

# Capitalist-Dippy V507/0n

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Capitalist-Dippy (CD) contains two games, Dippy Stock Exchange (DSE) and Diplomacy. The owner of the most shares leads units of this country in the next season.

Now to the details:

At the beginning each player owns of each of the 7 currencies (Kronen, Pound, Francs, Mark, Lira, Rubel, Piaster) 1000 shares and no Swiss Franks (SFr, this is the base currency). The price of all currencies is 1.00 SFr.

As usual in Dippy, a year is divided in 3 seasons (Spring, Autumn and Winter), which are played in 3 or 2 rounds (Autumn and Winter together).

In the first round of the game (Winter 1900) there is only action at the DSE, in each further round there are military movements and following orders at the DSE.

At the DSE the players can buy and sell currencies based on the prices of the last round. Selling shares is limited up to 500 shares of each currency. You can buy up to your cash. The cash you got by selling shares is converted to SFr and added to your cash. You can save it for the next turn, or reinvest in other currencies. I.e.: You own 1000 Shares of French Francs at 2.50 SFr, you sell 500 shares. You get 1250 SFr. If you buy 735 Lira at 1.70 SFr, you have to pay 1249.50 SFr.

At the end of the turn the price of the currencies changes. For every 100 Shares of a currency

which were more bought than sold, the price raises by 0.01 SFr. Vice versa it falls by 0.01 SFr for every 100 shares, which were more sold than bought. The value of currencies can never fall below 0.01 SFr (but see below). There is also no upper limit of the price.

When a country runs out of supply-centers, this currency is in the next turn without value and can no longer be traded with at the DSE.

The player with the most shares of a currency at the end of a turn leads the units of this country in the next season. (When two players are equal, the one who had the most in the last turn). The game is finished at the end of the dippy-game which will be after Winter 1910 unless a power owns more than 17 centers before that.

The decision about victory and the places is not based on the leader of the winning country, nor the value of the currencies in SFr. Only the point value (victory points) of the existing countries, computed as follow:

The number of supply centers is multiplied with every 100 shares of a country. The amount for all existing countries is added to the player amount. The player with the highest score wins this game.

NMR-arrangement: If a player fails to give orders for the DSE, he sells of each currency as many as possible up to 500. In the diplomacy-part all units will hold.