

## On the Subject of The Dealmaker



*Capitalism rules the world, and apparently this bomb too?*

The module has two buttons as shown in the image to the right.

Press the "DEAL!" button if the current deal is good. If the deal is not good then a strike will be recorded.

The other button will make the module look for a new deal. If the presented deal was good, this will record a strike and also incur a considerable delay.

### How to identify good deals:

1. A deal consists of the following things:

1. The kind of deal, either BUY or SELL.
2. A number representing the quantity.
3. A unit, listed in the table of units below.
4. The value of what is being traded, from the table below.
5. The amount of money for which the item is exchanged.
6. And lastly, the currency that is used, listed in the table below.

2. Once you have obtained the values, find out if accepting the deal would turn a profit. To do this, consider whether you are buying / selling an item for more or less than its actual value.

### Additional notes:

They say that the best deals get made at the end. Deals fetched in the last minute of the countdown timer are on average more favorable.

**Conversion tables**

Use these to obtain the numbers mentioned on page 1.

Weight units	Converted
1 gram	0.001
1 esterling	0.001415
1 pennyweight	0.00155517384
1 kilogram	1
1 stoneweight	6.35029318
1 Babylonian talent	30.2
1 hundredweight	50

Amounts	Converted
	1
Full hand	5
Dozen	12
Score	20
Great hundred, Small gross	120
Gross	144
Great gross	1728

Item	Value (EUR)
Shilling	0.06
Wood	0.5
Iron	0.7
Steel	0.8
Can of worms	1.8
Copper	3.2
Coin	9.4
Cat	10.4
Fake gold ingot with copper core	12.8
Fluffy alpaca	20.5
Abort button	26
Empty bomb case	35
Old phone	48
Hypercube	64.7

Currency	Converted to EUR
SEK	0.09
NOK	0.10
DKK	0.13
PLN	0.23
PEN	0.27
WST	0.34
BYN	0.43
AUD	0.61
CAD	0.67
CHF	0.89
USD	0.89
EUR	1
IMP	1.11
GBP	1.12