## LOADING INSTRUCTIONS

Reset computer by holding down CTRL, SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 7½ minutes to load.

The aim of Stockmarket is to make money by buying and selling shares in four mining companies. At the start of the game each player has £1000 in the bank and each share is set to approximately half its maximum value.

Players conduct their transactions via a terminal and acoustic modem which connects them to their broker. Share prices, your portfolio and your brokers messages are displayed on the terminal's screen, while a teletype printer beneath it supplies newsflashes from an agency. At the end of each turn, when all the players have bought or sold as many shares as they want, share prices are adjusted so that high prices are likely to go down, and low prices are likely to go up. The market may be 'bullied' or 'beared' by heavy buying or selling.

The bank will allow the players to take our short term loans (repayable after 10 turns) in order to buy shares when cash is short, but loans must not exeed 60% of your total assets. Below this limit the amount of this loan may be increased, but not the repayment period, which is shown, each turn after the loan. If you do not have enough cash to repay the bank after ten turns, you are forced into

liquidation and the loan is settled. If your assets can not cover the repayment, you are declared bankrupt and out of the game.

To prevent players hogging the terminal when it is their turn, it must be pointed out that after you have made 10 transactions, the Inland Revenue start to take interest in your dealings!

When one or more players have assets which total £1,000,000, the game is finished.

KEYS
B = to buy
S = to sell
E = to end your turn
L = lead
Z = zinc
G = gold

© COPYRIGHT ARGUS PRESS SOFTWARE 1984