

DEAL OR DEFAULT

ART DECO EDITION



Group 1

QUICK-START

Goal → *Finish the game with the highest Net Worth (NW).*

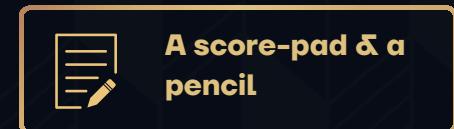
$$NW = Capital + Matured Profit - 1.5 \times Debt$$

Your Turn in Seven Steps:

Move	Condition	One-Line Rule
Roll Dice & Move	Start of each turn	Roll the dice; advance that many squares.
FDI Decision		You may pay 1-3 Capital chips to open a project → Record Profit & set TTM. If you pay 0 chips → You don't climb
Hedge Decision		You may pay the hedge cost to halve the slide. Skip hedging → slide full Δ and delete your largest pending project
Tariffs		Competitors move back 3 tiles unless they use a Tariff Waiver Token
Sanction		Player with highest NW moves back 5 tiles
Micro-Event		Draw the top card from the events deck, read it aloud, follow its effect, then place it in the discard pile
Debt Action	Start of each turn	Take up to 3 Debt chips (1 chip = +1 Capital) OR repay any amount 1:1
Project Maturity	Start of each turn	Reduce (TTM -1) on every pending project. When a line hits 0, receive its profit in Capital.

SETUP CHECKLIST

- Open the board & Shuffle all **24 Micro-Event cards**
- Give each player:



- Bank** – leave all spare chips & the Tariff-Waiver tokens in organized piles.
- Place the dice and make a face-up discard spot for spent Event cards.

CORE MECHANICS

FDI Projects (ladders)



FDI projects are real-world ventures—ports, data centers, lithium refineries—that lock up cash now for bigger payouts later.

When your pawn ends on an FDI base you may invest 1–3 Capital chips.

Chips placed	TTM	What happens
0	—	No climb, no project. You stay on the base and resume play next turn
1 – 3	= chips (1, 2 or 3 turns)	<ul style="list-style-type: none">Record your investment and pay the bankMove your pawn up the Δ spaces represented by the ladderTick TTM down by 1 each of your turns. When it hits 0, collect Profit = chips $\times \Delta$

Market Crash (snakes)



Think 2008: no hedge? Your entire overseas portfolio is wiped in a single margin call.

Landing on a crash head forces a choice:

Decision	Cost	Outcome
Pay Risk-Transfer Premium	$\Delta / 5$ (rounded)	Slide back $\Delta \div 2$ (round up) & Keep all active projects.
Skip the hedge	—	Slide down full Δ and every active FDI Project immediately fails — remove all chips, gain no profit.

Tariffs



Extra import duties raise your costs overnight, squeezing margins and slowing expansion compared with rivals who hold a waiver.

When a pawn lands here, all other players move back 3 squares.

Each of those players may discard one Tariff-Waiver to ignore their own setback.
(The landing player is unaffected.)

Sanction



Asset freezes and trade bans hit the market leader first, forcing a retreat while others reposition.

Landing here forces the current Net-Worth Leader to move back 5 squares.

(If tied, all tied leaders slide.)

CORE MECHANICS

Profit Formula

$$\text{Profit} = \text{chips} \times \Delta$$

Debt & Liquidity Crunch

Leverage fuels growth until cash-flow tightens; once lenders get nervous, every move becomes harder and slower.

You may at
the beginning
of your turn:

Take 1 – 3 Debt chips
(Gain equal Capital)

OR

Repay any Debt 1:1



..... 80+

While your pawn is on **square 81 or beyond** and you hold any Debt, every die roll you make is halved (round down) until your Debt is cleared or you slip back to square 80 or below.

Country Perks

Before dealing starting Capital, shuffle the **six Country cards** and give one to each player.



May invest **up to 4 Capital chips** in a single FDI Project



A Tariff setback moves China back **2 squares** instead of 3



Risk-Transfer Premiums cost Japan **1 chip less** (min 1).



Investing **exactly 2 chips** in an FDI Project, adds **+1 Capital** to that project's profit line.



Any project with $\Delta < 14$, matures **one turn faster** (TTM - 1).



For every Debt chip, it receives **+2 Capital** (not +1); Repaying is still 1:1

Cannibalisation – Hostile Takeover

When a country token lands on a square already occupied by another country, it may execute a hostile takeover:



- Pay 3 Capital to the bank.
- Identify the victim's smallest active FDI Project and transfer to your own pad.
- The project keeps its current TTM and will pay out to the new owner.

CORE MECHANICS

Micro-Event Cards



Quarter-to-quarter shocks—good or bad—swing valuations and cash-needs faster than any forecast.

Draw & resolve

- Draw only when your pawn ends on an Event square
- Flip the top card, read it aloud, apply its text immediately

There are 24 cards: **12 Beneficial & 12 Adverse.**

Example	What happens
Commodity Boom ---> Rare-earth prices skyrocket	Each pending FDI Project gains +3 Capital to its final profit
Banking Panic ---> Credit lines evaporate overnight	Pay 2 Capital or take 1 Debt (your choice).

ENDGAME & SCORING



When the books close, only the final balance sheet counts; paper gains and unfinished deals no longer matter.

When any pawn reaches **square 100**, the game ends

**Net Worth = Capital on hand + Matured project profits
- 1.5 × Debt coins still owed**

Winner

The player with the **Highest Net Worth** at game end; if tied, the pawn furthest along the track wins.

The game ends—compare portfolios and brag about your best (or worst) investment calls!

COMPONENTS



Qty	Component	Quick note
2 - 6	Player pawns	1 per player
80	Capital Chips	Currency of the game
24	Debt Chips	Symbolizes debt. Value = Capital Chips
12	Tariff - Waiver Tokens	Exempts from one Tariff
24	Micro-Event cards	12 Beneficial, 12 Adverse
6	Score pads + pencils	1 per player (For keeping record of FDIs)