

# Game Design Summary: The Beat Inflation Strategy Game

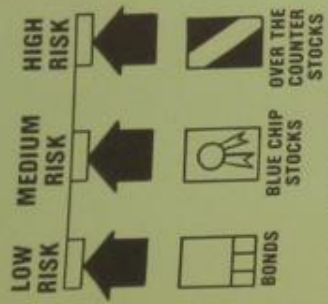
By  
Avalon Hill

By: Paula, James, Mike, AJ

**BANK LOAN**  
**BANK LOAN**  
of  
**\$100,000**  
at

**10% Interest**  
\$10,000 CASH (OR ONE CREDIT  
TOKEN) MUST BE PAID TO  
THE BANK EACH TIME THE  
DEBTOR'S PLAYER TOKEN  
CROSSES ANY "PAY INTEREST"  
LINE  
10% INTEREST IS DUE FOR  
EACH "PAY INTEREST" LINE  
CROSSED  
10% INTEREST IS DUE FOR  
EACH SEPARATE LOAN

**PAPER ASSETS**



Show choice of Risk Level simply by placing the  
card under corresponding edge of playing board.

**REAL ASSETS**



Show choice of Risk Level simply by placing the  
card under corresponding edge of playing board.



**GENERAL ROUTINE OF PLAY: A ROUND** consists of one **TURN** by each player.  
In every **ROUND**, the action is as follows:  
1) First Player rolls both dice. This is the **COMMON ROLL** to be used FOR ALL **TOKEN MOVES** IN THE **ROUND**.

- Other players in turn place their Player Tokens on vacant **Credit Spaces**. Turns pass clockwise.
- TO SET UP THE GAME:** Elect a Banker. The Banker holds the following equipment until earned or bought by the players:
  - A) **PLAY MONEY** in two denominations, \$10,000 and \$100,000
  - B) **CREDIT MARKERS**
  - C) **\$100,000 BANK LOAN CARDS**
  - D) **OWNERSHIP CARDS** marked "PAPER ASSETS"
  - E) **OWNERSHIP CARDS** marked "REAL ASSETS"
- Give each player:
  - A) One **PLAYER TOKEN** of a color—do not give out the black token
  - B) Five **CREDIT MARKERS**
- Select a **FIRST PLAYER**: All players roll both dice once; the high total rolled gains that player the right to **MOVE FIRST** IN ALL **ROUNDS** until the right passes to another player.
- Give the **DICE** and the **BLACK INFLATION RATE TOKEN** to the **FIRST PLAYER**. First Player places the Inflation Rate Token on any of the 16 spaces on the **BARS OF THE DOLLAR SIGN**.
- First Player places his Player Token on any "Credit Increased \$10,000" space (Credit Space)

During the course of the game, additional Bank Loans, and/or profits allow larger investments, always in units of \$100,000 or more.  
Each time assets are purchased, the buyer selects the **RISK LEVEL** of the investment. **LOW RISK ASSETS** are easier to sell but offer smaller gains; **HIGH RISK ASSETS** are harder to sell, but offer greater gains. **MEDIUM RISK ASSETS** are a compromise.  
THE **WINNER** is the first player to amass **ONE MILLION DOLLARS UNINVESTED CASH** after repaying all bank loans.

THE **OBJECT OF THE GAME**: The object of the game is to be the first player to reach the **MILLION DOLLAR GOAL**, by buying and selling two types of **ASSETS**.

# Manual of Instruction

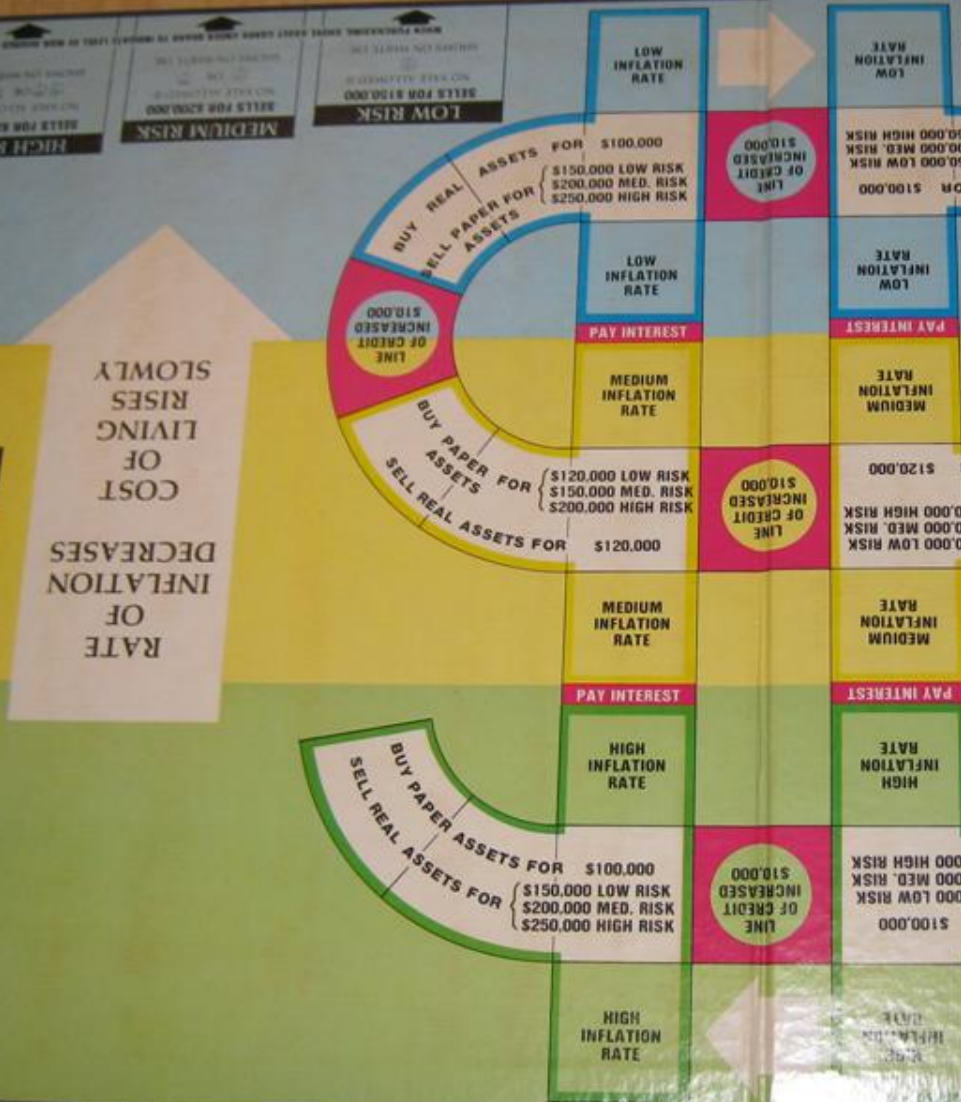


4517 Hartford Road, Baltimore, Md. 21214



# THE Beat Inflation STRATEGY GAME

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INFLATION RATE OF COST RISES SLOWLY  
INFLATION RATE OF COST RISES RAPIDLY

**LOW RISK**  
SELLS FOR \$150,000  
NO SALE ALLOWED IF SHOWS ON WHITE DIE

**MEDIUM RISK**  
SELLS FOR \$200,000  
NO SALE ALLOWED IF SHOWS ON WHITE DIE

**HIGH RISK**  
SELLS FOR \$250,000  
NO SALE ALLOWED IF SHOWS ON WHITE DIE

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WHEN PURCHASING, SHOVE ASSET CARDS UNDER BOARD TO INDICATE LEVEL OF RISK DESIRED

# Competitive Goals

- Goal of the game is to amass \$1,000,000 by buying and selling various assets

# Rules Highlights

- The goal of the game is to reach \$1,000,000 before the other players
- Players are granted credit by the bank to enable purchasing
- To reach \$1 million, you must buy and sell real and paper assets when the market favors you.

# Inventory

- Credit Tokens/Markers are collected and traded in multiples of 10 in exchange for a \$100,000 bank loan.
- Money is accrued over the course of the game through assets bought and sold
- Assets are either labeled as “paper” or “real” assets and are accumulated and sold when the market most favors it
- Loans are an intangible inventory that are accrued as the game progresses and must be paid back to the bank

# Implements

- Player piece (colored pawn) used to move around the board
- Black pawn is the Market Stability Piece and is moved every turn around the board, determining current levels of inflation
- Red and white dice used to determine player and market stability movement

# Playing Field

- Game board shaped like \$, with the || as the path that the market stability piece travels.
- The S and the || are both traversable by the player's pieces.



# Noteworthiness

- Least successful of Avalon Hill's games
- Game is meant to teach about investment while still providing a “fun” experience.

# Critical Viewpoint

- This game is based upon a Novel of the same title.
- Game was intended to expand knowledge upon Investing money relating to economic situations (i.e. – inflation)
- The game was created to be a critique of the “system” that investors had to follow.
- The random fluctuation of value for assets is it’s main argument towards the “system”.
- Lack of any real interaction with other players hurts the game’s playability

# Narrative

- Player travels the board and earns credit towards a loan.
- The loan allows players to make an investment.
- Depending on assets and fluctuation, they can earn money to pay off debt and obtain their goal.

# Reading Related

- The game's flow is very difficult to establish, likely due to the lack of control over some aspects of the game (like the inflation rate).