

Financial Literacy Game Description

Participants will be asked to live through a simulation in which they need to manage their personal cash flow. To win the game, a contestant needs to achieve financial independence and “retire” without a reduction in their quality of life in the shortest time (the least amount of turns).

The game is built on the assumption that the player already uses main financial literacy principles and

- Keeps track of his/her money flows;
- Manages his/her expenses and levels them at around 30% of income (not including rental payments).
Life expenses line includes food, clothing, entertainment, medicine etc.;
- Saves money on regular basis;
- Invests money.

The goal of the game is to accumulate the maximum amount of money in the shortest period. It is a test of knowledge of capital allocation and skill of keeping balance between risk and revenue.

A trial (demo) version of the game is available for all the participants to review via the following link: finance.ecolymp.org. **Participants are strongly encouraged to familiarize themselves with the interface and game features.** Logins and passwords will be distributed through the coordinators of each team.

The demo version is in place to help you get acquainted with the design, menus and the overall mechanism of the game. With that being said, the trial version has very limited functions – fixed prices graphs, random based pricing etc.

The feedback on the game can be given here: feedbackFL@ecolymp.org. Please note that the feedback works as a one-way communication.

Mechanics of the game

The game goes “step by step”. Player chooses actions and presses the "finish turn" button to end the period (year).

A player starts their journey from graduating the university. They have some fixed initial income which is the same for everybody. This income is divided between the payments a player has to make each year (life expenses, taxes and rent), and the free income that is left after those payments. Free income is then provided for player's disposal and management.

Money is to be used on the market to buy financial instruments (through “Actions” panel, see screenshots below). There are up to 11 types of instruments in the game.

A player can use a leverage credit (there is a switch in the right upper corner of the "Actions" panel) and a simple credit in the same way as in real life situations.

The winning condition is as follows:

$$\text{Balance} > (\text{Remaining years to retire} + \text{retirement pension years (20 years)}) * (\text{current life expenses} + \text{rental cost})$$

*Where balance is a sum of assets minus liabilities (accumulated capital).

In both demo and the Olympiad versions player will have to "live through" 45 years of their life and provide themselves with 20 years of pension.

For simplification reasons there is no inflation in the game.

Design

The game consists of two screens (toggle is in the top left corner):

1st screen - State - balance sheet with your assets and liabilities.

2nd screen - market with all the available instruments to use for your capital allocation.

Assets				Liabilities			
Name	Price (cur)	Qty	Cost	Name	Curr pmnt	Pmnt details	Debt (time, %, overpayment)
Money			1 634	Taxes	234 (13% of income)		
Cash			1 000	Rent	400		
Reserved Funds			634	Life cost	0 (0% of income)		

Annotations:

- passed years (Year 1)
- what you own (Assets)
- market: buy and sell! (Actions)
- your balance (Balance 1 000)
- Balance for win 24 000
- your income (Income 1 800)
- your cash (Cash 1 000)
- finish this year (Finish turn)
- your goals (View orders)

[illegible]



Year 1

State

Actions

View orders

Finish turn

Demo

V1

Stocks

Bonds

Indexes

Commodities

ETF & MF

Other

Real estate

Credits

Use leverage: ☐

Name	Current price	Dividends	Quantity on hand	Avg buy price	Total cost
stock 1	↑ 0.92 (+0.14)	0.02	0	0	0
stock 2	↑ 1.29 (+0.2)		0	0	0
stock 3	↓ 1.9 (-0.9)		0	0	0
stock 4	↑ 3.1 (+2.3)		0	0	0
stock 5	↑ 2.3 (+1.9)		0	0	0
stock 6	↓ 0.4 (-2.1)		0	0	0
stock 7	0.9		0	0	0
stock 8	↑ 1.3 (+0.1)		0	0	0
stock 9	↑ 0.9 (+0.6)		0	0	0
stock 10	↓ 0.7 (-0.1)		0	0	0

Min. buy 100 pcs

Leverage disabled.

Count

Total

Buy

Sell

Here will be the stock info

1. wanna buy this?

2. take the restriction into account!

3. choose the quantity

4. ... press «buy»!

Balance 1 000

Income 1 800

Global ☒ Instrument ☒ Personal ☐

Balance for win 24 000

Cash 1 000

Year 1: stock 1: instrument\news 4

Year 1: stock 2: stock 2 news 4

Year 1: global news 1

Year 0: stock 1: instrument\news 3

Year 0: stock 2: stock 2 news 3

Year -1: stock 1: instrument\news 2

Year -1: stock 2: stock 2 news 2