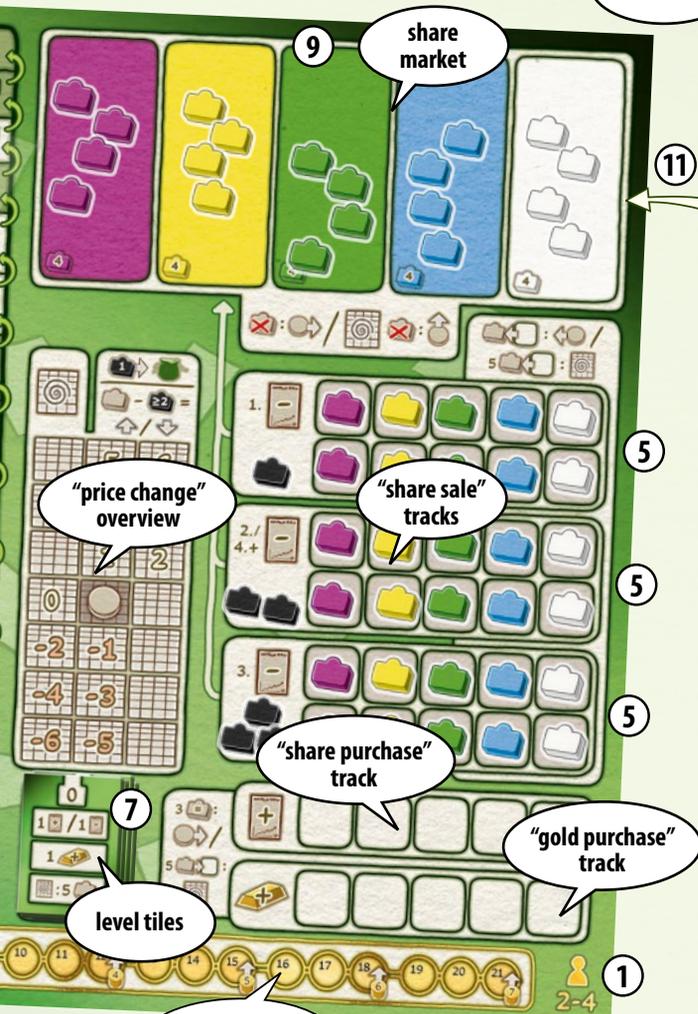
**7** Sort the 5 double-sided **level tiles** in ascending order, that show the 10 share price levels. Place them as a face up stack on the matching space of the game board. The tile with level “0”  should be on top, followed by the tile with level “2”  and so on.

**8** Place the 5 **share price tokens** on the marked 8th space of the **share price table**. (Note that black is not a share color and, therefore, does not have a share price token. In steps 8-12, black shares are NEVER involved.)

**10** Fill the **bag** with **shares of the five colors**:  
 2 - 4  : Place 1 share of each color in the game box. Then, fill the bag with all remaining shares.  
 5  : Fill the bag with all remaining shares.



**9** Place the following number of **shares of the five colors** on the matching market spaces of the **share market**:  
 2 - 4  : Place 4 shares on each market space.  
 5  : Place 5 shares on each market space.



## HOW TO PLAY

The following sections below will explain the game rules for games with 2 to 5 players. For 2 players, and optionally for 3–4 players, the M.I.B.S. game rules are also in effect, which may be found at the end of the rules booklet.

In **Black Friday**, turns are always taken in clockwise order. Once you finish your turn, the player on your left takes the next turn. During your turn, choose exactly one of the following 3 actions.

 **1. Buy shares**

 **2. Sell shares**

 **3. Buy gold**

**In addition to your action:** Use your bonus tile – only once per game.

 **Price change:** When there are a certain number of shares on a track after taking an action, immediately perform a price change. Afterward, continue the game with your turns.

  **End of the game:** The game ends during the price change when you move the gold token on the “gold price” track to the 100 space. After selling your remaining shares, you win **Black Friday** if you have the biggest fortune in cash and gold bars.

## The level tiles

The stock exchange starts slowly after the opening bell. When the share prices start to rise, the pace of the market will accelerate into a frenzy.

The level tiles determine how often you can perform the different actions during each turn. The tiles show 3 values:

-  **I Purchase/sale limit for shares:** This is the maximum number of shares you can buy or sell during each “buy shares” or “sell shares” action. During the game this number can rise to 5.
-  **II Purchase limit for gold bars:** This is the maximum number of gold bars you can buy during each “buy gold” action. During the game this number can rise to 5.

- III Price change:** This is the number of shares that you draw from the bag during a price change. During the game this number can rise to 12.

### Example:

As shown on the tile at the bottom left, at the start of the game level “0”  is in effect. You can only buy or sell 1 share **I** or buy 1 gold bar **II**. During a price change, draw 5 shares from the bag **III**.

## Adjusting the share prices

Share prices only rise or drop gradually as a result of the purchase or sale of shares. When price changes are triggered, the fluctuations are more drastic.

The individual share prices change as a result of the purchase or sale of shares:

 **Raising prices:** When the arrow points to the right, move the matching share price token for affected shares on the share price table 1 space to the right. If the token is already on a space of the right column, instead move it to the space directly above, as shown by . When the arrow points up, move the matching share price token 1 space up. If the token is already in the top row, instead move it to the right. The share price cannot increase above \$240.

**Note:** We never reached a share price of \$240 in all of our play test games. There will be games when the price only fluctuates around \$100, but of course, there will be games with much higher prices.

 **Dropping prices:** When the arrow points to the left, move the share price token on the share price table 1 space to the left. If the token is already on a space of the left column, instead move it to the space directly below, as shown by . The share price cannot drop below \$4.

 **Price change:** The price change can trigger more drastic fluctuations. When adjusting the price due to a price change, move each share price token one space at a time until it reaches the specified space. If the token is on a space of the left or right column and you must move it horizontally, instead move it to the space directly above or below the current position of the share price token, as shown by  or .

	5	6
	3	4
	1	2
0		
-2	-1	
-4	-3	
-6	-5	

**Example:**

- ① The price of the blue shares rises 1 space to the right . Move the share price token from \$25 to \$30.
- ② The price of the yellow shares drops 1 space to the left . The share price token is on the left column of the share price table, so move it 1 space down to \$6 instead of 1 space to the left.

35	40	45	50
25	30	35	40
15	20	25	30
10	12	15	20
6	8	10	12

*Note: A blue token is on the 25 in the 3rd row, 4th column, with an arrow pointing right to 30. A yellow token is on the 10 in the 4th row, 1st column, with an arrow pointing down to 6. A red 'X' is over the 10 in the 4th row, 1st column.*

**Example:**

- ① During a price change, according to the overview, the price of the purple shares rises to space "4".
- ② First, move the share price token 2 spaces up.
- ③ As it is already on the right column, you cannot move it 1 space to the right. Move it up 1 space instead.

90	5
75	3
60	2
45	3
35	2

*Note: A purple token is on the 45 in the 4th row, 1st column. An arrow points up to 60. A red 'X' is over the 3 in the 2nd row, 2nd column. An arrow points up to 75. An arrow points right to 6 in the 2nd row, 2nd column. An arrow points up to 90. An arrow points right to 4 in the 3rd row, 2nd column.*

**+** 1. Buy shares

*Current stock exchange news: Green shares are bought in great quantities. Insiders hope that their share prices may rise soon . . . Each time you buy shares, you increase the probability that the price of the corresponding color will rise later! Each share purchase has a positive but delayed influence on its share price.*

With this action, **buy any available shares** for the current price from the share market.

You can only buy at most 1 share at the start of the game. The purchase limit will rise during the game when the level increases. If you choose to **buy zero shares**, you will have only the opportunity to manipulate the share market.

When buying a share, pay money equal to the share price to the bank. Place 1 share of the matching color from the share market behind your screen. Furthermore, place 1 additional share of the same color from the share market on an empty space of the "share purchase" track.



When buying the last share of a color, leaving the corresponding market space empty, place 1 colored share of your choice on the "share purchase" track.

**Important:** When the purchase limit rises, and you buy several shares at once, still only place 1 share on that track.

When you buy multiple colors on your turn, choose one of those colors to put 1 share on the track. If no shares are available from the colors you purchased, you must select a different colored share from the share market to place on the track.

0 **Buy zero shares:** If you choose to buy zero shares, only place 1 colored share of your choice from the share market on an empty space of the "share purchase" track.

**Adjust the share price:** For now, the price of the chosen color does not change, except the following happens:

: **Raising prices:** When you take the last share of a color from the share market, move its share price token 1 space to the right.

3 : **Raising prices:** When you place the third share of a color on the "share purchase" track, move its share price token 1 space to the right. When you place further shares of that color on the track, they do not change the price.



**Trigger the price change:** Check the following at the end of the action:

2-4 5 : When colored shares cover all 5 spaces of the "share purchase" track, trigger a price change.

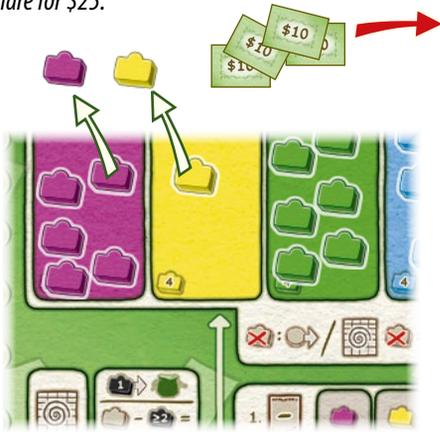
5 6 : When colored shares cover all 6 spaces of the "share purchase" track, trigger a price change.

**Example:**

① During level "3" you can buy at most 2 shares at once.



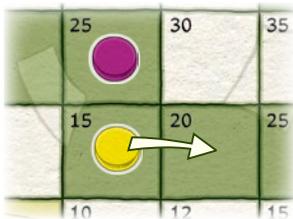
② You buy the last yellow share for \$15 and 1 purple share for \$25.



③ Because there are no yellow shares left in the share market, you have no choice and must place 1 purple share from the share market on the "share purchase" track.



④ Because there are no yellow shares left in the share market, adjust their share price and move the yellow price token 1 space to the right. The second purple share on the "share purchase" does not change the price of the purple shares.



**2. Sell shares**

*Current stock exchange news: Bad news for some brokers. Some traders ditch the yellow shares. As a result, their share price drops, and it will be difficult for the price to rebound . . .*

*With each share sale, you lower the probability that the price of the corresponding color can rise later! Thus, each share sale has an immediate and delayed negative influence on its share price.*

With this action, **sell any shares** from your assets for the current price to the share market.

You can only sell at most 1 share at the start of the game. During the game, the sale limit will rise when the level increases. If you choose to **sell zero shares**, you will have only the opportunity to manipulate the share market.

When selling a share, place a share in the corresponding color from your assets in the share market. Receive money from the bank equal to the share price. Additionally, remove 1 share of the same color from the current "share sale" track and **also place it in the share market**. At the start of the game, this is the top of the three "share sale" tracks.



the first "share sale" track

When there is no share of the corresponding color left on the "share sale" track, remove 1 share of a color of your choice and place it in the share market.

**Important:** When the sale limit rises, and you sell several shares at once, still only remove 1 share from the "share sale" track.

When you sell multiple colors on your turn, choose one of those colors to remove 1 share from the track. If no shares are available from the colors you sold, you must select a different colored share to remove from the track.

○ **Sell zero shares:** If you choose to sell zero shares, only remove 1 colored share of your choice from the current "share sale" track and place it on the share market.

**Adjust the share price:** The price of the chosen color changes immediately:



**Dropping prices:** Move the share price token of the removed color 1 space to the left.



**Trigger the price change:** Check the following at the end of the action:

2-4



5



When you removed 5 shares, so that there are only 5 colored shares on the current "share sale" track, trigger the price change.

5



6



When you removed 6 shares, so that there are only 4 colored shares on the current "share sale" track, trigger the price change.

After this price change, use the underlying second "share sale" track. After emptying the third track, continue the game using only the center "share sale" track. As the last step during the price change, refill the center track. Place 2 shares in each of the five colors from the market spaces on the track and 2 black shares from the bank on the spaces next to it. If there are not enough colored or black shares, leave the respective spaces blank.



**Raising prices:** When you take the last share of a color from the share market while refilling the center track, move its share price token 1 space to the right.

**Example:**

① During level "4" you can sell at most 3 shares at once.



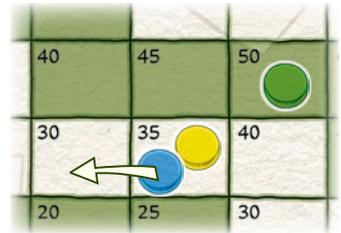
② You place 3 green shares from your assets on the share market and take \$150 from the bank (their price is at \$50, check ④ at the top right).



③ No green shares are left on the current "share sale" track, so you must choose one of the other available shares. For example, you do not have any blue shares, so you remove 1 blue share and place it on the share market.



④ So, the price of the blue share drops and you move its share price token 1 space to the left.



**3. Buy gold**

*Current stock exchange news: The Run on the gold reserves accelerates. This secure investment gets increasingly costly, except the financial bets on the best shares are successful . . . Each time you buy gold, you increase the probability that the price of your freely chosen color will rise later! Each gold purchase has a positive but delayed influence on the chosen share price.*

With this action, **buy gold bars** for the current price from the bank.

At the start of the game, you can only buy at most 1 gold bar. During the game, the purchase limit will rise when the level increases. If you choose to **buy zero gold bars**, you will have only the opportunity to manipulate the share market.

When buying a gold bar, pay money equal to the current gold price to the bank. Place 1 small gold bar from the bank behind your screen. Then, move the gold token on the "purchased gold bars" track 1 space to the right. Furthermore, place 1 colored share of your choice from the share market on an empty space of the "gold purchase" track.



**Important:** When the purchase limit rises and you buy several gold bars at once, move the gold marker on the "purchased gold bars" for each purchased gold bar 1 space to the right. However, still place only 1 share on the "gold purchase" track.

**Check gold reserves:** Every time you have 5 small gold bars, immediately exchange them in a big gold bar from the bank. A big gold bar counts as 5 small gold bars.



**Buy zero gold bars:** If you choose to buy zero gold bars, only place 1 colored share of your choice from the share market on an empty space of the "gold purchase" track.

**Adjust the share price:** For now, the price of the chosen color does not change, except the following happens:

 :  **Raising prices:** When you take the last share of a color from the share market, move its share price token 1 space to the right.

**3**  :  **Raising prices:** When you place the third share of a color on the "gold purchase" track, move its share price token 1 space to the right. When you place further shares of that color on the track, they do not change the price.

 **Trigger the price change:** Check the following at the end of the action:

**2-4**  **5**  :  When colored shares cover all 5 spaces of the "gold purchase" track, trigger a price change.

**5**  **6**  :  When colored shares cover all 6 spaces of the "gold purchase" track, trigger a price change.

**Example:**

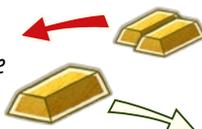
**①** During level "6" you can buy at most 4 gold bars at once, while the gold price is currently at \$55.



**②** As you have \$190, you only buy 3 gold bars for a total of \$165.



**③** You check the gold reserves and place 2 small gold bars in the bank to take 1 big gold bar.



**④** Then, move the gold token on the "purchased gold bars" track 3 spaces to the right.



**⑤** You own many yellow shares. So, you choose 1 yellow share from the share market and place it on the "gold purchase" track.



**Price change**

*Current stock exchange news: Turmoil at the international financial markets results in fluctuating share prices . . . You must hope that your plans will come to fruition and that the prices of the correct shares rise, or at least do not drop too far, thanks to even worse news*

When you trigger a price change, take the bag and perform the following steps. Afterwards, continue the current turn.

**① Draw shares:** Draw shares from the bag and place them above the share market for now. The number of shares drawn is stated by the current level tile.

**Example:**

**①** At the start of the game, draw 5 shares from the bag for the price change.



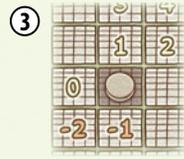
**② Adjust the gold price:** The price of gold goes up if one of these two cases occurs:



**Drawn black shares:** For each drawn black share, move the gold token 1 space upward.



**Purchased gold bars:** For each 3 marked gold bars on the "purchased gold bars" track, move the gold token 1 space upward. Then, move the gold marker on the "purchased gold bars" track back to 0 space. This track only shows the number of purchased gold bars since the last price change.



**Adjust the share prices:** The share prices of all five colors change depending on which shares are drawn from the bag. Follow the order of colors of the share market: first purple, then yellow, and so on.

Use the overview to the right of the share price table. The center space with the share price token represents the current share price. Based on the number and color of shares drawn from the bag, move each share price token to the respective target space as follows.

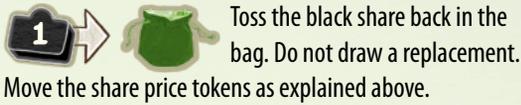
**a) You draw no black shares from the bag:**



Depending on the number of colored shares move the share price tokens according to the overview on the share price table.

If you draw more than 6 shares of a color, move that share price token one or more spaces further up, as shown on the table.

**b) You draw exactly 1 black share from the bag:**



**c) You draw at least 2 black shares from the bag:**



Subtract the number of black shares from the shares in each color. Move the share price tokens for each color according to the determined value, as explained above. The share prices can drop significantly because of this process.

Place the black shares next to the gold bars in the bank. You do not need them for now.

**4 Clean up the shares:** Place the colored shares you drew from the bag on the respective spaces of the share market. Put all shares from the track that triggered this price change into the bag. If it was the current "share sale" track, also put the black shares next to that track in the bag.

**5 Raising prices:** If there are still no shares of a certain color in the share market, raise their share price. Move the respective share price token 1 space up.

**6 Check for level change:** Check the area on the share price table with the most valuable color. If it is a new area, so there is still a black share on the right side of that area, the respective level becomes active. Place the lower level tiles in the game box or flip the needed level tile, so the respective new level is face up on the space next to the share price table.

The new level raises the purchase and sale limits and/or the number of black shares you must draw during the next price change. For the new level and each bypassed level, put the black share from the respective area in the bag. If you do not reach a new level or when all share prices drop to lower areas than the current level's area, the current level remains active. You never switch back to a lower level.

**Important:** During the game, you activate higher levels **only via price changes**. If you move a share price token to a new area when you raise share prices gradually during your actions, the level does not change.

**7 Refill the center "share sale" track:** When you triggered the price change with the third "share sale" track, refill the center "share sale" track.

**Example:**

After a "sell shares" action, there are only 5 colored shares on the current "share sale" track. Thus, you trigger a price change.

**1** You are in level "5" and you draw the following 8 shares from the bag: 2 black, 1 yellow, 4 blue, 1 white.



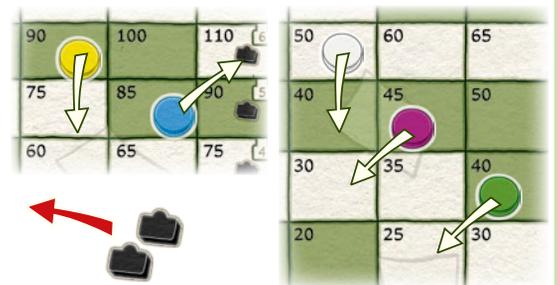
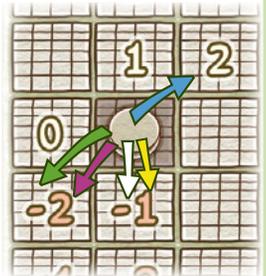
**2** Because you drew 2 black shares, first move the gold token on the "gold price" track 2 spaces from \$55 to \$65.



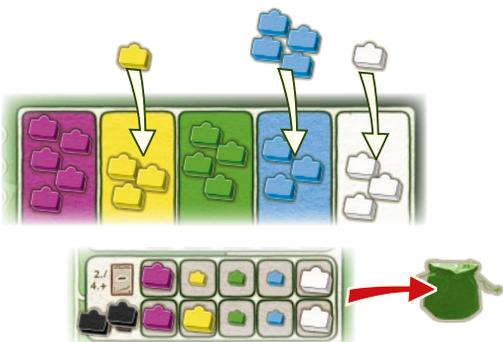
As you bought a total of 10 gold bars since the last price change, move the gold marker an additional 3 spaces to \$80. Then, move the gold marker on the "purchased gold bars" track back to space "0".



**3** Subtract the 2 black shares from each of the drawn colored shares. Move the share price tokens as follows: purple to \$30 (0 - 2), yellow to \$75 (1 - 2), green to \$25 (0 - 2), blue to \$110 (4 - 2), white to \$40 (1 - 2). Then, place the 2 black shares next to the gold bars in the bank.



- ④ Place the drawn colored shares on the respective spaces of the share market. Put the 5 colored and 2 black shares from the current “share sale” track in the bag.



- ⑤ There are shares on all spaces of the share market, so there is no additional raise of share prices.



- ⑥ With \$110, the blue share price token reached a new area on the share price table and activates level “6” (check ③ on page 9). Place the level “5” tile in the box and put the black share from this area in the bag.



- ⑦ Continue to play with the third “share sale” track. Only after triggering another price change with that track, you must refill the center “share sale” track again with shares.



## The bonus tiles

You know a few tricks to snatch the worm away from the early bird, but sadly, these only work once . . .

The bonus tiles offer you onetime advantages. Of these you can only use one in addition to one of your actions. Afterward, you place the tile in the game box.

The following four advantages are available. The bonus tile “2.” only offers the first advantage, the tile “3.” offers the first and second, and so on.

- 0 / / **Buy zero shares/sell zero shares/ Buy zero gold:** In addition to your chosen action, place 1 colored share of your choice from the share market on the “share purchase” or “gold purchase” track or remove 1 colored share of your choice from the “share sale” track and place it on the share market.

**Important:** You can trigger a price change with it, during your turn, before taking your chosen action.

- +1 **Sell an additional share:** When choosing the “sell shares” action, you can sell 1 more share than allowed by the current sale limit. Take money according to the share price table.

- +1 **Buy an additional gold bar:** When choosing the “buy gold” action, you can buy 1 more gold bar than allowed by the current purchase limit. Pay money equal to the current gold price.

- +1 **Buy an additional share:** When choosing the “buy shares” action, you can buy 1 more share than allowed by the current purchase limit. Pay money according to the share price table.

## GAME END AND FINAL SCORING

The stock exchange closes with a bang: After severe price fluctuations, gold prices reach unprecedented heights and all trades are stopped for now. Happy is one who already collected enough gold reserves and cash.

The game ends after any price adjustment if the gold token has moved to 100 on the “gold price” track. You may ignore any further price increases from this point.

Now, sell all remaining shares you still own for the current prices. Do not adjust prices for these sales.

Then, determine your wealth: In addition to your cash, each small gold bar counts as \$100, and each big gold bar \$500.

If you have the highest total in Dollars, you win the game. In the case of a tie, the player with the most money in gold bars is the winner. Gold is the safest investment.

# THE M.I.B.S.

The minimally intelligent broker service meddles with your share transactions. Are you able to cut it down in size?

The M.I.B.S. follows all game rules mentioned above. To make its decisions, follow these details.

## GAME PREPARATION

The M.I.B.S. does not use a screen. Its cash and shares are always visible to you. It draws 5 shares and takes \$100.

The M.I.B.S. always starts the game. In turn order, each player takes the numbered personal bonus tile matching their position in turn order.

## HOW TO PLAY

The M.I.B.S. follows distinct selection rules. You can mutually take care of its turns.

The M.I.B.S. chooses its actions in this order:

1. Buy shares or buy gold
2. Sell shares

### 1. Buy shares or buy gold

*Buying is always better than selling ...*

The M.I.B.S. chooses this action as long as it has enough cash to buy the maximum allowed limit of shares or gold bars.

The M.I.B.S. always buys the cheaper offer:

 When the total amount for shares is equal or less than for gold bars, it buys shares.

 When the total amount for gold bars is less than for shares, it buys gold bars.

When the M.I.B.S. buys shares, it chooses this order:

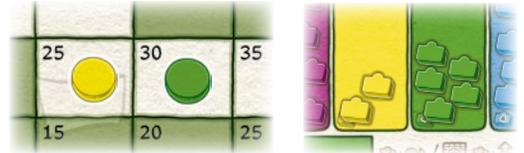
- ① It buys the cheapest color. If there are not enough shares of that available in the share market, it additionally buys shares of the second cheapest color and so on until it reaches the purchase limit.
- ② If there are several cheapest colors, it chooses the color with fewer shares.
- ③ If this number is also equal, it chooses purple, yellow, green, blue, and white in this order.

### Example:

- ① In level "4" the M.I.B.S. can either buy 3 shares or 3 gold bars.



- ② It has enough cash and checks the current prices. There are still 2 yellow shares at \$25 each, as well as green shares at \$30 each in the share market.



- ③ Thus, the M.I.B.S. would have to pay \$80 for the cheapest 3 shares. As the gold price is at \$26 for each gold bar, ...



- ④ ... in this case, the M.I.B.S. pays \$78 and takes 3 gold bars.



- ⑤ Then, it moves the gold token on the "purchased gold bars" track 3 spaces to the right.



- ⑥ The M.I.B.S. has more green shares than any other color and places 1 green share from the share market on the "gold purchase" track.



For each “buy shares” or “buy gold” action, the M.I.B.S. places 1 share on the respective track. When buying shares, it is first limited to the bought colors; when buying gold, it has a free choice.

The M.I.B.S. chooses this order to determine which share to place:

- ① It chooses the color of which it has the most shares.
- ② If it has several colors with the most shares, it chooses the most expensive of them.
- ③ If several colors have the same price, it chooses the one with the fewest shares in the share market at that price.
- ④ If prices are all the same, it chooses purple, yellow, green, blue, and white in this order.
- ⑤ If there are no shares of its colors in the share market, it chooses the cheapest color from the remaining shares, then, if necessary, the one with the most shares, then, if necessary, purple, yellow, green, blue, and white in this order.

If the M.I.B.S. does not have enough cash to buy the maximum number as allowed by the purchase limit, it chooses in this order:

-  ① : As long as it has shares available to sell, it chooses the “sell shares” action.
-  ② : If it has sold all shares, it buys as much as possible of the cheapest offer.
-  ③ : If there is not enough cash to buy anything, it manipulates the share market by placing 1 share from the share market on the “gold purchase” track. It chooses the cheapest color, then, if necessary, the one with the most shares, and then, if necessary, purple, yellow, green, blue, and white in that order.



## 2. Sell shares

*Sadly, money reserves are not endless . . .*

If the M.I.B.S. needs cash, it sells the maximum allowed limit of shares and places them in the share market. It chooses this order:

- ① It sells the most expensive color. If it does not have enough shares of them, it additionally sells shares of the second most expensive color and so on until it reaches the sale limit. If it has fewer shares left than the limit allows, it sells all remaining shares.
- ② If it has several of the most expensive colors, it chooses the color of which it has more shares.
- ③ If this number is also equal, it chooses purple, yellow, green, blue, and white in this order.

For each “sell shares” action, the M.I.B.S. removes 1 share from the “share sale” track and places it in the share market as well. First, it is limited to the colors just sold before it can choose freely.

The M.I.B.S. chooses this order to determine the share:

- ① It chooses the color of which it has the fewest shares.
- ② If it has several colors with the fewest shares, it chooses the cheapest among them.
- ③ If several colors have the same price, it chooses the one with the most shares in the share market at that price.
- ④ If prices are all the same, it chooses purple, yellow, green, blue, and white in this order.
- ⑤ If there are no shares of its colors on the track, it chooses the most expensive color from the remaining shares, then, if necessary, the one with the fewest shares, then, if necessary, purple, yellow, green, blue, and white in this order.

## GAME END AND FINAL SCORING

*Even a M.I.B.S. can amass riches!*

The M.I.B.S. sells all remaining shares in its assets for the current prices as well.

If it has the highest total in Dollars, you better start rethinking some of your financial investment choices . . .



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