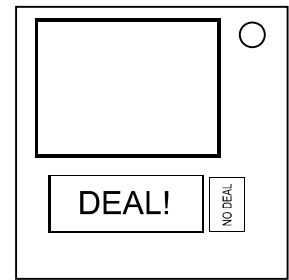


On the Subject of The Dealmaker

Capitalism rules the world, and apparently this bomb too?

On the module you will find two buttons as shown in the image to the right.

Pressing the DEAL!-button states that the current deal is good. If the deal is not good then a strike will be added. The other button will make the module look for a new deal.



Since the bomb-creator seems to care about money, the goal appears to be making a good deal.

How to identify good deals:

1. Every deal contains the following things:

1. The kind of deal, either BUY or SELL.
2. A number representing the quantity.
3. An unit, listed in the units-table 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 value of the currency that is used, listed in the table below.

2. Once you got the values, you need to find out if you can make profit by accepting the deal.

To do this, think about whether you are buying / selling an item for more or less than it's actual value.

Additional notes:

- They say that the best deals get made at the end, and it appears that this also applies to deals fetched in the last minute of the countdown.
- Fetching a new deal can get you a strike and set you back a few seconds, so choose wisely!

Conversion tables:

Use these to get the numbers mentioned on page 1.

Weight-Units	Converted	Amount-Units	Converted
1 Gram	0.001		1
1 Esterling	0.001415	Full hand	5
1 Pennweight	0.00155517384	Dozen	12
1 Kilogram	1	Score	20
1 Stone weight	6.35029318	Great hundred, Small gross	120
1 Babylonian talent	30.2	Gross	144
1 Hundredweight	50	Great gross	1728

Item	Value (EUR)	Currency	Converted to EUR
Shilling	0.06	SEK	0.09
Wood	0.5	NOK	0.10
Iron	0.7	DKK	0.13
Steel	0.8	PLN	0.23
Can of worms	1.8	PEN	0.27
Copper	3.2	WST	0.34
Coin	9.4	BYN	0.43
Cat	10.4	AUD	0.61
Fake gold ingot with copper core	12.8	CAD	0.67
Fluffy alpaca	20.5	CHF	0.89
Abort-button	26	USD	0.89
Empty bomb case	35	EUR	1
Old phone	48	IMP	1.11
Hypercube	64.7	GBP	1.12