

Insider Fruit Trading

Version: 0.28 =====> copy into [“public” copy of the rules](#) when done editing a version.

Description

Buy low and sell high in this board game about Insider Fruit Trading. Fruit prices are set by supply and demand. Strategically spread rumors from your hand of cards to influence the price of fruit. Whoever has the most money at the end of the game wins.

Old [Video explanation](#).

[Logo](#)

Supplies

1. 200 Fruit marker cubes: 4 sets of 50:
 - Colored cubes matching the color of the fruit.
 - 50 red / strawberries
 - 50 blue / blueberries
 - 50 yellow / banana
 - 50 purple / grape markers.
2. 8 “_ x 10” punchouts in case you run out of fruit cubes
3. 66 Insider information rumor cards:
 - Single type fruit cards
 - For each fruit type
 1. 2 “+”
 2. 4 “-”
 - Sum
 1. $4 * 6 = 24$
 - Double fruit cards
 - For each fruit type pair in 2 fruit pairing (bottom and top fruit)
 1. 2 “++”
 2. 2 “--”
 3. 2 “-+”
 - Sum
 1. $2 * 3 * 6 = 36$
 - Sum: 60
4. 8 bookmark cards, 2 of each color
5. 4 Marketplace Mats:
 - 5x10 grid that can fit 50 fruit markers with rows marked \$1 - \$10
6. Money in 1, 5, 10, 20 and 100 denominations.
7. 2 Dice with 6 sides.

8. 1 bell: serves as first player marker

Concepts

Buying and selling in the markets

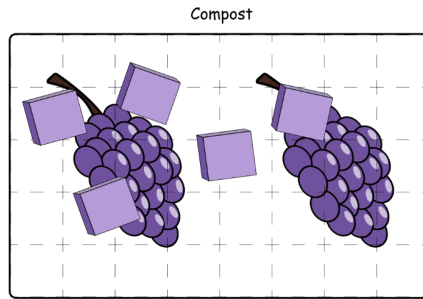
Insider Fruit Trading centers on 4 distinct fruit markets. Tokens of fruit are laid on these markets to form a fruit stand.

Apples market example:

\$10	@	@	@	@	@
\$9	@	@	@	@	@
...	@	@	@	@	@
\$3	@	@	@	@	@
\$2	@	@	@		
\$1					

Each token can be purchased by a player for the price listed in the head of its row. In the above situation a player can purchase apples at \$2 each for the first 3 apples. To buy the 4th apple a player would have to spend \$3 dollars each. Selling fruit also uses the same market rates. In the above situation 2 apples could be sold for \$2; to sell even more than that would mean to sell them at \$1. Thus supply and demand dictate prices.

Grape example



#1: The price for a cube of fruit is shown at the beginning of each row.

#2: If I buy 3 grapes, the first one would cost \$4 and the second and third would cost \$5 each for a total of \$14.

Your fruit holdings

Market

10						10
9						9
8						8
7						7
6						6
5						5
4						4
3						3
2						2
\$1						\$1

#3: If I sell 2 grapes, I would collect \$4 each, for a total of \$8.
As the supply of fruit goes down the price goes up.



Playing inside information cards

Players have a hand of cards that change the supply of fruit. When played, the information becomes public and the markets respond. Read aloud the flavor text as if it was reported from your favorite news outlet.

1. “-” cards: remove fruit of this type from the fruit market and place it in the compost pile.
2. “+” cards: add fruit of this type from the compost into the fruit market.
 - a. Take 1 fruit from that market as a tip for growing the supply.
3. Most fruit cards: Roll 2, 6 sided dice to see how many to move.
 - a. Wild cards can behave differently.

Image examples

Compost

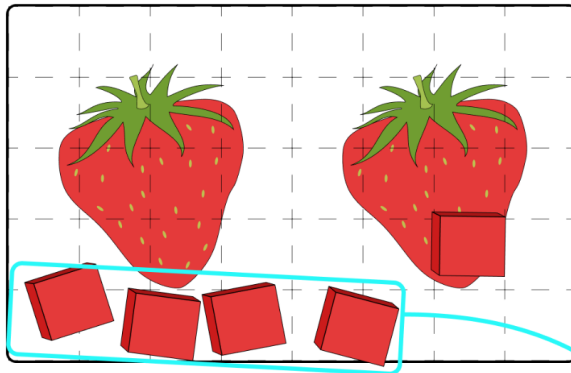
Market

10							10
9							9
8							8
7							7
6							6
5							5
4							4
3							3
2							2
\$1							\$1
















New variety of banana found in Amazon rain forest successfully grown in plantations.

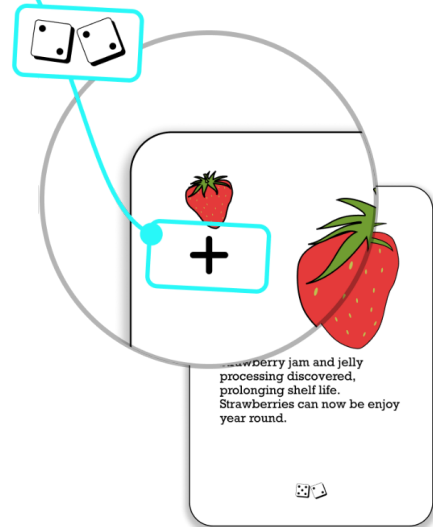
Compost



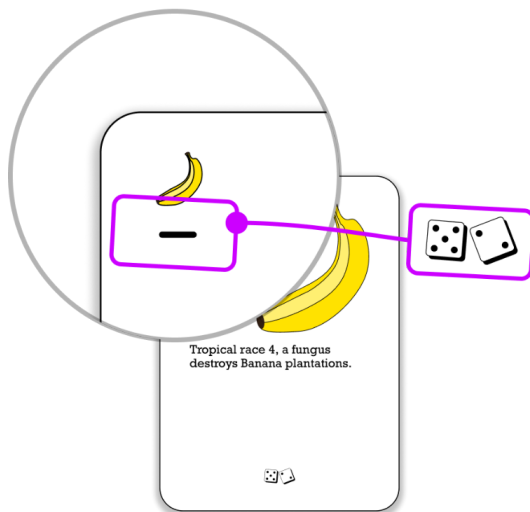
For cards with two fruit roll one set of dice and use that number for both markets. Sometimes the markets add or subtract together other times they do the opposite

Market

10							10
9							9
8							8
7							7
6							6
5							5
4							4
3							3
2							2
\$1							\$1

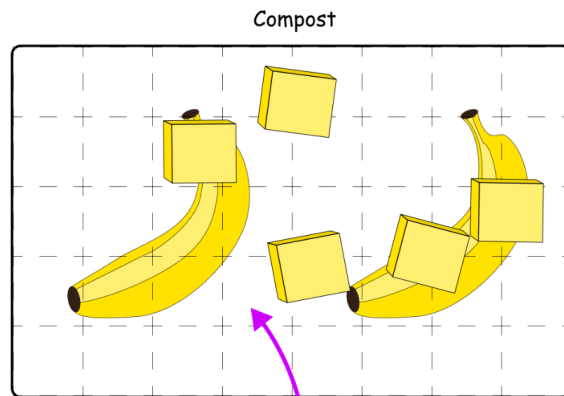


The "-" symbol means I roll 2 dice and remove that many fruit from the market into the compost.



If I rolled a 7 then we move 7 cubes from the Market to the Compost.

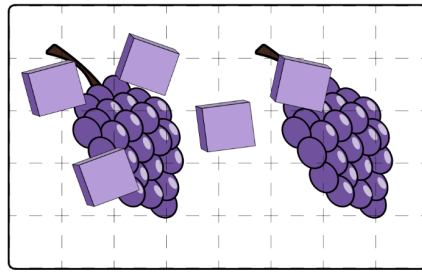
Make sure the market is packed tightly so the most expensive fruit are filled.



Market

10						10
9						9
8						8
7						7
6						6
5						5
4						4
3						3
2						2
\$1						\$1

Compost



Market

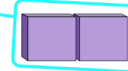
#1: The price for a cube of fruit is shown at the beginning of each row.

#2: If I buy 3 grapes, the first one would cost \$4 and the second and third would cost \$5 each for a total of \$14.

Your fruit holdings

10										10
9										9
8										8
7										7
6										6
5										5
4										4
3										3
2										2
\$1										\$1

#3: If I sell 2 grapes, I would collect \$4 each, for a total of \$8. As the supply of fruit goes down the price goes up.



If a market is completely full don't add any more fruit.

Hint: the “-” cards will make that fruit’s supply go down and therefore its price go up.

Setup

Set up the Marketplaces

1. Place the 4 Marketplace shelves in the center of the table.
2. For each marketplace, fill 45 slots of the market fruit stands with fruit. Leave the \$1 and \$2 row empty.
3. Set the remaining Fruit Markers in the compost pile.

Seed fund: Players' starting hand

1. Give the bell to the starting player. It is the first player marker.
2. Each player gets
 - a. \$10
 - b. 5 cards
 - c. 4 fruit, 1 of each type
 - d. 1 more fruit randomly from a set of all fruits.
3. Place the remaining cards next to the markets to form a draw pile.
 - a. Flip over the first 3 cards face up
4. Shuffle 1 of each player's "Bookmark" card to determine turn order and lay them out on the table. Have them overlap slightly so it is clear which will be played first.

Play

The game is played across 5 "days" where each day is split into two phases:

- Before the markets are open
- After the markets are open

Premarket

Before the first player goes, draw the first 3 cards off the top of the deck and place it face up in the middle of the table. These cards are shared insider information that everyone knows will be "leaked" to the general public affecting the markets. Have them overlap a little to make it clear what is the order that they will be played.

Plan order of leaked information

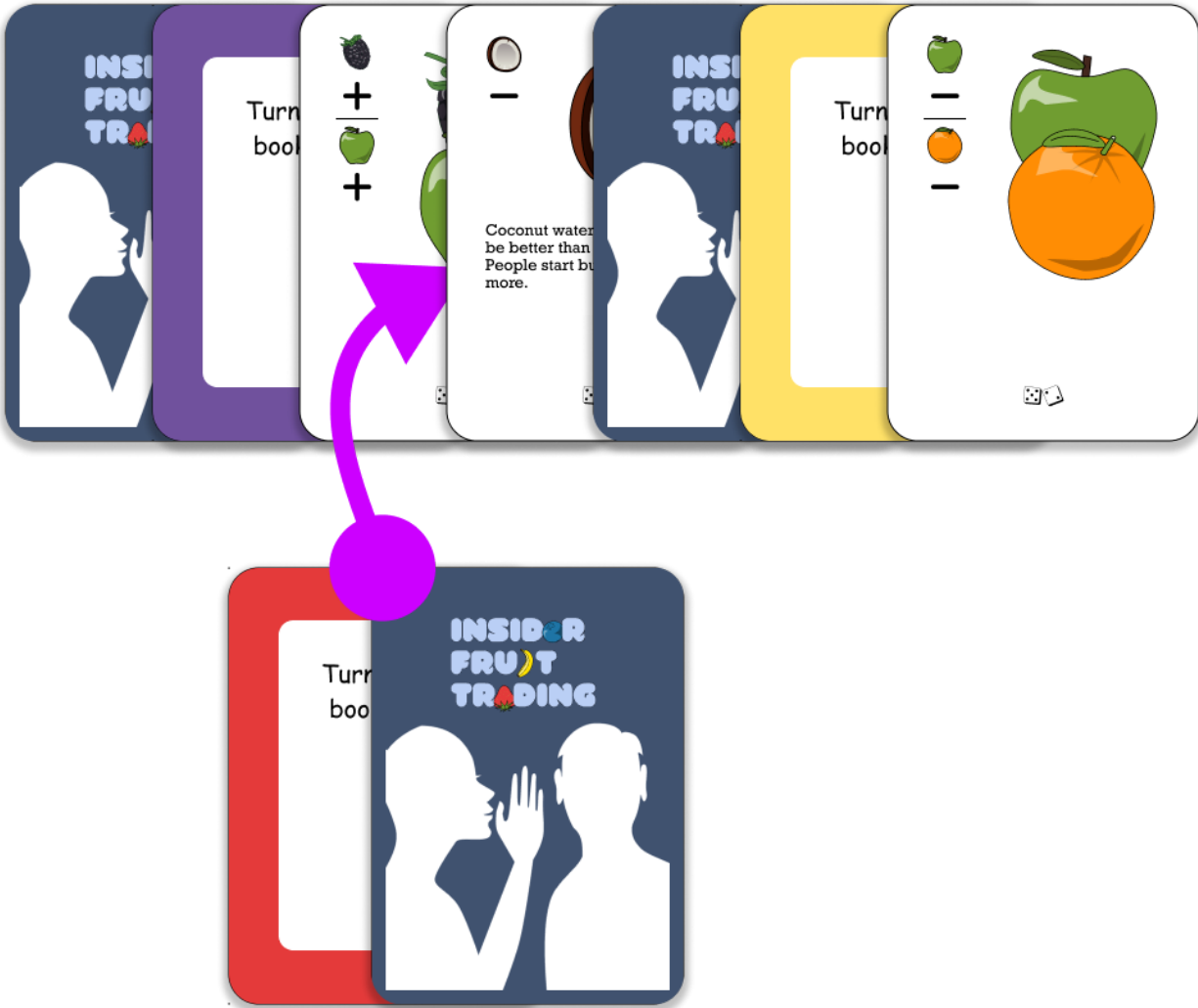
In turn order:

- Choose a card to play from your hand.
- Insert it face down into the existing timeline keeping the existing order of cards.
- Decide if you are going to buy/sell from a market before or after your insider information card gets "leaked." Place your "bookmark" card on top or underneath the information card to indicate the order of operations.
- Alternatively place your "bookmark" card above or below the face down card just before you insert your insider information card into the timeline.

After everyone has inserted information cards with their bookmark cards, give the bell to the last player, the player who's bookmark is closest to the bottom of the timeline.

Image of the card insertions:





Resolve the leaked information

Starting with the first card on the timeline “leak” each information card by adding / removing the fruit from that market indicated by 2 rolled dice. Players should roll the dice for all cards above their bookmark. Once their bookmark is reached that player can buy/sell on one market. Afterward give the dice to the next player based on the next highest bookmark. Place resolved bookmarks parallel to the existing timeline to preserve the turn order. The last player should roll the dice for any cards after their bookmark too.

Once all the cards are resolved, ring the bell to open the markets.

Markets open

The markets are open for general business. In the existing turn order players can buy/sell from one market. If a player chooses not to buy/sell they place the bell on their bookmark. Everyone else can buy/sell one last time before the markets close.

Ring the bell to close the markets after everyone else has gotten their last call.

Markets closed

Deal 3 new cards starting a new timeline for the next day's rumors.

End of game

Short game: The game ends after 5 days of the week have passed.

Full game: The game ends after 2 work weeks of 5 days each. During the weekend, pass out 5 more cards, 10 more dollars and 5 more fruit like you did at the start.

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.

Clarifications

Wild cards

“?” fruit

Some cards are wild. The player who plays them decides what kind of fruit they are when they play them before they roll.

If this is drawn from the deck to start the day, aka not played by any player, draw another card instead.

“All” fruit

Some cards are wild and represent all fruit. When played you roll 1, 6 sided dice for all kinds of fruit.

Passing

If you pass you can always re-enter the market.

More

Player guide

Pre-market: Play cards

Play a card from the top of the deck.

Each player plays a card and rolls dice.
“+” means add from compost to market.
“-” means remove from market to compost.

Markets open: Profit / Invest

Players take turns.

Buy or sell from one market.

Keep going around until all players pass consecutively.

After-market

You will be stealing half, round down, the previous players cards.

- Secure 1 card and place the rest face down.
- Offer the remaining to the next player
- Take half, round up, of the previous players cards.

Extra ideas

Not yet incorporated into the game

Poisoned fruit

A fruit of a different color cube that will cause that market to crash if it is removed from the market. Fruit will flood back into the market filling half of the empty fruit slots.

“±” fruit

Wild “±” fruit cards: Declare which direction this card will be moving the market before rolling.

Price Chart

This optional aspect of the game allows players to keep a record of what happened to the markets. The price chart has 8 days of trading marked on the x-axis with “Morning” and “Day” as two separate notches. Mark the starting price for the day/morning with a horizontal line. Mark the starting price of a movement with a circle and the delta as a vertical line. Once all the day/morning is over you can draw a box from the start to the end. This will create a candlestick bar graph.

Old “phases” gameplay

The game is broken up into multiple days. Each day a different player holds the opening bell. A day has two phases: when the market is open and closed. At the start of the day the market is

closed. Market manipulating breaking news cards are played before the market opens. Once everyone has played cards the first player rings the bell to open markets for buying and selling.

The game is played across multiple days. The day starts by ringing the opening bell. In turn order, players buy or sell from one type of fruit market at a time.

Each day begins with some new non-public information becoming available to the public, which affects the supply of the market. Once the news has circulated the opening bell is rung to start fruit trading. After the close of the market, Insider Fruit Traders steal information from each other. With this new information players decide what to share with the public to start off a new day.

“Morning” news (pre-market movement)

1. Starting with the first player going around once:
 - a. Each player plays a card from their hand.
 - b. Rolls the dice
 - c. And moves fruit from or to the compost to the market.
2. They also play the top card from the deck as if they played it.

Markets open (ring the opening bell)

3. Ring the opening bell to announce that people can buy and sell.
4. Starting with the first player, going around multiple times:
 - a. Choose 1 fruit market.
 - b. Buy or sell fruit to that market.
 - c. If you choose not to buy/sell you can pass and be the first player the next day.
Each person that passes places their bell on the turn order slots until everyone passes.
5. Keep going until all players have passed.
6. A new day starts with the new first player.

Unsorted

Create a comment and add your idea. I will append it to this list.