

Game Design Summary: The Beat Inflation Strategy Game

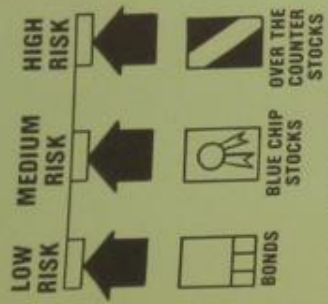
By
Avalon Hill

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)

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**.

THE BASIC FEATURES OF THE GAME: **INFLATION** IS AN **ACTIVE FACTOR** IN THE **GAME**, REPRESENTED BY ITS OWN **TOKEN**. The location of the Inflation Rate Token determines the buying and selling prices of the assets. The location of the Inflation Rate Token also determines a player's right to buy or sell in a given turn.

Players start with no money. By moving their Player Tokens across "Credit Spaces," they soon acquire **TEN CREDIT MARKERS**, enough to qualify for **BANK LOAN** of \$100,000. This Bank Loan supplies the capital for the first investment.

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.



4517 Hartford Road, Baltimore, Md. 21214

Manual of Instruction

THE Beat Inflation STRATEGY GAME

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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
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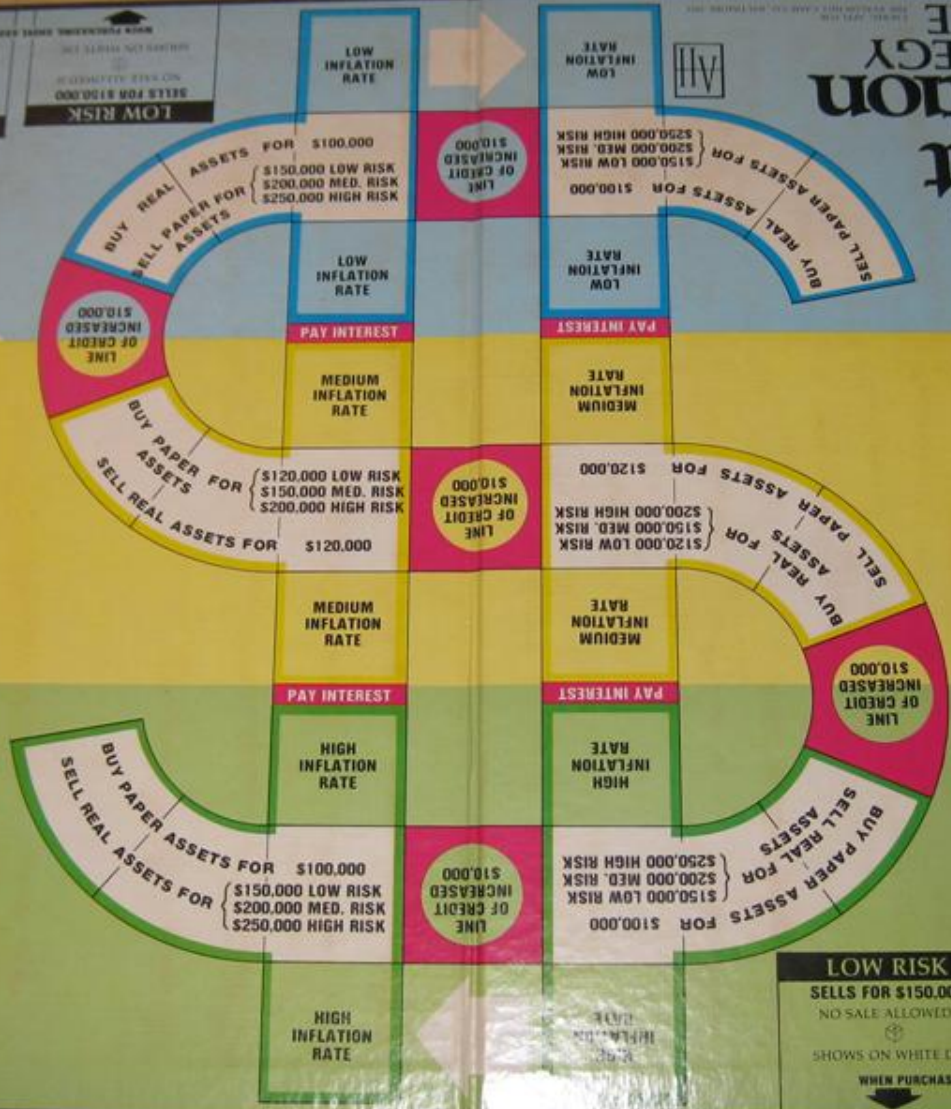
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INFLATION RATE OF COST DECREASES SLOWLY

INFLATION RATE OF COST RISES RAPIDLY



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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).