

BIG BULL JUNIOR

THE STOCK MARKET GAME FOR YOUNG TRADERS

What this game is all about

Welcome to BIG BULL JUNIOR – The smartest stock market game for young traders! BIG BULL JUNIOR is all about acquiring different company stocks and manipulating the price of these stocks during a player's turn. Yes! A Player can increase/decrease the price of these stocks in the central market. But beware, other players can also manipulate the price during their turn. It's time to pull up your stocks... oops... socks! Can you become the BIG BULL?



AGES
8+

Contents

- 1 Gameboard
- 105 Cards (100 Company stock cards and 5 SWAP cards)
- 10 Company Pawns (2 pawns for each company)
- 1 Round Indicator Token

How to win

After 10 rounds of gameplay, the richest player wins the game. You can get rich during the game by acquiring high priced stocks, increasing the price of your stocks or by decreasing the price of other players stocks.

Setup

- 1 Shuffle the deck and deal out five cards to each player. (Face down)
- 2 Place three cards open next to the deck.
- 3 Place one of the two company pawns on all the five 'S' marked positions in the Central Market. The company pawns can be placed randomly.
- 4 Place all the other five company pawns on the START position on the Price Tracker.
- 5 Place the Rounds indicator token on R1.

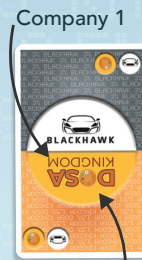
WHEN THE GAME (TWO PLAYERS) BEGINS, THE BOARD LOOKS LIKE THIS



The cards

There are two types of cards in the deck:

- 1 Company stock cards from five different industries (Food - DOSA KINGDOM, Automobile - BLACKHAWK, Telecom - YOTTAFONE, Apparels - COTTON MINISTRY, Media - NEWS CAPITAL).



Company 2

Each stock card has two companies printed on it. You can use either of these companies during the game. For example, the card can be used either as DOSA KINGDOM stock card or as BLACKHAWK stock card as shown in the illustration.



SWAP CARDS can be used to swap/exchange all your cards with a player of your choice. Even if you have an additional SWAP card in your hand, even that SWAP card needs to be part of the exchange. The SWAP card can be used only once and can be used only during one's turn. After the swap, the card needs to be discarded. (This step is optional). The player has an option to discard the SWAP card during their turn.


Who starts the game

The player who shouts out "BIG BULL" first starts the game. After the first player's turn, the person to that player's left should take the next turn. The gameplay continues in this manner until you reach the first player again. Now the round indicator token is moved to the next space (R2).

Gameplay

BIG BULL JUNIOR comprises of ten rounds. During each round, each player takes turns to do three actions. Before the game begins, the players should study the five company stock cards dealt to them for planning their next move.

On your turn

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TAKE 1 CARD either from the three open cards or the topmost card in the deck. If you pick one of the open cards, replace it with the topmost card from the deck.
 - STRATEGICALLY MOVE ANY 2 COMPANY PAWNS (out of five company pawns) one step in any direction to the neighboring BULL/BEAR icons in the Central Market. Moving a pawn to the BULL icon will increase the price of that company stock. Moving a pawn to the BEAR icon will decrease the price of that company stock.
 - UPDATE THE PRICE in the Price Tracker with the new price of the company stocks. If the price of the company stock is increased, the pawn is moved ahead in the Price Tracker. If the price of the company stock is decreased, the pawn is moved behind in the Price Tracker.
- If you have a SWAP card, then you can either use the card or discard it.



End of game

After ten rounds of gameplay (Round indicator token in R10), the game ends. Discard unused swap cards in your hand.

Scoring

- Rearrange all company stocks in your hand so that when you add the price of all those stocks, the score is the highest. (But you can use only one of the two company stocks on a card).
- Round off the points of the stocks by moving their pawns to the nearest multiples of 5 on the price tracker. Example: If the BLACKHAWK pawn is at Rs.18 on the Price Tracker, move it to Rs.20. If the DOSA KINGDOM pawn is at Rs.16, move it to Rs.15. If the YOTTAFONE pawn is at Rs.11, move it to Rs.10.
- Calculate the Rupee value of the stocks by adding the price of all the stock in a player's hand. You can use a card only once. Example: If a player has 8 BLACKHAWK stocks, 3 DOSA KINGDOM stocks and 4 YOTTAPHONE stocks, then the player has Rs.245 worth stocks ($8 \times \text{Rs.}20 + 3 \times \text{Rs.}15 + 4 \times \text{Rs.}10 = \text{Rs.}245$).

The richest player (Rupee value of the stocks) wins the game at the end of ten rounds.

Game tips

- You can win by increasing the price of the stock you have or by reducing the price of the stocks you don't have.
- Don't be too attached to one stock. If you have noticed that the price of any stock you hold is down, try to see if you can use the other stocks on the same card. Example: If you have 5 BLACKHAWK stocks and the price of stocks in the other half of BLACKHAWK stock card is increasing, you may rearrange your collection to improve your score. See example below.

Before rearrangement					After rearrangement							
5 x BH stocks 5 x Rs 15 =Rs 75					BLACKHAWK: Rs 15 YOTTAFONE: Rs 25 COTTON MINISTRY: Rs 20 NEWSKAPITAL : Rs 18	2 x YT stocks 2 x Rs 25 = Rs 50					2 x CM stocks 2 x Rs 20 = Rs 40	1 x NT stocks 1 x Rs 18 = Rs 18
						+ + + =Rs 108						

- SWAP cards are like a double-edged sword! You need to know when to use it. You cannot use it too early since the difference in the price of the stocks might not be high. If you try to save it for the end, you might risk losing the SWAP card when other players use their SWAP cards!