

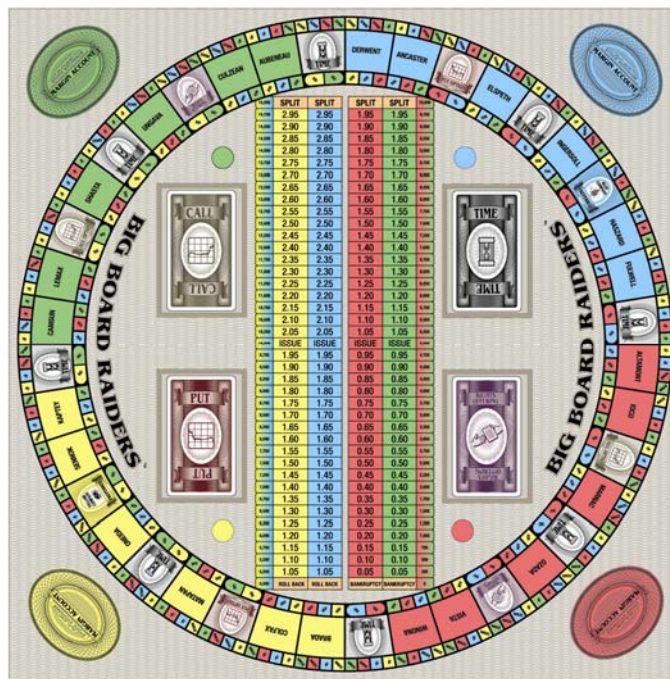
Big Board Raiders



Big Board Raiders is fun to play, easy to learn and is the ultimate money game. It is a "model" of part of the capitalist economy you live in. You can play at the simplest level like a child, or you can bring your game. It is engaging for adults and teens, involving strategy and gamesmanship, at the same time, beginners and children are offered lesser degrees of involvement, and can participate right to the end along side players doing the full meal deal. It is a great way to create interest in math and problem solving skills. I have never met a kid who wasn't interested in money. As players learn, they ascend through a level system to bring them up to speed. It is a very socially interactive family game that doesn't need intense concentration, where players can easily visit as well as play. It is a blend of North American board game mechanics, namely roll and move, and Euro game mechanics, my favorite being that nobody is eliminated till its over. The instructions are arranged so that the beginners can start at level 1 and proceed through 6 levels.

This is a money game that is an accurate simulation of economic principles, the trading in markets and the mechanics of corporations. It has common shares, directorships with annual salaries, preferred shares with annual dividends, bonds and debentures with annual interest, put and call options with expiry dates, rights offerings and stock promotion. Time is built into the game. As well, you can play the long side of the market or the short side with margin accounts and then you learn about leverage, credit and margin calls. Do you think we forget inflation; no we got that too. It is both entertaining and educational. Big Board Raiders plays like a war game, but the weapon here is money and influence.

If you're not stock savvy, you probably won't understand all the possibilities available to the players at first but if you are finance savvy, then your life experience counts and you'll be like a duck in water and you can show your kids how to swim. If you are just beginning, take it one level at a time, as in life, nobody ever ventured into any market with a complete understanding of it, and so in real economies we find people with different levels of sophistication involved in the markets all at the same time, sharks and novices, that's a market economy, and it's the same in Big Board Raiders.



The playing board

There is a Quick Start DVD that will take you through to the end of level 3 in about 10 minutes, to get you playing easily and acts as a reference to go back to (the chaptered DVD covers all 6 levels in 22 minutes).

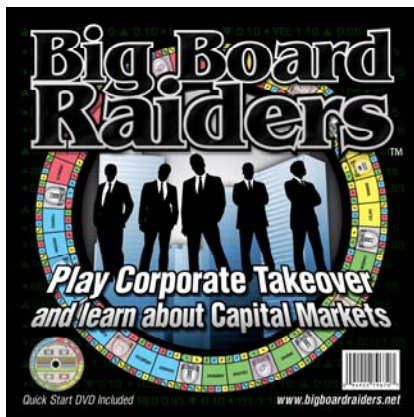
As well, there is an indexed 84 page manual for a better look, and to put constraints on the players who think up schemes to profit, that mimic trading schemes that are illegal. This was all done by the imaginative players from the past, which helped shape the rules. Where we went for guidance was to see what the rule in the real world was, and made our rules like the exchanges. You trade using the same rules as Bay Street or Wall Street without their 500 lawyers to complicate the issue. It has the same touch and feel without the complexity. Each idea is a simple one, and you can pick and choose what you like, but when you add up what you learn you have the beginnings to understand how capital works.

Big Board Raiders was sparked by the outrageous takeover kings of the 1970's, among these public figures, I watched a Texas oilman named T. Boone Pickens as he waged takeover battles of legend with fellas like Carl Icohn and company executives, for the oil companies of America. He started with \$2500 of his own and went on to billion dollar takeovers. Brokers from that era lament about the fun it was to be a part of it all.

This is a board game about takeovers of corporations that trade on public stock exchanges. For us they trade on the Rutland stock exchange, Rutland being the country where this virtual economy resides. **You have to do what these guys did. They started with a handful of cash and a lot of guts.** You have to put your money to work to earn enough capital to buy a controlling interest in one of the four companies that trade. In the beginning, you don't know which company, so you just max your earnings using a menu of investments available, where you balance risk and return. Meanwhile you are trying to get elected to a board of directors, which requires you to travel to the subsidiaries owned by the parent or trading company. The subsidiaries are so eager to be on the winning team, that they give everyone that visits a proxy vote. You use these proxies to get elected to the board of directors. The first player to gather a proxy from each one of the six subsidiaries is elected to that company's boardroom. A player can only hold the elected position on one board of directors, but he can quit a company and jump ship, if he has the necessary proxy votes. The remaining players will now have to vie for election with one of the other companies with available directorships, since each company only has one elected director. Other directorships are based on hold shares in the company. There is a market for these four companies, programmed into the playing board, as well as the opportunities to buy or sell securities, in the form of bids and asks. And there is TIME, where players get trips to their new favorite subsidiary. How they gather proxy votes is a whole other strategic thing that happens on the surface of the playing board, at TIME spaces. Time means that the time value of money is also a component of this economy. When a player knows which company he has to takeover, he has to buy 50% of the shares to vote himself a majority shareholder, and winner. He has to do that before another player gets control of the company in which they sit in a boardroom elected by proxy. That's where that money you're earning comes into the picture but other alliances can stop you with a pool of money, so it's a deceptive race to the end. Nobody is eliminated from the game, a winning condition, the first voting majority, ends it. It builds in intensity because each player's influence grows, influence being their money and if you're smart you add your mouth to the influence. You need to convert other players into helping you manipulate the stock you need to acquire, by having them use their money to help you. This could mean an alliance but back stabbing becomes an inevitable strategy. That's economics from the street.

In the past, nations were conquered for their resources, but around the world today, countries are losing control of the best corporations, who own the enterprises of that country, without a shot being fired, through corporate takeovers by foreigners. As economies collapse, the publicly traded companies become ripe for the taking. The good jobs will be repatriated to the parent companies and the rest of the jobs marginalized, susceptible to closure and obselecents. **Our kids will have to be savvy to compete.**

We use a level system to introduce beginners to the world of trading and corporations.



Level 1: Common shares and directorships

Level 2: Preferred shares and dividends

Level 3: Bonds, debentures and interest

Level 4: Short selling, margin and leverage

Level 5: Rights offerings

Level 6: Options trading puts and calls

Each level is another way to invest your money, so you can ascend through the levels in any order, after level 1.

Level 1: This is the simplest idea presented. You are trading common shares, which represents the ownership of the corporation. As well, you can become a director of the corporation and draw an annual salary for each directorship you hold. You want to grow your salary by holding lots of these directorships. Note the word "annual" because there is TIME involved, in the form of a payday at year end. Happy New Year!

Level 2: We add a twist to holding common shares. In our game, preferred shares have all the privileges of common shares but there is an added sweetener, dividends at year end.

Level 3: We introduce the idea of debt. The corporations have borrowed money from the public in the form of secured bonds and unsecured debentures. These pay interest to players holding them at the year end.

Level 4: This is probably the one most people don't know about. Selling short is profiting when the market value of shares falls. You are allowed a margin account which means you are using someone else's money, and you are introduced to the notion of leverage.

Level 5: Here you are given the opportunity to buy more shares at a discount to market price, if you are a shareholder.

Level 6: This is the last idea. You are buying an option to buy or sell at a specified price, for a given amount of time. You then have to exercise it on another turn before it expires worthless at the year end. These basic stock options are a kind of leveraged, highly volatile investing. The pioneer of what we now call derivatives.



Web Site: www.bigboardraiders.net where you purchase this game.

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