


Peak to trough – instructions


Each player begins their investment journey with £100,000. That's your war chest — ready to be deployed across equities, bonds, real estate, and private equity.


Over 16 years, players take turns making decisions, investing, and changing the strength of sectors and economy metrics (which impact the overall strength of the economy and your subsequent investment returns).


 **At the end of it all, the player with the most money wins!** 

The Investment Types

 **Bonds:** Companies issue bonds, which are essentially like an IOU. Investors lending money to the company will typically pay a periodic fixed 'coupon'. At the end of the pre-defined period of lending, the original loan is returned to the investor. Bonds are safe outside of metrics collapsing, or recession/overdrive events (see below). Investments will mature at the end of the period specified.

 **Equity:** Companies can also issue shares, which give investors ownership of part of the company equity. The reward for investors is a periodic 'dividend'. Equities are typically a little bit riskier than bonds, and the value (and dividends) can change as the economy and strength of sectors change. Investments need to be voluntarily sold (using an action).

 **Real Estate:** there are opportunities to invest in real estate developments. Each development will have a number of years for completion, at which point they will provide the investor with the specific total return. The strength of sectors and the economy can adjust both the maturity, and the total return an investor receives. Investments will mature at the end of the period specified, as long as the strength of the economy is between 9 and 21, and the sector strength is at least 4/8.

 **Private Equity:** this is the riskiest investment category in the game, and therefore it can be the most rewarding. Private Equity, like Real Estate, provide a lucrative total return at a pre-determined holding period. However, both can be impacted significantly as sectors and the economy evolve. Investments need to be voluntarily sold (using an action), require a 'Private Equity Buyer' card to be held (each player starts with one, more can be picked up in the Economy Deck), and need the strength of the economy to be between 9 and 21, and the sector strength to be at least 4/8.


The Sectors


There are 6 sectors, ranging from lower risk, lower return, to higher risk, higher return:


 Healthcare (lowest)  Banks  Retail  Manufacturing  Energy  Technology (highest)

The strength of each sector will change as game play evolves, in a range of 0 to 8. All sectors start on 4/8.

Every time a **sector weakens to 0/8**  in the game:


 A random company in that sector is selected for bankruptcy and is removed from the player's hand with 0 value, if owned


 Real estate investment returns are reduced by 10%, and maturity is delayed by 1 year

 Private equity investment returns are reduced by 15%, and the minimum holding period is delayed by 1 year

Every time a **sector strengthens to 8/8**  in the game:




 A random company in that sector is selected for buyout and is sold for 2x its value


 Real estate investment returns are increased by 5%, and maturity is reduced by 1 year





 Private equity investment returns are increased by 10%, and the minimum holding period is reduced by 1 year


The Economy's Metrics




There are three economy metrics: Employment, Inflation, and Consumers. Each starting at 5/10, the metrics will adjust as gameplay evolves. Each metric is linked directly to two of the above sectors, as follows:

-  **Employment:** Healthcare and Technology (both sectors rely on a strong labour market)
-  **Inflation:** Banks and Energy (both sectors are directly impacted by inflation)
-  **Consumers:** Retail and Manufacturing (consumer activity drives both the retail and manufacturing sectors)

If an economy metric is 0/10  when the game moves on to the next year, investments in related sectors are affected as follows:


-  Bonds are restructured, with 90% of the original investment returned to players
-  Equity valuations are reduced by 20%, reflecting lower future dividends which are reduced by 2%
-  Real estate investment returns are reduced by 15%, and maturity is delayed by 1 year
-  Private equity investment returns are reduced by 30%, and the minimum holding period is delayed by 2 years





If an economy metric is 10/10  when the game moves on to the next year, investments in related sectors are affected as follows:

-  Equity valuations are increased by 10%, reflecting higher future dividends which increase by 1%
-  Real estate investment returns are increased by 10%, and maturity is reduced by 1 year
-  Private equity investment returns are increased by 15%, and the minimum holding period is reduced by 1 year

The Economy





The state of the economy is simply the sum of those three metrics, and therefore ranges from 0 to 30. If the economy finishes on 3/30 or lower (Recession) or 27/30 or higher (Overdrive), this triggers a significant event, heavily impacting all investment types and other game play metrics.

There are six types of **RECESSION** , each linked to a sector. In a recession, all investments will be impacted. At a minimum:

-  Bonds are restructured to 90% of their original value
-  Equity investments lose 25% of their value
-  Real estate returns are reduced to the original investment amount, and maturity is delayed by 2 years
-  Private equity investment returns are reduced by 50%

For investments associated with the specific recession sector: impacts may be significantly more extreme!

There are five types of **OVERDRIVE** . In an overdrive, all investments will be impacted as follows:


-  Bonds are restructured to between 30% and 60% of their original value
-  Equity dividends are delayed between 1 and 4 years
-  Real estate returns are significantly reduced with maturity potentially delayed
-  Private equity investment returns are significantly reduced, between 50% and 100%


Players also lose 50% of their bank balances, whilst other gameplay effects are implemented!


Game Play


Each year, each player takes three actions, before drawing an economy card. After each player has taken their actions and drawn an economy card, the game moves on to the following year. In moving on, coupons or dividends due to players will be paid. Any investments reaching maturity (bonds or real estate) will mature as long as conditions are met, returning cash to the player's bank account.

Player actions:

 Drawing an investment card (up to 2 times) – choosing to invest isn't an action in itself

 Adjusting a sector (once)


 Adjusting a metric (once)


  Selling an equity or private equity investment (as long as market conditions allow)



You can mix these as you like. After three actions are taken, an economy card is drawn.


Economy cards:

There are a number of different economy cards that can affect the game state or provide a player with optionality:

 Event cards: an updates on the economy and sectors may result in economic metrics and sectors worsening or improving


 Private Equity Buyer: this allows the player to sell another Private Equity investment

  Metric/Sector adjustments: the player must change a specific metric or sector as instructed


 All metrics worsen or improve by 1, 2, or 3 notches (watch out for recessions or economic overdrives!)

Consolidation events

If during the game a player owns both the bond and the equity from a company, there will be the opportunity to choose:

 Secure Lending Agreement: convert the equity investment to a bond, and receive a £3,000 one off payment from the company

 Equity Takeover: switch the bond to an equity investment, however this requires a payment of £1,500

 Shareholder Influence: keep investments separate, but use your power to increase the equity dividend by 3%

In the final two options, the strength of the sector will weaken by 1 to reflect the market's concern about the investor behaviour.

 **Good luck on your investing journey!** 