

EASY MATH GRID

ADD (OR SUBTRACT) THE NUMBERS IN THE COLUMNS TO FIND YOUR \$\$ AMOUNT. K = THOUSAND

	5	10	15	20	25	50	75	100	125	150	175	200	300	400	500	
MINIMUM:	1000	5,000	10,000	15,000	20,000	25,000	50,000	75,000	100K	125K	150K	175K	200K	300K	400K	500K
TREASURY BONDS	2000	10,000	20,000	30,000	40,000	50,000	100K	150K	200K	250K	300K	350K	400K	600K	800K	1,000K
	3000	15,000	30,000	45,000	60,000	75,000	150K	225K	300K	375K	450K	525K	600K	900K	1,200K	1,500K
	4000	20,000	40,000	60,000	80,000	100K	200K	300K	400K	500K	600K	700K	800K	1,200K	1,600K	2,000K
MAXIMUM:	5000	25,000	50,000	75,000	100K	125K	250K	375K	500K	625K	750K	875K	1,000K	1,500K	2,000K	2,500K
MINIMUM:	100	500	1,000	1,500	2,000	2,500	5,000	7,500	10,000	20,000	50,000	100K	110K	120K	130K	140K
BLUE CHIPS	200	1,000	2,000	3,000	4,000	5,000	10,000	15,000	20,000	40,000	100K	200K	220K	240K	260K	280K
	300	1,500	3,000	4,500	6,000	7,500	15,000	22,500	30,000	60,000	150K	300K	330K	360K	390K	420K
	400	2,000	4,000	6,000	8,000	10,000	20,000	30,000	40,000	80,000	200K	400K	440K	480K	520K	560K
MAXIMUM:	500	2,500	5,000	7,500	10,000	12,500	25,000	37,500	50,000	100K	250K	500K	550K	600K	650K	700K
MINIMUM:	200	1,000	2,000	3,000	4,000	5,000	10,000	15,000	20,000	40,000	60,000	80,000	100K	120K	140K	160K
GOLD	400	2,000	4,000	6,000	8,000	10,000	20,000	30,000	40,000	80,000	120K	160K	200K	240K	280K	320K
	600	3,000	6,000	9,000	12,000	15,000	30,000	45,000	60,000	120K	180K	240K	300K	360K	420K	480K
	800	4,000	8,000	12,000	16,000	20,000	40,000	60,000	80,000	160K	240K	320K	400K	480K	560K	640K
MAXIMUM:	1000	5,000	10,000	15,000	20,000	25,000	50,000	75,000	100K	200K	300K	400K	500K	600K	700K	800K
MINIMUM:	500	2,500	5,000	7,500	10,000	12,500	25,000	37,500	50,000	100K	125K	150K	200K	250K	300K	300K
CRUDE OIL	1000	5,000	10,000	15,000	20,000	25,000	50,000	75,000	100K	200K	225K	275K	300K	400K	500K	500K
	1500	7,500	15,000	22,500	30,000	37,500	75,000	112,500	150K	300K	337.5K	412.5K	450K	600K	750K	900K
	2000	10,000	20,000	30,000	40,000	50,000	100K	150K	200K	400K	450K	550K	600K	800K	1000K	1200K
MAXIMUM:	2500	12,500	25,000	37,500	50,000	62,500	125K	187.5K	250K	500K	562.5K	687.5K	750K	1,000K	1,250K	1,500K

A GUIDE TO SPECULATION'S MAJOR SQUARES



MARKET MOVER SQUARES: When you land here, you can trade only **one** commodity with the Exchange and at the current exchange price. Then, after completing your transaction, you roll the mover dice to see which Market Mover card changes the market prices for the four commodities. Keep in mind that price changes affect everyone's portfolio. Minimum/Maximum rules apply.

"YOU RECEIVE A TIP . . ." SQUARES: When you land here, you have the specific opportunity to buy or sell a commodity at its starting price regardless of the current exchange price. These squares can be very profitable when you close out your position in following turns. Minimum/Maximum rules apply.

OPEN EXCHANGE SQUARES — BUY & SELL: On these squares, all players have access to the Exchange. The player who lands here should trade with the Exchange first. The other players should then follow in a clockwise fashion. All players can buy or sell (depending on which OPEN EXCHANGE SQUARE is in play) the commodity of their choice at its current exchange price. You may participate even if you have lost your turn. Minimum/Maximum rules apply.

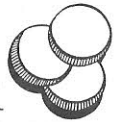
MARKET MAKER SQUARE: This square promotes trading between the player who lands here and the other players. For example, if you have recently landed on a "You receive a tip . . ." square you may be willing to transact at a price either higher or lower than the current exchange price. The market maker player is limited to one transaction with only one other player. You may participate even if you have lost your turn. Minimum/Maximum rules apply.

THE CREDIT LINE SQUARE: When you land on Credit Line, you must borrow from the Exchange the \$ amount you need in order to buy one of the commodities at its current exchange price. If you don't borrow, you don't buy. Minimum/Maximum rules apply.

Mark down in the Credit Line column on your Trader's Worksheet the amount(s) you borrow. You can only repay your credit line at the end of the game and must pay 10% interest.

WILD CARD: Every player receives one WILD CARD at the start of the game. It is for your eyes only and will help you design a trading strategy. When you play your WILD CARD, you don't move on the board. First you roll the red die to determine the amount the market moves (# on the thrown die multiplied by the plus or minus value on the card). Then, you can buy or sell only one product at the new price. Minimum/Maximum rules apply.

RULES TO REMEMBER



MINIMUM/MAXIMUM RULE: When entering into each transaction a player may not buy or sell more than the maximum amount and not less than the minimum amount. These amounts are shown on the reverse side of this worksheet and on the commodity certificates. Moreover, a player may buy or sell only in multiples of the minimum.

ROUNDING RULE: Round up specdollar amounts to the nearest \$1,000.

LIQUIDATION RULE: This rule allows a player to cash out any long position @ 1/2 the current exchange price in order to meet expenses incurred in living a trader's high life. Note: Profits on short positions may not be taken under this rule. Minimum/Maximum rules apply.

ZERO RULE: If a commodity drops to zero in price (it can not drop below zero), all players with long positions in that commodity must turn over their certificates to the exchange. Players receive zero in return. Players who are short this commodity, on the other hand, close out their positions by keeping the money they initially received from selling short and also returning their "short" certificates to the exchange. The commodity's price then goes back to its starting price.

DOUBLING RULE: If a commodity doubles in price, ie. Treasury Bonds rise to 200 or more, all players who are "short" are forced to cover their entire position at the new price, regardless of where they first "shorted" or sold. Players with long positions are **not** forced to liquidate their holdings. A new doubling price is then established. In our example, Treasury Bonds will have a new doubling price of 400, and this same rule will apply.

