

Investio Rules

- This is a game in which up to 12 players compete in a 3-commodity market by buying and selling goods with either the common market or with each other. The goal is to have the most money (Money + Savings) at the end of 2 minutes of trading. The 2 minutes are broken up into 15-second turns.
- Each person starts with a cube, which represents a player in the market.
- Each player has \$200 at the start.
- Tilt the cube to switch between screens.
- Every 15 seconds, a bell sounds, signaling that the Market Prices of each commodity have changed.
- **You must switch screens to refresh their values.** So if you just bought Corn, it won't show up right away: switch screens and then come back to that screen to refresh its values. Same for Market Prices.
- Each player can do any of the following things as long as they have the money or units: Buy Corn/Coffee/Cloth, Sell Corn/Coffee/Cloth, check held Money, check Market Prices, put money into Savings.
- To Buy or Sell between the market, switch to a Buy or Sell screen, make sure you have enough money or units (according to current market prices), and neighbor your cube **with the text end touching either of the base's sides**. Each time you neighbor, a trade occurs, signaled by an orange bar.
- To Buy or Sell between other players, make sure that you are on Buy and the other player is on Sell (or vice versa), and neighbor cubes **with the text ends touching each other**. Each time you neighbor, a trade occurs, signaled by an orange bar.
- **All units increment by 10.** So if you trade units, you trade 10 at a time for the market price. (I.e., if market price for Corn is 3, then if you Sell Corn, you lose 10 Corn and gain \$30.)
- On the Savings screen, you can tap to deposit \$10. Every turn, it will accrue a fixed interest, but you cannot use it for trading for the rest of the game.