

Insider Fruit Trading

[Version: 0.37](#)

A strategy game about supply, demand and hidden information.

In this cut throat farmers' market, prices go up as fruit get scarce. As an inside fruit trader knew this would happen so you sell your stockpile of expensive fruit for profit. With a handful of insider information cards, see if you make more money than anyone else.

"Luck is what happens when preparation meets opportunity."

Position yourself so that you can buy low and sell high in this competitive game of insider information.

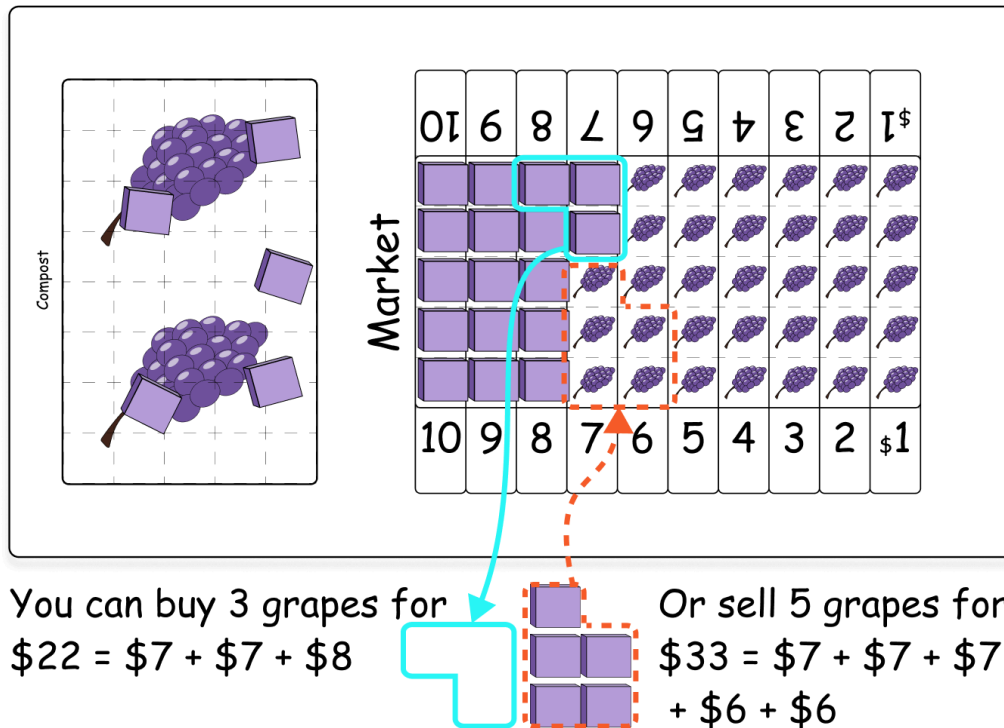
Concepts

Buying and selling in the markets

Insider Fruit Trading centers on 4 different fruit markets. Cubes of fruit are placed on these markets to form a fruit stand. Prices are listed on the bottom of each column and always fills up the more expensive columns first.

Example: buy or sell grapes

Here we can see an example of what a player could do given the current grape market.

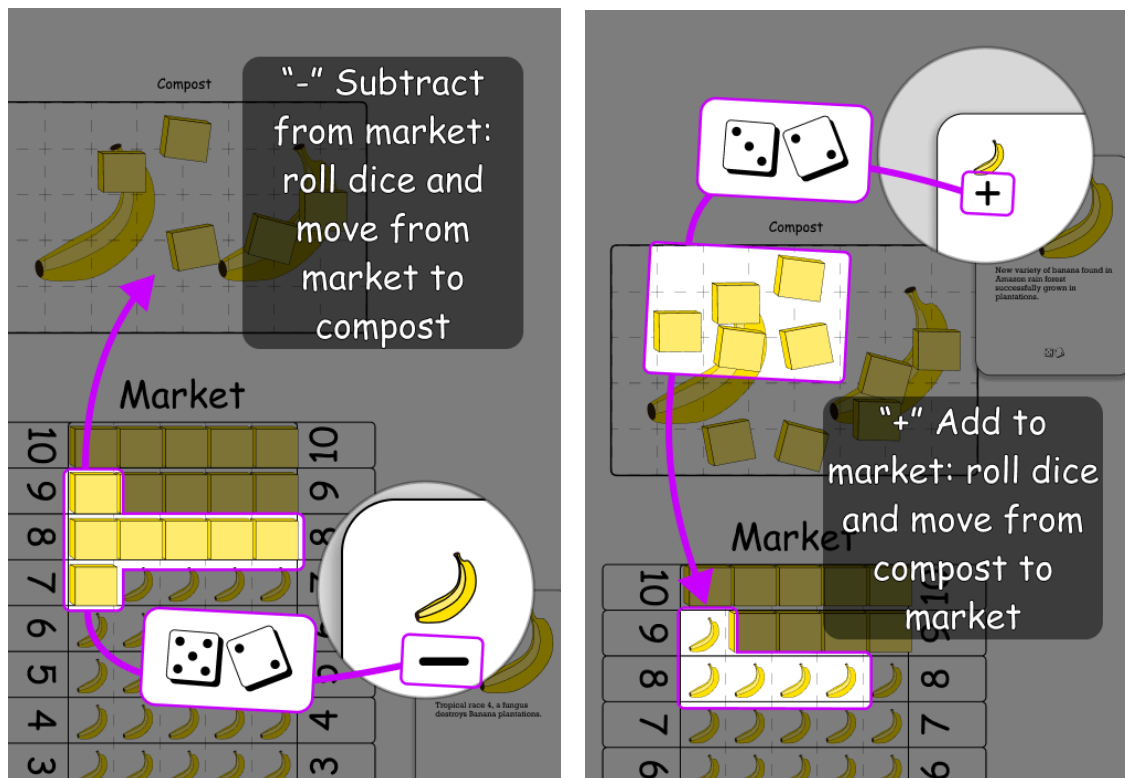


Playing Inside Information cards

Each player starts off with a hand of Insider Information Cards. When the information resolves, or becomes public, it affects the supply of fruit which changes the price. When resolved the cards will either add "+" or subtract "-" from the market's supply by the sum of 2 dice. Feel free to read aloud the flavor text as if it was reported from your favorite news outlet.

1. "-" cards: remove fruit from the market and place it in the compost pile.
2. "+" cards: add fruit from the compost into the fruit market.

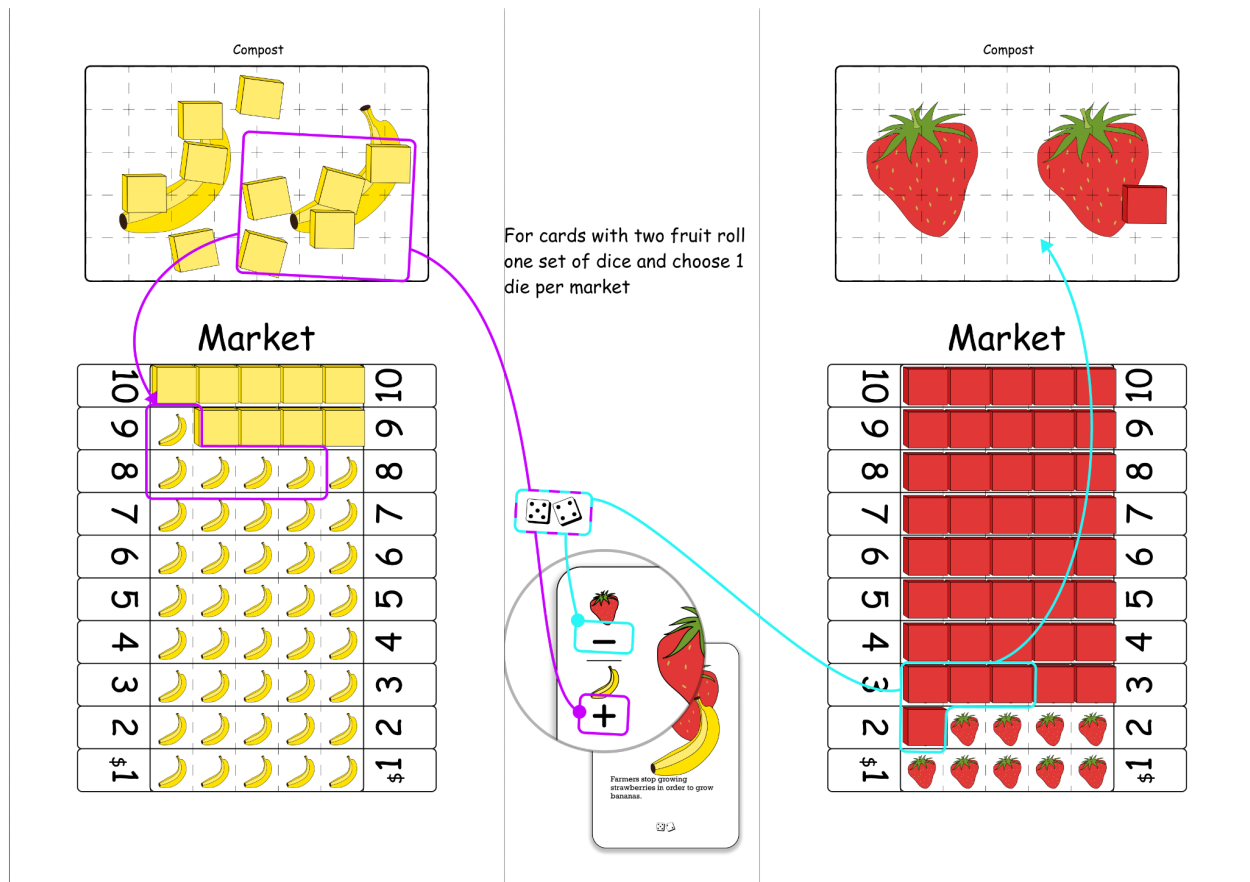
Example: Removing bananas and adding bananas



To resolve an insider information card with one fruit on it: roll two dice and apply sum of the dice the amount in the market (banana) and direction (-) the card specifies. If a market is completely full, then don't add any more fruit.

Note the - card has removed some fruit supply causing it to be more scarce, this makes bananas more expensive.

Example: Insider Information cards with multiple fruit



To resolve an insider information card with two fruits on it: roll two dice and choose which die applies to which fruit-direction pair. Removing from the market for (-) and adding to the market for (+) cards.

Setup

At the beginning of the game:

Set up the Marketplaces

- Place the 4 Marketplaces in the center of the table so that all players can easily read the price numbers and reach them
 - For each marketplace, fill 40 slots of the market fruit stands with corresponding fruit cubes. Leave the \$1 and \$2 columns empty
 - Set the remaining fruit cubes in their compost piles
 - Give each player 1 fruit of each color from the markets.
 - Get 1 fruit of each color from the markets, shuffle them and give 1 to each player
- Each player selects both Turn Order colored cards. One is icon centric and the other is all text explaining the same thing.
 - Place one in front of each player

- b. Shuffle the other and place them in a line to form the beginning of timeline
3. Place the Pre-market card after the players' Turn Order cards
 - a. It reminds everyone which direction the timeline moves
4. Shuffle the Insider Information cards and place them in a draw pile
 - a. Place 3 after the Pre-market card face up.
 - b. Give 5 face down Insider Information cards to each player
5. Place the Market Open after the Insider Information cards
6. Place the Market Close after the Market Open
7. Give each player \$10

Example of the timeline after setup

Turn order cards are first, then the Pre-market card, then 3 Insider Information cards, and finally the Market Open and Close cards at the end of the timeline.



Play

The game is played across 5 rounds. There are 3 phases to a round.

1. Insert Insider Information cards into the timeline
2. Resolve the Insider Information
 - a. With 1 buy or sell per player
3. Open Market: buy / sell until everyone passes

Before the round starts make sure that the timeline looks similar to the game start setup with, perhaps, a different turn order and different Insider Information cards.

Insert Insider Information into the timeline

In the timeline turn order:

- Choose an insider information card to play from your hand.
- Insert it face down into the existing timeline keeping the existing order of cards
 - Insert after the Pre-market card and before the Market Open card
 - You can NOT insert your card between another face down player's card and their Turn Order card.
- Move your Turn Order card before or after the card you inserted into the timeline.
 - Flip your Turn Order card over to its other side to see how it is used when it gets resolved. See below for more details.

Example of what it looks like after inserting cards into the timeline:



Reveal information occurring for next round

We next move the Pre-market card to the end of the timeline. We also draw 3 new Insider Information and place them after it.

Example of showing next round's information



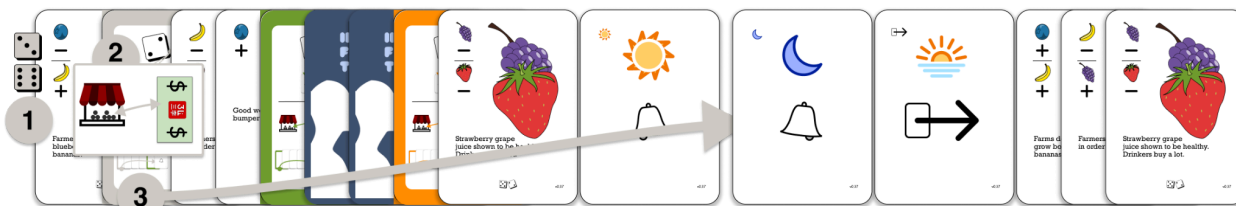
Resolving the Insider Information

1. The next player in the timeline will roll dice for all Insider Information cards in front of them. If they roll doubles they apply those dice and roll again.
2. They then get the opportunity to buy or sell to one market.
 - a. If you buy or sell, move your Turn Order card to the end of the open market, right before the Market Close card.

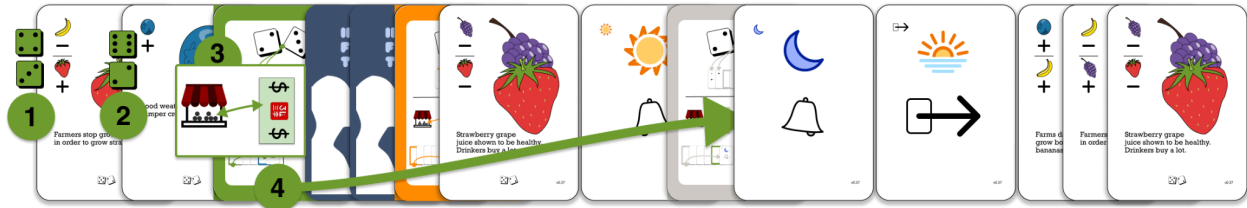
If there are no Insider Information cards in front of yours you don't roll any dice. However you still get a chance to buy or sell.

Examples of resolving Insider Information

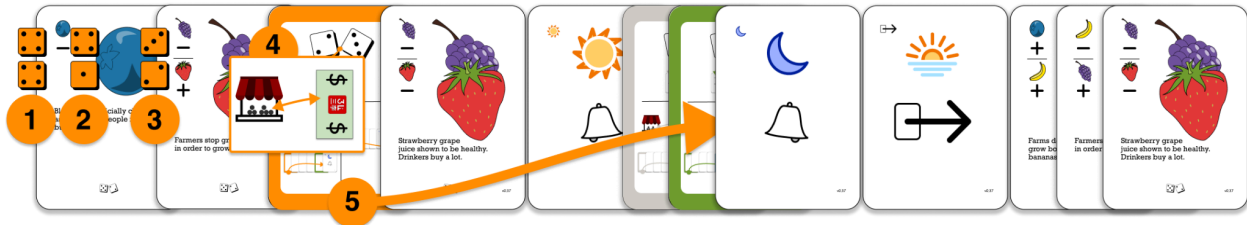
Grey rolls a 3 and 6. Uses the 3 to remove 3 blueberries from its market and uses the 6 to add 6 to the bananas, then buys 3 bananas.



Green rolls a 4 and 3. She removes 4 bananas and adds 3 strawberries, then buys 3 strawberries.



Orange rolls 4 and 4 so they remove 8 from the blueberry market and rerolls for blueberries. They roll a 4 and 1 so they remove 5 from the blueberry market. They then roll a 3 and 2. They decide to remove 3 grapes and add 2 strawberries.



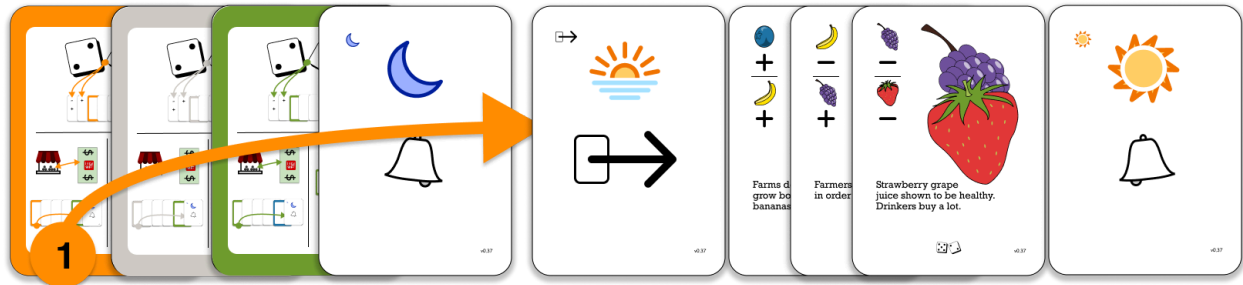
Open markets

1. If there is any more unresolved Insider Information then the next player rolls and moves the market supplies.
2. When the Market Open card is at the front of the timeline, the next player gets to ring the bell to open the market. Place the Market Open card at the end of the timeline. They can buy or sell in 1 market
3. Place their Turn Order card at the end of the Market line.

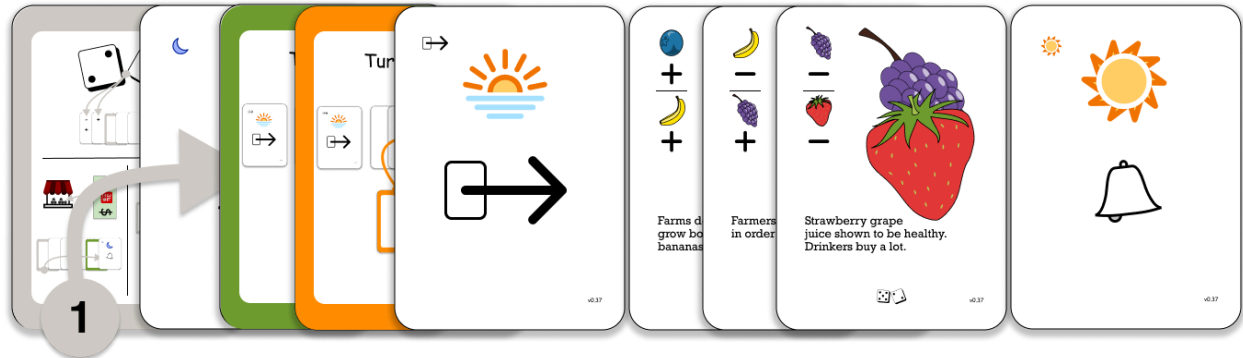
Example of opening the market



Other players can continue to buy or sell from a market, but the first to pass leaves the market place and will be the last to insert cards during the next round. Flip over your Turn Order card as a reminder that you will be inserting the next time your Turn Order card is at the front of the timeline.

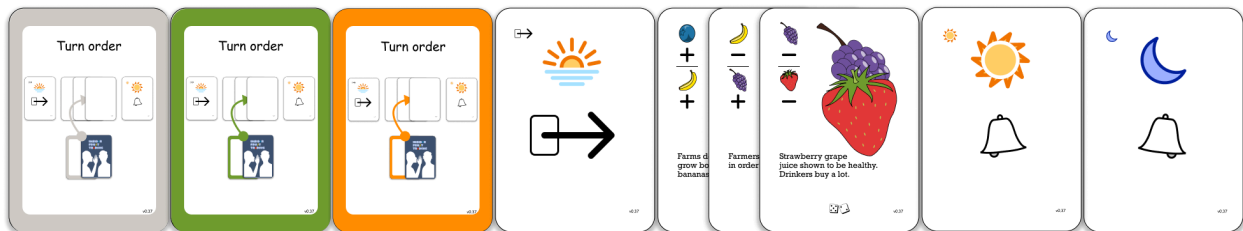


This also means the last to pass will be the first to insert in the next round.



Market Close

The last person to pass can ring the closing bell when they move the Market Close card to the end of the timeline



The market is now ready for a new round to start by inserting into the timeline again.

End of game

The game ends when you have used all your Insider Information cards and the market closes.

Scoring

The player with the most money at the end of the game is the winner. Any fruit you still have is rotten and worth nothing. Remember to buy low and sell high. In the event of a tie the player who went later in the turn order wins.

Components

1. 200 Fruit marker cubes: 4 sets of 50:
 - 10mm x 10mm
 - Colored cubes matching the color of the fruit; 10mm.
 - 50 red / strawberries
 - 50 blue / blueberries
 - 50 yellow / banana
 - 50 purple / grape cubes.
2. 74 cards
 - 66 Insider information rumor cards:
 - Single type fruit cards [Sum: $24 = 4 * 6$]
 1. For each fruit type
 - 2 “+”
 - 4 “-”
 - Double fruit cards [Sum: $36 = 2 * 3 * 6$]
 1. For each fruit type pair in 2 fruit pairing (bottom and top fruit)
 - 2 “++”
 - 2 “--”
 - 2 “-+”
 - 4 turn order tokens (cards? or Clay disk?)
 - 4 rule reminder cards with turn order border matching turn order tokens
3. 4 Marketplace dual layer punchouts:
 - At least (203 x 114 x 2 mm)
 - Bottom layer:
 - Cut rounded corners and edges to matchup with top layer
 - Market place: 5x10 grid that can fit 50 fruit cubes
 1. Individual fruit icons showing which fruit goes with this market
 - Compost bin: 8x10 grid that can fit a pile of cubes
 1. 2 large fruit icons to show which fruit market this is.
 2. Grid lines to hint at optional organization
 - Columns marked \$1 - \$10
 1. Numbers facing perpendicular looking inward so both sides of table can read them.
 - Top layer:
 - Market place cut should be 50mm x 100mm + 4mm padding
 - Compost bin cut should be 40mm x 100mm + 4mm padding
 - Punch out leftovers:
 1. 8 “_ x 10” punchouts in case you run out of fruit cubes.
 2. Inset spacers so that we can play with some variety. Some markets will move faster than others. (untested)
4. Money in 1, 5, 10, 20 and 100 denominations.
 - Paper money
 - Probably need \$400 maybe \$500 to be safe

5. 2 Dice with 6 sides.
 - Standard size 16mm x 16mm
6. 1 bell: ring when markets open/close

Stats

2-4 players

30 minutes

Age: 8+

[TripleLi.com/fruit](https://tripleli.com/fruit)

Press@TripleLi.com

MSRP: TBD; not available yet.

Social media accounts

Twitter: [@randallli](https://twitter.com/randallli)

Discord: [Triple Li server](#)

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