

Insider Fruit Trading

[Version: 0.73](#)

A surge price strategy game of sweet deceit.

Have you ever experienced surge pricing? What would you do if you knew higher prices were coming? How about when prices drop? Could you make money?

Well now you can: Welcome to the cut throat farmer's market, where fruit shortages send prices sky high. Luckily, you knew those bananas were going to be rare so you saved some during a surplus. Now you can sell them for a tidy sum. With a handful of Insider Information, see if you can make more money than anyone else.

Components

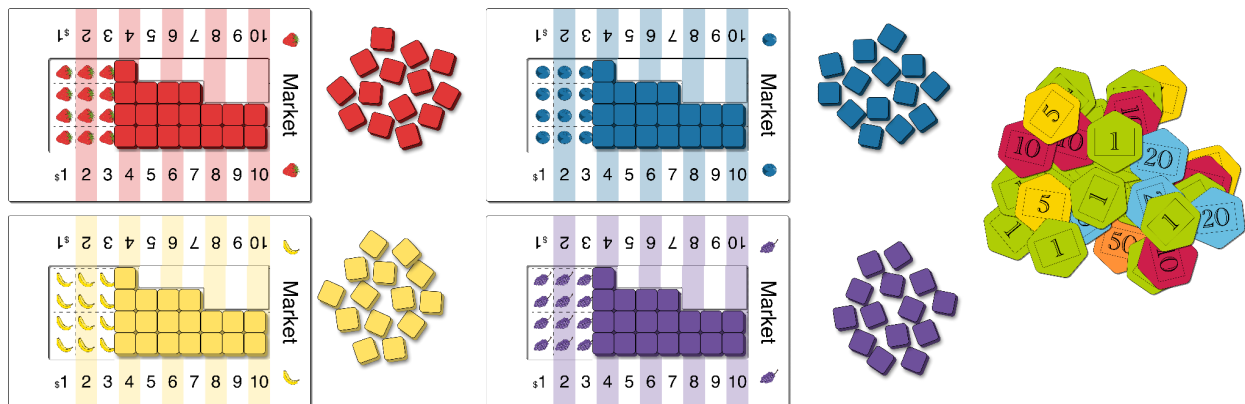


Game Setup

Markets

There are four kinds of fruit: strawberries, bananas, blueberries and grapes. Each fruit has it's own market indicating the cost to buy or sell that fruit.

1. Place the markets in the middle of the table all oriented in the same direction, ie \$10 on the right.
2. Place one fruit blocker onto each market
 - o The fruit blockers prevent fruit cubes from getting placed in that section of the market.
 - o For your first game, use the staircase shaped blocker.
 - o Place the fruit blocker inside the borders of the market grid so it covers fruit as seen below.
 - o Remaining fruit blockers go in the box
3. Fill markets with fruit cubes starting at \$10 and ending at \$4 as pictured below
 - o note: the fruit blockers cause less fruit to fit at \$10 than at \$4.
4. Put remaining fruit cubes in a pile near its market
5. Place the money near the markets.



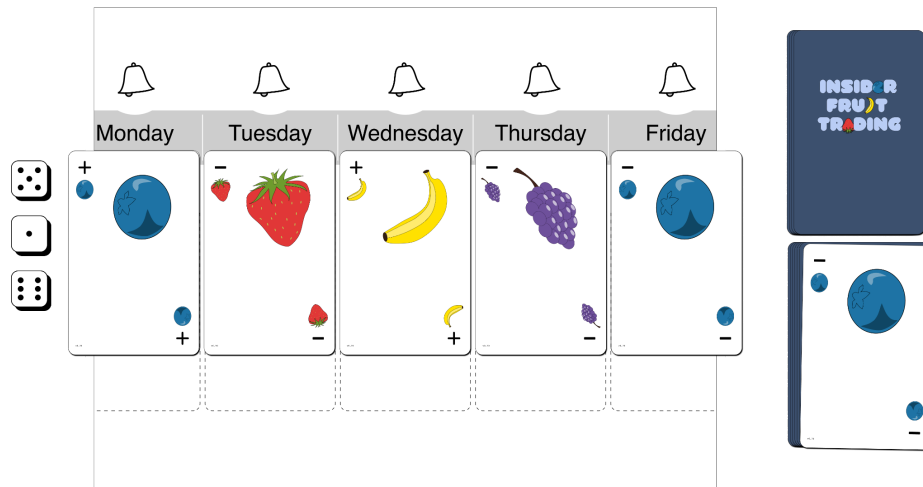
Insider Information

Separate the Insider Information cards into 3 kinds: Single Fruit cards, Double Fruit cards and Wild cards as pictured below. Shuffle each pile.



Weekly planner

The game is broken up into three to four weeks of play, depending on the number of players.

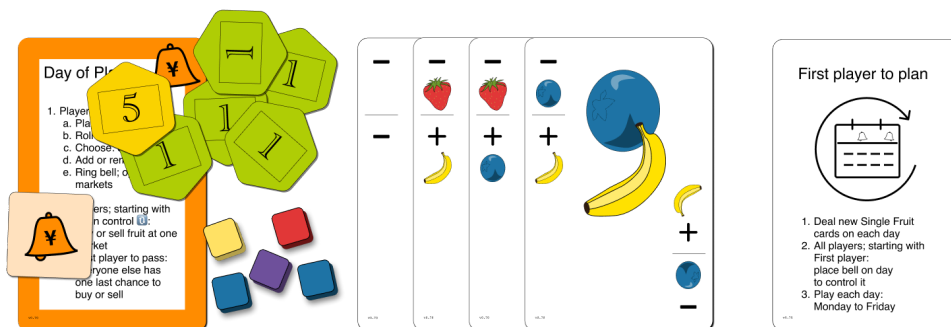


1. Deal a Single Fruit card face up onto the days of the week.
2. Place the rest of the Single Fruit cards at the end of the week.
 - a. Flip over the top card on the deck.
3. Place the 3 dice near the start of the week.

Players

Give each player:

1. A Day of Play card with its matching colored Bell “turn order token”
2. \$10 of seed capital
3. Five fruit cubes total of initial holdings
 - One strawberry, one blueberry, one grape and one banana
 - Shuffle one of each kind and randomly deal one fruit to each player
4. Insider Information cards
 - One wild (++) / (--) Insider information card
 - *For a four player game deal three Double Fruit Insider Information cards randomly*
 - *For a three player game deal two Double Fruit cards*
5. Give the player who ate fruit most recently the first player card.



Play

Overview

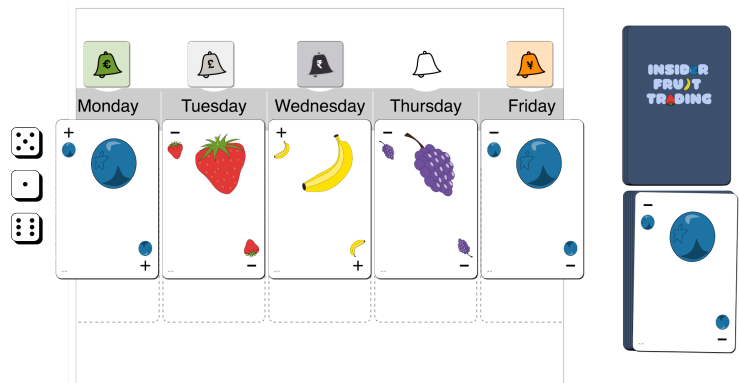
Insider Fruit Trading is played across three or four “weeks” of play, depending on the number of players.

1. Players choose which day of the week to control on the weekly planner board.
2. Then each day is manipulated by the person controlling it.
 - a. After each day's manipulation, everyone gets a chance to buy or sell fruit

Plan the week

At the start of every week:

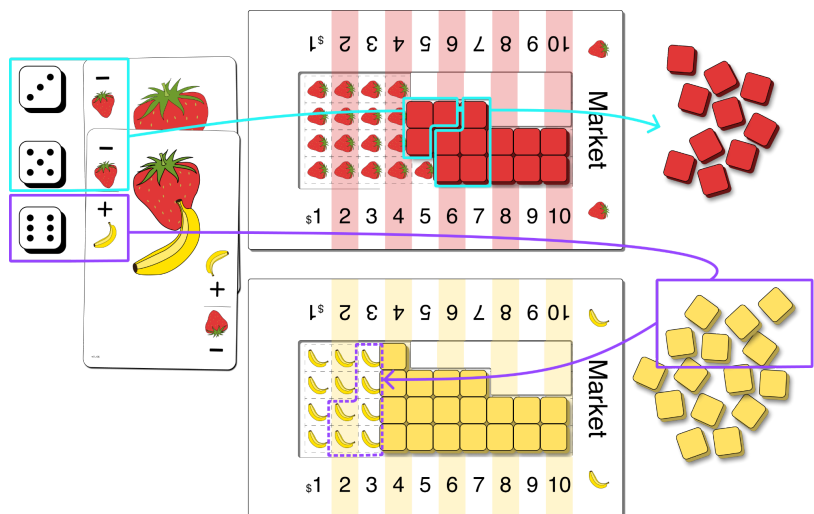
1. Deal a Single Fruit card face up on each day of the week.
 - a. Flip the top card on the Single Fruit deck.
2. Starting with the person holding the first player card:
 - a. Select a day to control by placing your Bell on that day.
 - b. Continue to the next player to the left



Play each day of the week

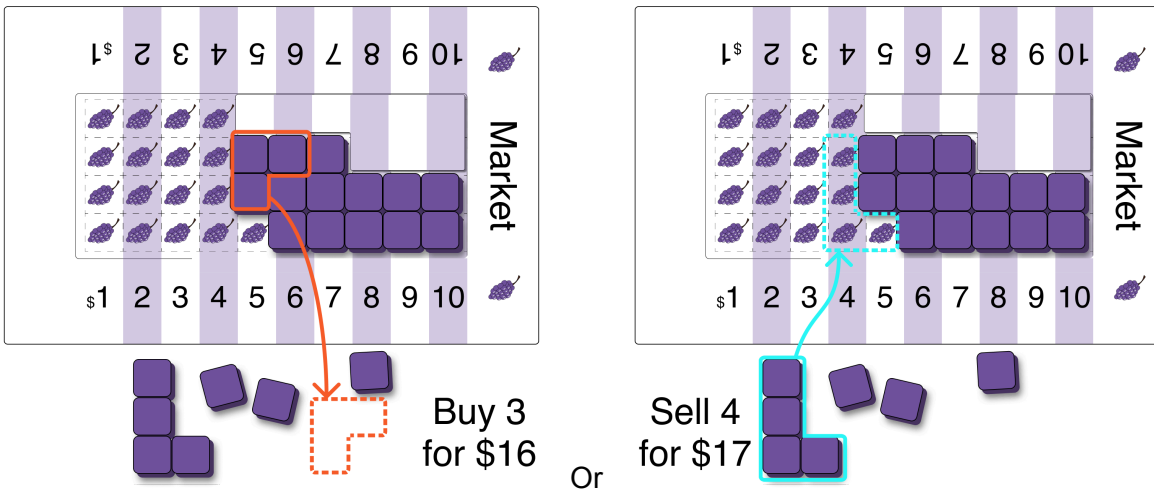
Once each player has selected a day to control, then begin the week by playing the Monday spot. The player who placed their Bell on it is in control and should:

1. Manipulate the markets:
 - a. Play a card from their hand on top of the Single Fruit card they control.
 - b. Roll 3 dice
 - c. Choose which fruit gets which die. One die per fruit.
 - d. + Add or - Remove fruit as directed on the cards by the dice amount
 - e. For a more detailed explanation see the “Examples” section below.



- Ring your colored Bell, which opens the markets. Starting with the player in control of the day:

- Choose one market: Buy or Sell fruit ([how many FAQ](#))



- The option to buy or sell fruit or to pass then continues to the left of that player
- After everyone has gotten at least 1 buy or sell, the first player to pass closes the market.

For any day not in control of a player:

- Deal a random Double Fruit card onto that Single Fruit card from the top of the deck
- Roll dice one at a time: for each fruit and direction.
- Markets open with the player who controls the nearest day. If two players are the same distance, defer to the player who controls the day later in the week.

End of week

- Collect used Single Fruit cards into a discard pile. When the Single Fruit card deck runs out, shuffle these discarded cards into a new deck.
- Put the used Double Fruit cards in the box. They won't be used again.
- Pass First Player to Plan card left.

End of game

The game ends the week everyone runs out of cards.

On Friday of the last week of play, players can continue to sell all their fruit even if others pass.

Scoring

The player with the most money at the end of the game wins.

In the event of a tie, the player who got their money first is the winner. If you can't remember, share the victory.

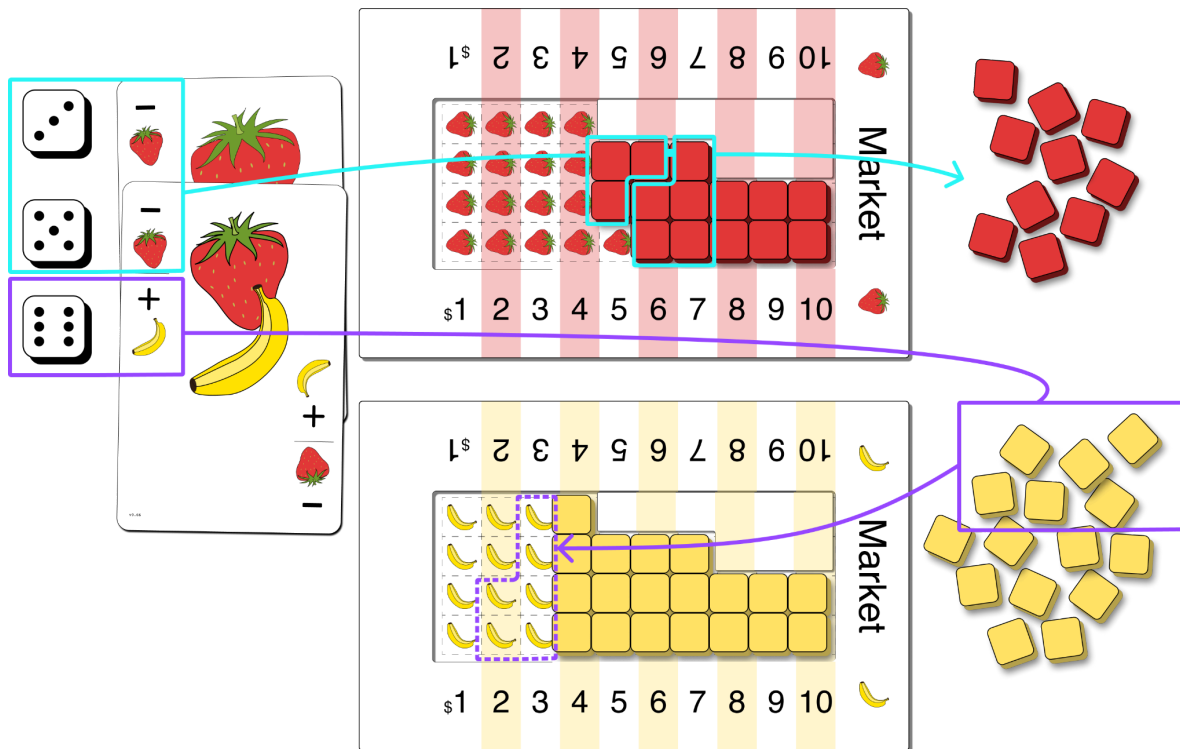
Reminder:

- “-” Removing fruit makes any fruit of this kind sell for more \$.
- “+” Adding fruit makes any fruit of this kind cheaper to buy.

Examples of Play

Playing Insider Information card examples

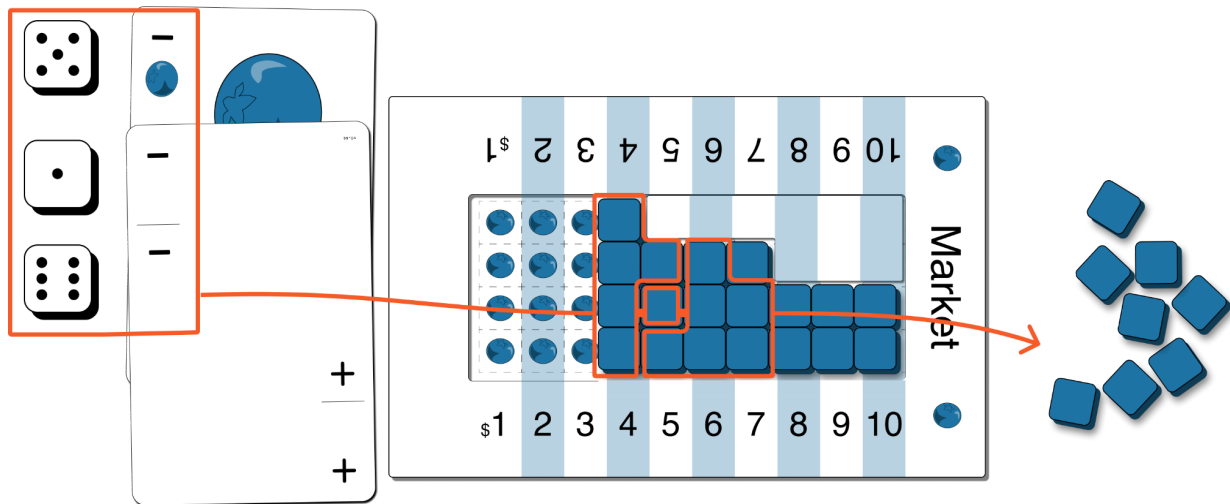
Example 1. Removing strawberries and adding bananas



Let us say you played a “-” strawberry/ “+” banana card on top of a “-” strawberry card.

- First roll 3 dice.
 - In this example, let's say you get a 5, 3 and 6.
- You choose to place the 3 with the “-” strawberry and 5 with the other “-” strawberry:
 - Remove 8 strawberries total from its market.
- Apply the other die (6) to the “+” bananas:
 - Add 6 bananas to its market.

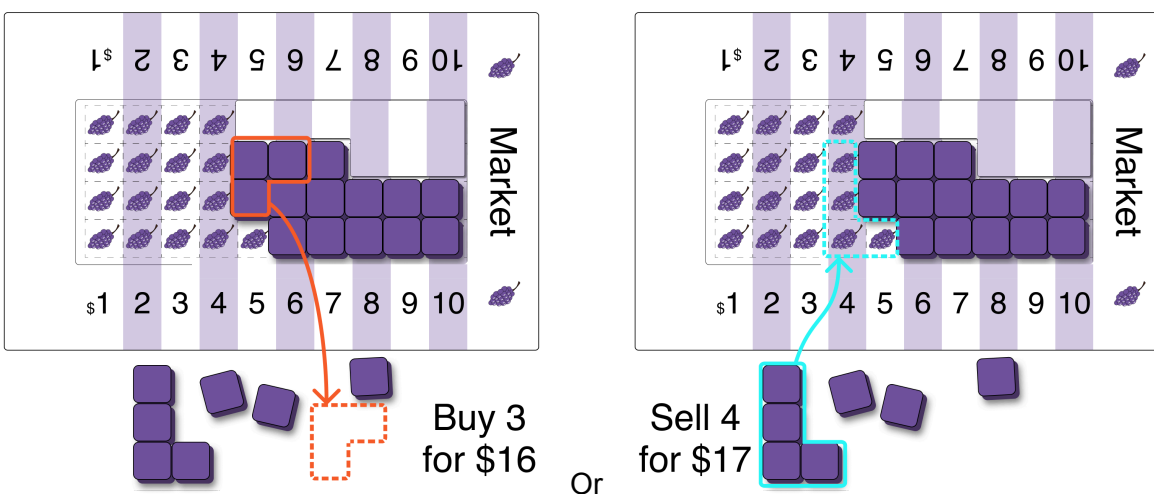
Example 2. ++ or -- Wild fruit example (Material Nonpublic Information)



- Place the wild fruit card on top of a Single Fruit card like any other card played from your hand.
 - Use the kind of fruit on the Single Fruit card that you played on.
 - You declare if it is the ++ or the -- side of the card before you roll.
- Roll all 3 dice.
 - Apply each die to one + or - symbol
 - This means all 3 dice can be in the same direction
 - or 2 dice can be in one direction and the third is the opposite direction.
- In the above example, the player would apply each dice to a - symbol, resulting in removing a total of 12 blueberries from the market. No other market is affected.

How to buy or sell grapes

See below images to understand the cost of buying or selling grapes in the example market



Note: the act of buying or selling individual fruit causes the supply to change and therefore prices to change immediately;

Advanced play

Shape the supply curve

Positioned before the start of the game, fruit blockers change the number of fruit that fit per price point in the market. For your first time using the Fruit Blockers, the staircase shaped one is recommended. Place it with its thicker part on the \$10. They can be placed in other parts of the market restricting quantities at prices. Explore what it means to have more slots for cheaper fruit as well as more slots for expensive fruit.

Short selling

Sell high, buy low

Borrow fruit to sell high. Later on, buy it back for (hopefully) lower and return the borrowed fruit.

When it's your turn to buy or **Sell**, you may borrow fruit to "short" sell it:

1. Take a fruit cube from the broker (the bank pile next to the market) along with a matching loan token that the fruit cube should fit inside. You can sell the borrowed fruit cube at market prices by placing it in the market and taking the money it sold for. Normal selling rules still apply: the more you sell the less valuable they become. You can only sell to one market at a time.
2. You have to return all borrowed fruit by the end of the game. You can return borrowed fruit earlier if you want.
3. At the end of the game if you still have any loan tokens, buy fruit in order to return them using Friday's turn order. This may mean buying some expensive fruit. This is the only time you're allowed to have negative cash. Everyone holding fruit will get to sell after shorts positions are closed.

11-20 side of the markets

- The flip side of the markets show prices in the \$11-20 range. If you run out of fruit on the \$1-10 side you flip it over and play with more expensive fruit. The fruit blockers are recommended to reduce the \$11-13 and second most \$14-16. Completely cover all the fruit after you place the fruit blockers and proceed where you left off when you ran out of fruit on the \$1-10 side.
- On the low end of the spectrum, there are always \$1 fruit slots available. Therefore any fruit is worth at least \$1. If you're selling or adding fruit to a market keep track of all the extra \$1 fruit as fruit cubes below the \$1 column.

FAQ

Question: How do I place the fruit blockers?

A: For your first game choose the staircase shaped fruit blocker.

- Cover more higher priced fruit in than lower: cover two fruit for \$10-8 and one fruit for \$7-5. This results in 2 fruit slots available at \$10-8 each, 3 fruit slots available at \$7-5 each and 4 fruit slots available at \$1-4.

Q: How many fruits am I allowed to buy or sell?

A: You can only buy or sell one kind of fruit at a time.

- Buy as many as you can afford. Remember as you buy fruit they become more expensive as you buy them.
- You can only sell as many as you have.
- Advanced play allows you to borrow fruit to sell (and buy it back later.)

Q: What if you run out of fruit cubes?

A: Use a “2x2 fruit” punch out that represents 4 fruit at a time. They should take up the same amount of space.

Or temporarily use another fruit’s cubes; place them in the market at the high price end of the market and push the existing fruit down.

Q: What if a market is completely full and can not fit any more fruit?

A: Place the fruit below the \$1 column next to the market and treat all of them like 1 dollar fruit. Players will need to purchase or remove these before the \$2 fruit can be moved.

Q: What if a market is empty and there is no fruit to remove?

A: There is always more expensive fruit available. Flip the markets over to show the \$11-\$20 fruits. Place the fruit blockers with 2 fruit blocked at \$11-13 and 1 fruit blocked at \$14-16.

Stats

3-4 players

45 minutes

Age: 10+

TripleLi.com/fruit

Press@TripleLi.com

MSRP: TBD; not available yet.

Player aids

This is the text on the cheat sheet cards.

First player to plan

1. Deal new Single Fruit cards on each day
2. All players; starting with First player: place bell on day to control it
3. Play each day: Monday to Friday

Day of Play

1. Player in control of day:
 - Play a card
 - Roll 3 dice
 - Choose: die \Leftrightarrow fruit
 - Add or remove fruit
 - Ring bell; open markets
2. All players; starting with player in control:
 - Buy or sell fruit at one market
 - First player to pass: everyone else has one last chance to buy or sell

End of Week

1. Clear out old week
2. Pass (this) First player card left.

End of game

After everyone uses all their Insider Information cards the game ends.
For last weekend:

Tips

- + means add fruit into market, effectively dropping cost
- means remove fruit from market, effectively raising cost

Social media accounts

Twitter: [@randallli](#)

Discord: [Triple Li server](#)

LinkedIn: [randallli](#)

Patreon: [TripleLi](#)

Component Specs (for manufacturing)

1. 120 Fruit 10 mm wood cubes: 4 sets of 30:
 - 30 red = strawberries
 - 30 yellow = banana
 - 30 blue = blueberries
 - 30 purple = grape cubes.
2. 3 Dice with 6 sides.
 - Pips 16x16mm
3. 45 cards bridge
 - 41 Insider Information cards:
 - 12 Single Fruit cards
 1. 1 "+" for each kind of fruit
 2. 2 "-" for each kind of fruit
 - 24 Double Fruit cards
 1. 4P3: all double fruit have one + fruit and one - fruit
 - 4 -|++ "wild fruit" cards (potentially for fifth player)
 - 4 player aid rule cards in player color (potentially 5 for fifth player)
 - 1 first player card (player aid for weekly planing)
4. 4 markets: dual layer punchouts:
 - Two layers of (89x140mm punch board)
 - Top layer:
 - Market well punched out of the center: A cut to fit 4x10 grid of 10mm cubes. (44x408mm)
 - Printed prices from \$1-10
 1. Numbers facing perpendicularly looking inward so both sides of the table can read them.
 2. Spread sheet style alternating backgrounds to serve as guidelines
 - Fruit icons showing which fruit goes with the market.
 - Bottom layer:
 - Market well lined up to the punched out of the top layer: Fits 4x10 grid of 10mm cubes.
 - Individual fruit icons showing which fruit goes with this market.
 - Spread sheet style alternating backgrounds to serve as guidelines aligned with top layer.
 - Foot print matching max size of the top layer (rounded corners etc).
5. Punch board tokens
 - 4 player colored Bell turn order tokens (25x25mm)
 - 1 white Bell token (25x25mm) to pretend to ring
 - Money in 1, 5, 10, 20 and 50 denominations.
 - Chip money (25x25mm hexagon)
 - Probably need \$400 maybe \$500 to be safe
 - Debt tokens (Advanced / expansion):

- 48 borrowed fruit tokens (25mm circular; with 11x11mm punched out of center)
 - 1. 12 duplicates of each kind of fruit
 - 20 “2x2” borrowed fruit tokens (40mm circular; with 21x21mm punched out of center)
 - 1. 5 duplicates of each kind of fruit
 - 28 “2x2” fruit tokens (21x21mm punched from center of borrowed fruit tokens)
6. Bonus component 1 metal bell: ring when markets open/close