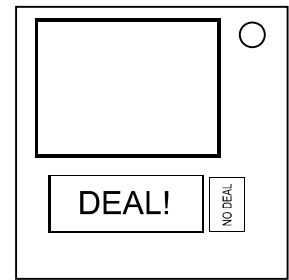


On the Subject of The Dealmaker

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 you a strike and set you back a few seconds, so choose wisely!

Conversion tables:

Use these to get the numbers for the equation on page 1.

Weight-Units	Converted
1 Gram	0.001
1 Esterling	0.001415
1 Pennweight	0.00155517384
1 Kilogram	1
1 Stone weight	6.35029318
1 Babylonian talent	30.2
1 Hundredweight	50

Amount-Units	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