



**Welcome** to the ASX Schools Sharemarket Game Quickstart Guide. You will find all the information you need to be up and running quickly including step-by-step instructions on how to register, manage and monitor syndicates. The Guide also shows you how to access additional teacher resources covering lesson plans, presentations and worksheets.



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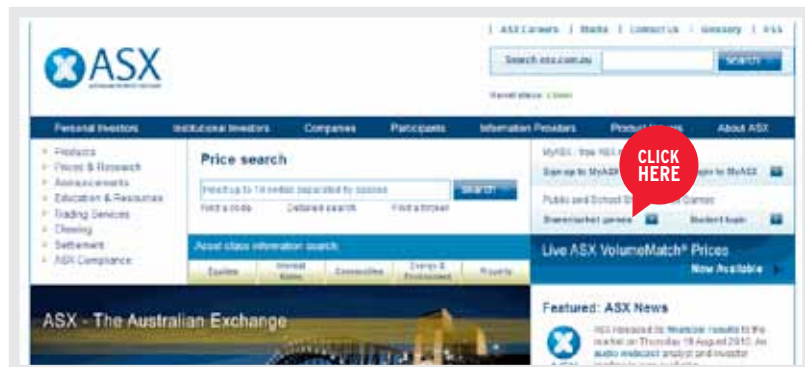
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STEP 1

To register for the ASX Schools Sharemarket Game, you need to be registered as a MyASX user and complete the Game's entry form.

Visit [www.asx.com.au](http://www.asx.com.au) and click on the **Public and School Sharemarket Games** link on the right hand side.



STEP 2

Click on the **Teacher access** button.



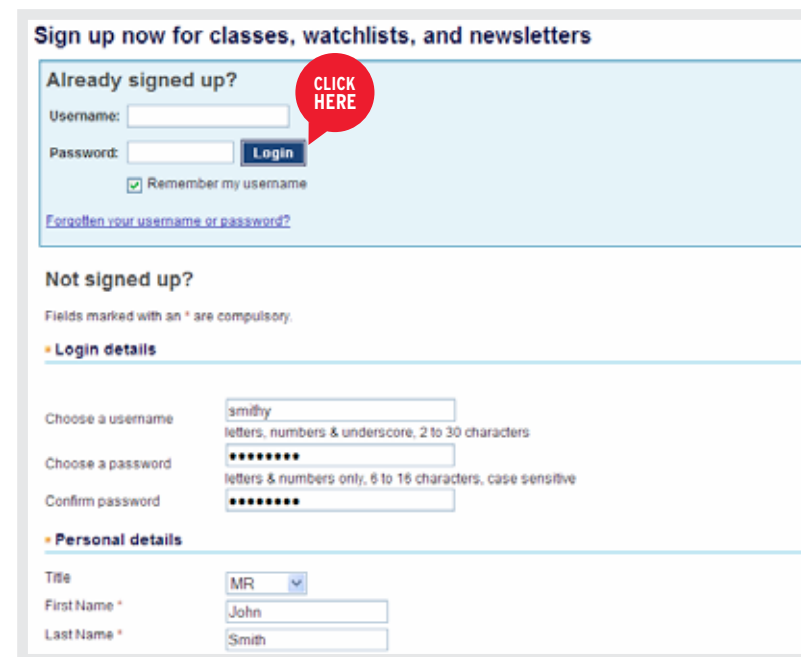
STEP 3

If you're already a MyASX user, enter your username and password and click **Login**.

If you're not a MyASX user, enter your application details, and click on the **Sign up for MyASX** button at the bottom of the page.

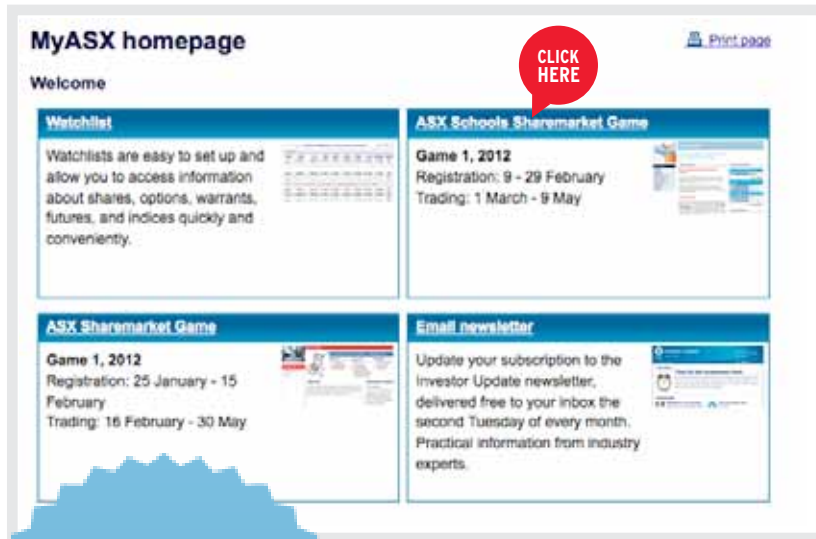
If all details have been entered correctly you will see a **Registration successful** message. You will then be sent an email with a link to activate your registration. You will need to click on this activation link before you can login to MyASX.

You will also be sent a second email confirming your login details; it is useful to keep a copy of these details.



STEP 4

Click on the **ASX Schools Sharemarket Game** link.



★ Tip ★  
 As a MyASX user you now have access to watchlists and email newsletters, which can be accessed from this page.

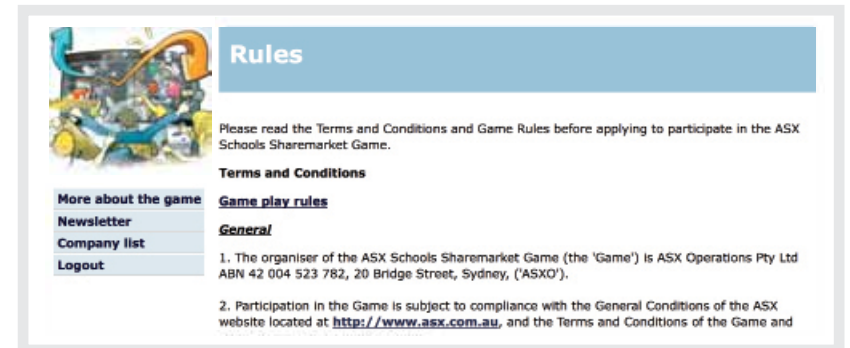
STEP 5

Click on the **Entry Form** link



STEP 6

Read the rules of the Game and accept by clicking on the **Accept** button at the bottom of the page.



STEP 7

Complete the registration form.

This form should only be completed by teachers, not students. Teachers can register students through the **Add syndicates** step in the next section.

**Note:** Please make sure that you double check your details before submitting, especially the **State of Play** as this button defaults to Tasmania. If you enter an incorrect state, your rankings will be displayed in that state. Click the **Register now** button.

★ Tip ★

Make sure you use your education email address as other email addresses may not be accepted.

ASX Schools Sharemarket Game

Registration For John Smith

State of Play\* VIC

School Name\* St Miles College

School Telephone Number\* 03 78956412

School Facsimile Number

Postal Address\* 20 Smith Street  
Bayside

More about the game  
Newsletter  
Company list  
Logout

STEP 8

Registration complete

The left hand navigation bar has been updated to include new links for you to manage your syndicates. These are explained in the next section.

Registration Completed

You have successfully registered your school to play the Game. By clicking on the link below, you will now be able to enter the names of each syndicate.

[Add Syndicates](#)

Teacher home  
Add syndicate  
Edit syndicate  
Syndicate progress  
Syndicate passwords  
Newsletter  
Company list  
Contact us  
Logout

## STEP 1

From the Game's home page, select the **Add syndicate** from the left hand side menu.

## STEP 2

Enter the number of syndicates you would like to enter.

Syndicates can accommodate 1 to 4 players.

You can register up to 10 syndicates at a time.

If you would like to enter more syndicates, repeat the process.

Click on **Start registration**.

**Syndicate registration**

**Student Player Names:** Please remind students that when choosing a player name, they need to avoid using any inappropriate names including any offensive, defamatory, discriminatory language. As the coordinator of your syndicates, please monitor these names and if they are not appropriate ask that a more appropriate player name be chosen. This will make the registration process much easier. Also, please only use alpha or numeric characters. (See Teacher home page for guidelines)

Syndicate Registration for: St Miles College

How many syndicates do you wish to register?

Register up to 10 syndicates at a time. After you have entered 10 syndicates you can register additional syndicates as required

[Cancel](#) [Start registration](#)

**Teacher home**  
**Add syndicate**  
 Edit syndicate  
 Syndicate progress  
 Syndicate passwords  
 Newsletter  
 Company list  
 Contact us  
 Logout

**CLICK HERE**

## STEP 3

Enter the syndicate and participant names.

**NOTE:** The syndicate name is the name that will be seen by other players in the ranking section of the Game.

Please ensure syndicate names:

- are not inappropriate - including any offensive, defamatory or discriminatory language
- do not contain symbols, such as \$ or #
- are less than 31 alpha or number characters.

Click on **Register syndicates**.

**Syndicate registration**

Syndicate Registration for: St Miles College

Syndicate	Participants	
1. The Dane's	Daniel Smith	Daniella Scott
2.  Richo	Richard Jones	
3. Anything inc.	Sally Moore	Jessica Brown

The specified Syndicate names will be displayed on the daily electronic ranking list. Syndicate names are restricted to 31 alpha or numeric characters. Do not use other symbols or special characters other than single quote (') or dash (-)

[Cancel](#) [Register syndicates](#)

**Teacher home**  
**Add syndicate**  
 Edit syndicate  
 Syndicate progress  
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 Logout

**CLICK HERE**

## STEP 4

**Syndicate registration complete**

**Note:** You can add more syndicates at any time during the registration period and up to two weeks into Game play. If changes are required after this period, email the Game Coordinator at school.smg@asx.com.au



**Syndicate registration**

**Student Player Names:** Please remind students that when choosing a player name, they need to avoid using any inappropriate names including any offensive, defamatory, discriminatory language. As the coordinator of your syndicates, please monitor these names and if they are not appropriate ask that a more appropriate player name be chosen. This will make the registration process much easier. Also, please only use alpha or numeric characters. (See Teacher home page for guidelines)

The following syndicates were successfully registered:

Syndicate Name	Participants
The Danni's	Danny Smith Danniella White
Richo	Richard Brown
Famous Two	Sally Black Debbie Jones

## STEP 1

Click on **Edit syndicate** from the left hand side menu.

## STEP 2

Choose the syndicate you would like to edit, and click on **view** in the **Edit syndicate details** column.



**Syndicate edit**

If you find the passwords difficult to read or your students find them hard to remember, you may edit syndicate passwords here.

**School:** St Miles College  
**Teachers:** John Smith

ID	Name	Edit syndicate details
696614	Famous Two	<a href="#">view</a>
673060	Peter	<a href="#">view</a>
696613	Richo	<a href="#">view</a>
696612	The Danni's	<a href="#">view</a>

## STEP 3

If you would like to delete the syndicate, click on the **Delete** button.

**Note:** Syndicates can only be deleted if they have not yet made any trades.

## STEP 4

To change a syndicate's name, password or student details, type the new information in the relevant boxes.

## STEP 5

Click **Save changes** at the bottom of the page.

**Note:** Adding and changing syndicate details is possible only during the registration period and up to two weeks into Game play. The **Edit syndicate** link is removed after this time and replaced with an **Edit syndicate passwords** link.

## STEP 1

Click on **Syndicate passwords** from the left hand side menu.

**Note:** Please remind students to keep their passwords private. They should not allow Windows to remember the password if they are on a computer that multiple students use.

★ Tip ★

Print this report and issue each player/syndicate with their Player ID and password prior to the Game.

## STEP 1

Click on the **Syndicate progress** link from the left hand side menu.

## STEP 2

Choose the syndicate you would like to review, and click on **view** in the **Ranking** column.



ID	Name	Portfolio Value	Ranking	Portfolio
696614	Famous Two	\$50,000.00	<a href="#">view</a>	<a href="#">view</a>
673060	Peter	\$50,000.00	<a href="#">view</a>	<a href="#">view</a>
696613	Richo	\$50,105.29	<a href="#">view</a>	<a href="#">view</a>
696612	The Danni's	\$50,000.00	<a href="#">view</a>	<a href="#">view</a>

## STEP 3

The ranking page automatically displays the current top 100 national syndicates.



Ranking	Player name	Portfolio value
1	TP Ltd, Duval High, NSW	\$56,215.41
2	Yuka, Caulfield Grammar School-WH, VIC	\$55,568.99
3	Hazzy Wazzy, Clarence Valley Anglican School, NSW	\$55,379.41
4	Person, St Peter's Anglican College, NSW	\$55,133.26
5	Destructor Industries, A.B. Paterson College, QLD	\$55,117.40
6	Steven Tasevski, Prairiewood High School, NSW	\$55,111.12
7	Cromer Country Club, SYDNEY BOYS HIGH, NSW	\$55,102.86
8	Fryer, Prince Alfred College, SA	\$55,051.47
9	Rosefires, Lake Macquarie High School, NSW	\$54,983.28

## STEP 4

You can also view rankings on a state or school level.

To do this choose the relevant option from the drop down menu in the **Choose ranking level** box.

On the same ranking page you can also see the syndicate's five closest rivals across Australia, and a national performance summary table. This includes their portfolio value, total number of players and average player value.

Ranking

Player name: Peter

Ranking is calculated on close of day prices for September 2010, not on the current value of your portfolio.

Choose ranking level: VIC ranking  
National ranking  
**VIC ranking**  
St Miles College ranking

**Top 100**

Ranking	Player name	Portfolio value
1	Vuka, Caulfield Grammar School-WH	\$53,620.59
2	Famous Three, St Bedes College	\$53,129.78
3	Anything Inc., Brunswick Secondary College	\$53,085.83
4	RDDT, Portland Secondary College	\$52,958.45
5	Nadia Christian Corporation, Brunswick Secondary College	\$52,928.76
6	Moneghetti warriors, Sacred Heart College	\$52,925.59
7	Thomas LUCARELLI, Camberwell Grammar School	\$52,892.12
8	HGFS, ararat college	\$52,770.56
9	Tassie Terror, Catholic College Wodonga	\$52,766.83
10	TMc & EKpty Ltd, Carey	\$52,764.80

**Local 5**

Ranking	Player name	Portfolio value
11198	Willo 16, WillettonSHS, NSW	\$49,893.00
11198	TFS9K, The Friends' School, TAS	\$49,893.00
<b>11200</b>	<b>Richo, St Miles College, VIC</b>	<b>\$49,892.88</b>
11201	Star, Wesley College, WA	\$49,892.77
11202	Cool Cats, Tenison Woods College, SA	\$49,892.74

**National performance summary**

<b>Your portfolio value was</b>	\$49,892.88
<b>Total number of ranked players</b>	13035
<b>Your ranking was</b>	11200
<b>Average player value</b>	\$50,726.46
<b>% of players in profit</b>	77.25%

## STEP 1

Click on the **Syndicate progress** link from the left hand side menu, choose the syndicate you want to review, and click on **view** in the **Portfolio** column.



**Syndicate progress**

School: St Miles College  
Teachers: John Smith

ID	Name	Portfolio Value	Ranking	Portfolio
696614	Famous Two	\$50,034.00	<a href="#">view</a>	<a href="#">view</a>
673060	Peter	\$50,000.00	<a href="#">view</a>	<a href="#">view</a>
696613	Richo	\$49,092.88	<a href="#">view</a>	<a href="#">view</a>
696612	The Danni's	\$50,000.00	<a href="#">view</a>	<a href="#">view</a>

Teacher home  
Add syndicate  
Edit syndicate pwd  
**Syndicate progress**  
Syndicate passwords  
Newsletter  
Company list  
Contact us  
Logout

## STEP 2

View a syndicate's portfolio details including total portfolio worth, share holdings and trading statement.



**Portfolio**

Player name: **Richo**

View your portfolio: Current Portfolio

Cash on hand: \$17,566.87  
Share holding value: \$32,350.00  
Total portfolio worth: \$49,936.87

[Refresh page](#)

Code	Holding	Current value	Current price
EMG	2000	\$9,940.00	\$4.97
CAB	2000	\$10,560.00	\$5.28
BBG	1500	\$11,850.00	\$7.90

Trading statement

Open Code	Trade	Trade	Trade (Bookings)	Transaction Date
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## ★ Tip ★

This page allows you to see the type of strategy the syndicate is using and where their portfolio sits with regards to overall value.

When logging into your Sharemarket Game account you will automatically be taken to the Game home page. This displays the latest Game updates and announcements, as well as relevant links to teacher resources.

To login, type [www.asx.com.au/sharegame](http://www.asx.com.au/sharegame) into your web browser, click on the **Teacher access** button and type in your login name and password.

★Tip★  
Remember to check back regularly for Game updates

If this is the first time playing the Game, you may also find the **Getting started** link on the top right menu helpful. This page has ideas on how to get your students started, how to use the watchlist tool, trading strategies as well as useful links to both ASX and other finance websites.

CLICK HERE

The Help page can also be accessed via the top right hand menu.

Here you'll find further information about the Game, including tips on how to trade, frequently asked questions and troubleshooting tips.

Click on the relevant link to access the information.

You can also access the Game rules from the top menu, which provides details of trading terms and conditions.

The ASX website also offers a host of information to help with investing.

Our **Teacher resources** page has been specifically designed to help access relevant tools and teaching aids, including online classes, presentations and lesson plans.

These lessons have been developed to help teach the basics of investing in a fun, educational and innovative way and includes teacher notes, assignment ideas and worksheets.

Visit [www.asx.com.au/teacher](http://www.asx.com.au/teacher) for more information.

- Q** Can students play the Game individually or do they have to play in syndicates?
- A** Students may play the Game either individually or as part of a syndicate (2 to 4 students).
- Q** Is there a limit to the number of students who can play the Game?
- A** No, there is no limit to the number of students who can play the Game at any one school.
- Q** Do students have to play the Game as part of a classroom subject?
- A** No, students can play the Game as an extra-curricular activity, at lunch time or after school, provided they are registered by a teacher at their school.
- Q** Once I have registered players/syndicates, can I login at a later stage and register more students?
- A** Yes, you may register more players/syndicates. Once Game registrations have closed, we continue to allow teachers, who have registered for the Game, to add or change syndicates up to 2 weeks into Game play.
- Q** Can I change the name of a player/syndicate or delete a player/syndicate?
- A** You can change the name of a player/syndicate prior to the commencement of trading in the Game and up to 2 weeks into Game play. Please note: syndicates can only be deleted if they have not yet made any trades.
- Q** Can I change the player/syndicate ID and password for each player/syndicate?
- A** You are able to change the player/syndicate password but not the ID number.
- Q** What can I do if I have forgotten MyASX username and password?
- A** If you have forgotten your username and/or password, click on the "Forgotten your username or password" link from the MyASX page.
- Q** How can I change my email address and school details?
- A** Click on the 'view and change' link at the top of the Game home page. Simply delete the incorrect information and add in the correct details. Scroll down to the bottom of the page and click 'update'.
- Q** How do my students login to the Game?
- A** Students wishing to login to the Game go to [www.asx.com.au](http://www.asx.com.au), click on the 'student login' link on the right hand side, and enter their player ID number and password.
- Q** Can students enter the Game before the first day of trading?
- A** Yes, students can enter the Game prior to it starting; however, they will not be able to trade until the specified start date.
- Q** How do I contact ASX about the Game?
- A** Email ASX at [school.smq@asx.com.au](mailto:school.smq@asx.com.au) or phone 131 279 (8.30 am - 6pm Sydney time, Monday to Friday).

### Teachers

"I used the game for the first time this year with my Yr 10 Business Enterprise class. Many spent hours at home devising strategies and reading up about the market. There was a great deal of competition within the class but also a sharing of learning as they discussed their strategies, celebrated their gains and bemoaned their losses.

I made students submit a report on their participation in the game and all were able to demonstrate a significant gain in their knowledge and skills achieved by playing the game."

**John, Business Enterprise Teacher, Tasmania**

"This semester I have set my Accounting students an assignment for the topic, Personal Finance and Investment. The topic requires that the students prepare an investment plan for a client. In this they must include a portfolio of shares suitable for the client's risk profile. I require that they use the game to learn about the operations of the stock market.

My Economics students also are playing the game to reinforce their learning last year."

**Joy, Accounting and Economics Teacher, Queensland**

"I have selected some of the high achieving maths students in my year 8 maths class; they have formed three syndicates and are really enjoying the game. I have been really impressed at the level of interest they have. Each maths lesson we log on and check the progress, the whole class is now involved and we look at the papers every day."

**Peter, Maths Teacher, Queensland**

"Thank you very much for giving us SOSE teachers the opportunity to take part in this wonderful competition. I can assure you that it is as exciting for us as it is for the students whom eagerly await their final results for the trading day. It gives me an opportunity and a starting point to encourage and introduce business to my students."

**Scott, SOSE Teacher, Victoria**

### Students

"The ASX Sharemarket Game is a wonderful and exciting way to learn how our sharemarket system works and experience first hand, the shares you can buy as if you were a real life investor. You never know what happens in the sharemarket. That's why this game is exciting."

**Matthew, Yr 8 Student, ACT**

"I found the Sharemarket Game a real learning experience. I learnt how to manage money and I will definitely be more confident in the real world. I found that making the game match with the current share market made the game 10 times more intense."

**Marianna, Yr 9 Student, SA**

"The hands-on experience that is gained from the Sharemarket Game is extensive. What we learn from the Sharemarket Game prepares us far better than any books could."

**Andrew, Yr 11 Student, NSW**

"I believe that participating in the Sharemarket Game will not only introduce us to the world of shares, but help us thrive in it."

**Julie, Yr 10 Student, WA**

For further enquiries or feedback regarding the ASX Schools Sharemarket Game, please contact us by the following methods:

**Email:** [school.smg@asx.com.au](mailto:school.smg@asx.com.au)

**Phone:** ASX Customer Service on 131 279 (8:30am to 6pm Sydney Time, Monday to Friday)

**Note:** Only teachers are permitted to call ASX Customer Service

The organiser of the ASX Schools Sharemarket Game is ASX Operations Pty Limited ABN 42 004 523 782, 20 Bridge Street Sydney, NSW 2000.

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The ASX Group accepts no responsibilities for incomplete, late, lost, corrupted, misdirected, misplaced or destroyed registrations.

[www.asx.com.au/schoolinfo](http://www.asx.com.au/schoolinfo)

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