# RULES



3-6    8+    1-2 hrs    Options to reduce playing time, and allow for younger players included.

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# INTRODUCTION



## OVERVIEW

All commodity prices are driven by supply and demand. **GOLDFIX$^R$** is an exciting, fast-paced game based on the gold market. Players combine strategy, negotiating skills, nerve, good timing, and some luck, to acquire mine leases, develop gold mines, generate bullion and raise capital by selling the gold bullion to the Bank.

> There are several **E-Z PLAY OPTIONS** to help simplify the game, allowing younger players to grow into the game, and/or reduce playing time. Any combination of these options can easily be adopted depending on the skill levels, time available and player interest levels. Look for the blue boxes below.

# TABLETOPIA (NO AUCTIONS)

**Tabletopia** has **(2)** options:  **NO AUCTIONS** (family friendly), and, **TIMED AUCTIONS**.
It is suggested that in order to become familiar with the game new players start with the
**NO AUCTIONS** version first.  Once they fully understand the mechanics of the game the
**TIMED AUCTIONS** version will be much more fun, and way more competitive!!



A brief summary of the **NO AUCTIONS** (**family friendly**) rules are shown immediately
below, and, also included in the blue **E-Z Play Options** insert boxes shown further below
on the more detailed pages within these rules.

## QUICKSTART

Before the game commences all players are dealt **(1)** *MINE LEASE (ML)*  and receive the
matching *HEADGEAR (HG)*  for a total cost of **$275M,** allowing everyone to immediately
to start generating *GOLD BULLION* , and quickly receive income from bullion sales.

## AUCTIONS

When a players lands on a **MINE LEASE (ML)** or **DRILL REPORT (DR)** *Auction square* , and
if available, every player who <u>wants</u> an asset is **dealt (1) ML** or **DR** card.  The <u>top</u> card is
always dealt to the player who <u>landed</u> on the Auction square, and then in order of play.
This player remains a broker and is still paid a **10% commission**, but the asset sale price
 is now simply the current **MINIMUM BID**, depending on which asset is for sale.

## BULLION MARKETS

*BROKER COMMISSIONS* :  Non-negotiable and fixed at **10%** for all Bullion Markets
*except*  the Bullion Market *CORNER SQUARE* , which remains at **25%.**

# TABLETOPIA (TIMED AUCTIONS)

**Tabletopia** has 2 options: **NO AUCTIONS** (family friendly), and, **TIMED AUCTIONS**. Once players become familiar with, and fully understand the mechanics of the game, this **TIMED AUCTIONS** version will be much more fun, and way more competitive!!
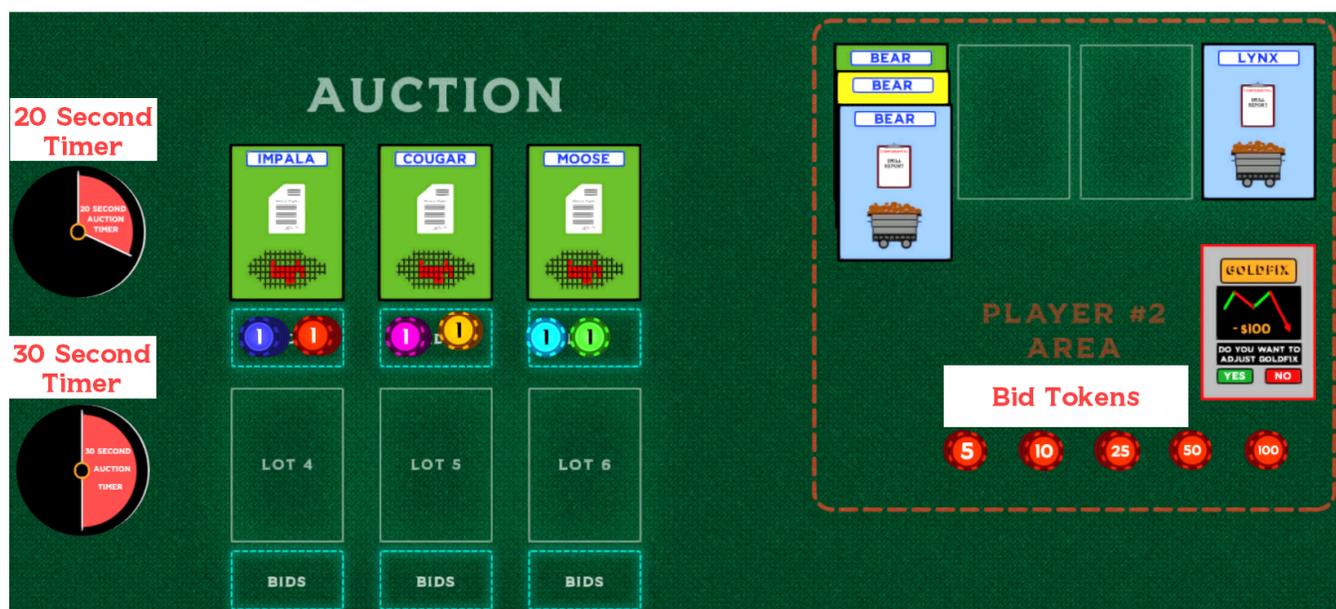




When any player lands on a **MINE LEASE (ML)** or **DRILL REPORT (DR)** *Auction square* that player becomes the broker. Select the number of lots for auction (see **Mine Asset Auctions p8** below) and place the correct number of corresponding asset cards into the Auction. The broker receives a **10% commission** from all winning bidders.

Agree the timing of the Auction, timers for both **20** and **30** seconds are provided, then start the timer. Players have **20/30** seconds to place their **bid tokens** under the lot(s) they are bidding on. Players can disguise their bids by simply placing a **(1)** token on top of their stack! At the end of the 20/30 seconds players reveal their bids and the **highest bid wins**. In the event of a tie **ONLY** those players re-bid, until a winner is determined.

# CONTENTS

**COCOPAN** – Each player has a different color cocopan to move around the perimeter of the playing board; Blue, Red, Green, Cyan, Purple and Orange.
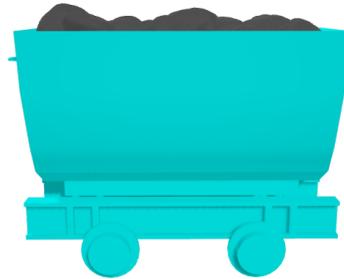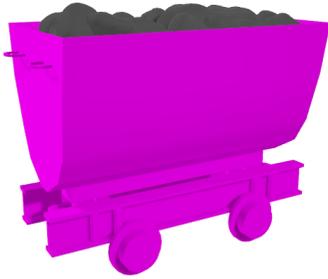


**GOLDFIX COUNTER** – Moves up/down *GOLDFIX* ladder to show current *GOLDFIX*.

**TAX COUNTER –** Moves up/down **TAX** table to show current **TAX** levels.



*HEADGEAR* – Placed on game board to show which mines are in production.  The mine's owner is shown by the headgear color matching the owner's cocopan color.  Players **must** own *MINE LEASE* before buying *HEADGEAR*.
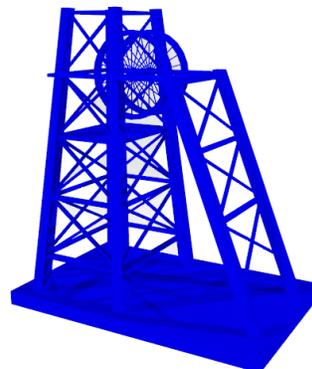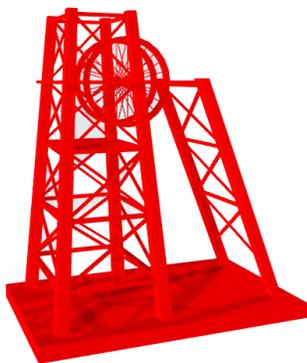


**(2) DICE** – used to determine movement of player's cocopan around board.

# ASSETS

**GOLDFIX** assets are divided into two types; **VIRTUAL** and **REAL**.

## VIRTUAL ASSETS / CASH & BULLION

Both these assets are stored in the game's database.  Since the **GOLDFIX** fluctuates throughout the game the value of all assets is constantly changing.  A few inputs in the database dramatically speeds up the game eliminating any errors, intentional or otherwise, and no more hassle counting out bank notes. **[Some $ rounding occurs!!]**



**Appendix A1/A2**

## REAL ASSETS

There are (**18**) **MINES** around the board in alphabetical order, all are of ***equal value***.
Each mine has (**4**) assets, (**1**) ***MINE LEASE***, (**1**) ***HEADGEAR***, and (**2**) ***DRILL REPORT***s



MINE LEASE          HEADGEAR          (2) DRILL REPORT
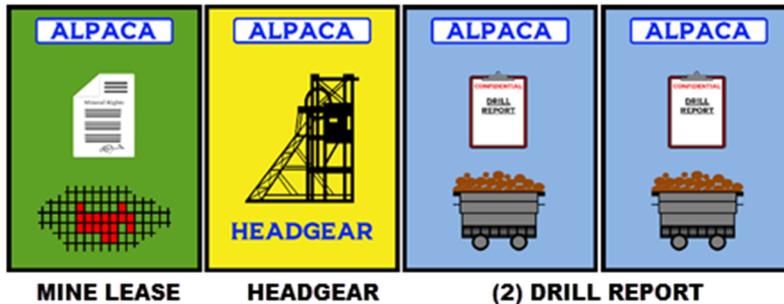
***MINE LEASE* (ML)** - player must own to purchase ***HEADGEAR***.

***HEADGEAR*** – player cannot purchase without a ***MINE LEASE*** and is required to produce ***GOLD BULLION***.

***DRILL REPORT* (DR)** – will increases production of ***GOLD BULLION*** but has no value without a corresponding ***MINE LEASE*** and ***HEADGEAR***.

# 2-MINUTE SUMMARY

1) A circuit of the board represents a year in business, and the **GOLDFIX** is the key to the game, steadily rising in **+$100** increments, but falling **-$100** whenever gold bullion is sold to the Bank. This ever changing **GOLDFIX** determines the minimum bids at **Auctions**, the price of **HEADGEAR**, and value of **Bullion** sold to the Bank. The simple solution of course is to try to invest low and sell high – **GOOD LUCK!!**.

| GOLDFIX | MINE LEASE [MINIMUM BID] | HEADGEAR [PURCHASE] | DRILL REPORT [MINIMUM BID] |
|---|---|---|---|
| $2,000 | $75 | $750 | $60 |
| $1,900 | $70 | $700 | $55 |
| $1,800 | $65 | $650 | $50 |
| $1,700 | $60 | $600 | $45 |
| $1,600 | $55 | $550 | $40 |
| $1,500 | $50 | $500 | $35 |
| $1,400 | $45 | $450 | $30 |
| $1,300 | $40 | $400 | $25 |
| $1,200 | $35 | $350 | $20 |
| $1,100 | $30 | $300 | $15 |
| $1,000 | $25 | $250 | $10 |
| | ALL COSTS IN $M | | |

2) The **winner** is the first player to acquire **$1,000M ($1B)** in their Bank Account and **repay** all their **LOAN NOTE**s.

3) Players must first acquire Mine Assets, with a **MINE LEASE** (Auction) and **HEADGEAR** (purchase) being the **minimum assets** required for gold bullion production. A **DRILL REPORT** (Auction) increases gold bullion production.

4) Generate gold bullion by moving around the board and **passing** your mine assets.

5) **Sell** the gold bullion in your virtual vault to the Bank at the **BULLION MARKET**.

6) Broker squares supplement your income from **commissions** received for sales at both Mine Asset **AUCTION**s and **BULLION MARKET** sales.

7) The **TAX** Rate is also constantly changing, and there are **corporation** and **bullion taxes** and **Bank Loan Interest** to pay annually. New Bank Loans, including Overdraft Loans, are almost always instantly available, but too many **LOAN NOTE**s (**7**) and you are declared **BANKRUPT!!**.

8) There is also a deck of (**36**) business scenario **RISK** cards, some to your advantage, others carry a penalty, each player decides whether they will draw one or pass.

# GOLDFIX LADDER and TAX TABLE
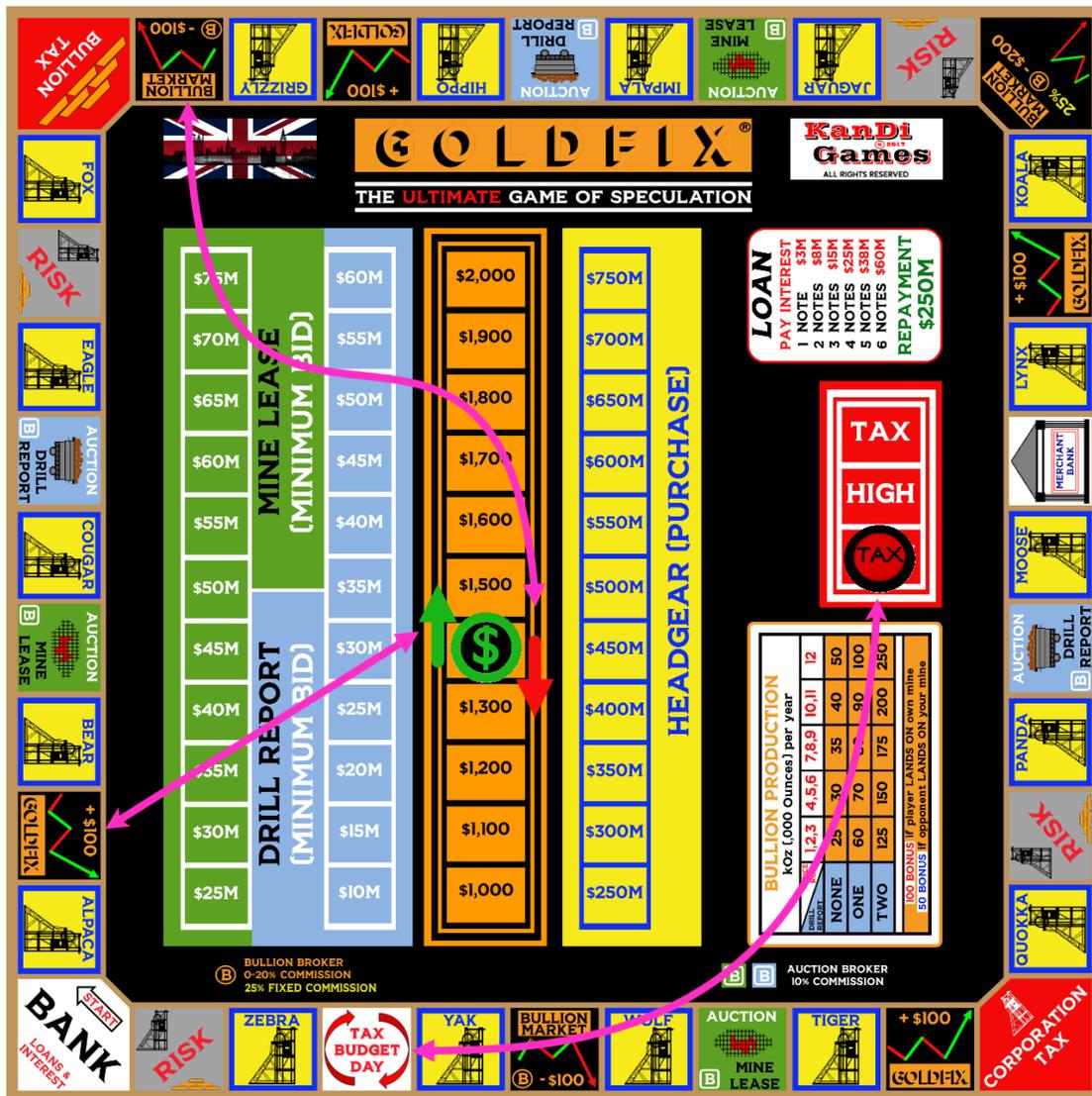


The **GOLDFIX** ladder starts at $1,000 and the **TAX** table starts on **LOW**. The **GOLDFIX** ladder cannot fall below $1,000, nor rise above $2,000.

Every time any player **lands on** one of the (**4**) small **GOLDFIX** perimeter squares the Goldfix token moves one step up **+$100** the **GOLDFIX** ladder.

Every time a player **lands on** one of the (**2**) **BULLION MARKET** squares, **and IF** any bullion is sold to the Bank the **GOLDFIX** token moves down **-$100** on the **GOLDFIX** ladder. Every time any player **lands on** the **GOLDFIX corner** square, **and IF** any bullion is sold to the Bank the Goldfix token moves down **-$200** on the **GOLDFIX** ladder.
**NOTE:** if bullion is **not sold** to the Bank the **GOLDFIX** does **not** move down.

# MINE ASSET AUCTIONS

All players need a minimum of (**1**) *MINE LEASE* to start the game, and this requires a player landing on the *MINE LEASE (ML) AUCTION* square. Players landing on **any** auction squares, including the *DRILL REPORT (DR) AUCTION* square, become a broker (denoted by the **B**), and automatically receives a **10%** commission, paid by the buyer, for any transactions resulting from that auction. Applies to **RISK** Auction cards also

The format of both Auctions is flexible but should be agreed before the game starts. Depending on physical game layout (around a board or virtual) auctions can be silent blind auctions using pen and paper, verbal (much slower!!), or virtual (Tabletopia with timer).

**LEVEL A** - There is always **one lot less** than the number of players, eg (**6**) players – (**5**) lots, (**3**) players – (**2**) lots. There are **no limits** to how many lots a single player can win, and one player might win **all** the bids!

**LEVEL B** - There is always **one lot less** than the number of players, eg (**6**) players – (**5**) lots, (**3**) players – (**2**) lots. Each player may only win a **single bid**, meaning one player will **miss out** at every auction!

## E-Z PLAY OPTIONS

**LEVEL EZ1** – The number of bid lots **equals** the number of players, eg (**6**) players eg (**6**) players – (**6**) lots, (**3**) players – (**3**) lots. Each player may only win a **single bid**, which guarantees every player will get one asset from the auction.

**LEVEL EZ2** – This is not a true auction, but every time any players lands on an auction square every player who wants an asset is **dealt (1) card**, either a **ML** or **DR**, and pays the **minimum** bid price.

**DRILL REPORT OPTION -** Since there are (**2**) Drill Reports for every Mine Lease players can agree to **double** the number of **DRILL REPORT**s at every auction, which will speed up their distribution in the game.

**QUICKSTART:** Before the game commences all players are dealt a *MINE LEASE* and receive the matching *HEADGEAR* for a total cost of **$275M**. This allows everyone to immediately start generating *GOLD BULLION*, and receive income from bullion sales.

# BULLION PRODUCTION

Once a player owns a **MINE LEASE,** he must purchase the matching **HEADGEAR** from the Bank, and that mine is now in production. Every time a player **passes** his own mine / headgear he generates gold bullion stored in their virtual vault. When a player **lands on** his own mine / headgear he receives an additional **100 BONUS**, and every time an opponent **lands on** your mine / headgear **you** will receive a **50 BONUS** from the Bank, **not** from the opponent landing on your mine.



MINE LEASE          HEADGEAR
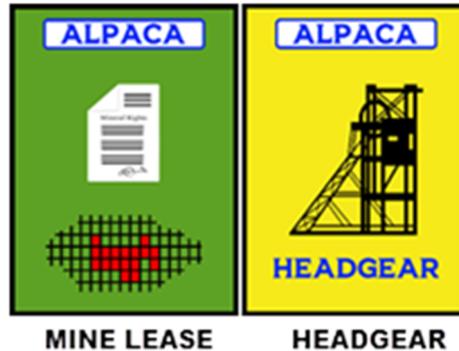
The table below shows how gold production is based on two criteria, **1**) the roll of the dice that allows you to <u>**land on or pass**</u> your **MINE LEASE / HEADGEAR**, and **2**) the number of **DRILL REPORT** a player owns to **match** the **MINE LEASE / HEADGEAR**.

## BULLION PRODUCTION
### kOz (,000 Ounces) per year

| DRILL REPORT \ DICE ROLL | 1,2,3 | 4,5,6 | 7,8,9 | 10,11 | 12 |
|---|---|---|---|---|---|
| NONE | 25 | 30 | 35 | 40 | 50 |
| ONE | 60 | 70 | 80 | 90 | 100 |
| TWO | 125 | 150 | 175 | 200 | 250 |

**100 BONUS** if player LANDS ON own mine
**50 BONUS** if opponent LANDS ON your mine



(2) DRILL REPORT

Production is limited without a **DRILL REPORT**, but greatly increases when a player owns **one**, or **both**, of the corresponding **DRILL REPORT**s.

# BULLION MARKET

As players accumulate gold bullion from their mines in their virtual vault it must be sold to the Bank to raise capital. The most popular way is through the **BULLION MARKET**, and there are (**3**) **BULLION MARKET** squares around the board. There are also some **BULLION MARKET** cards in the **RISK** deck that allows players to broker bullion sales. Bullion Market sales will always result in a fall of the **GOLDFIX**, normally by -**$100**.



RISK Cards - Fixed commission and fixed GOLDFIX drop

All **BULLION MARKET**s are Broker plays, denoted by the **B**, and the landing player brokers the bullion sale for all players, with the selling player paying the commission to the broker. On the (**2**) **BULLION MARKET** board squares the broker sets the commission between **0%** and **20%**. Should a player decide **not** to sell Bullion for any other player he will choose **0%** (**self-broker mode**). The final **BULLION MARKET** square is the **GOLDFIX** **corner square**. This allows a player to corner the market, with a **self-broker 0%**, since the only alternate a fixed **25%** commission, and a fall in the **GOLDFIX** of -**$200**, not $100. The **RISK** cards all show a fixed commission rate and associated **GOLDFIX** drop.

As with the auctions these rules can be adjusted, provided all players agree before starting the game.

**LEVEL A** – As above, **including** the **self-broker 0%** mode (refusal to sell for others).

**LEVEL B** – As above but **excluding** the self-broker 0% mode.

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### E-Z PLAY OPTION

Fix all negotiable commissions at **10%** (**not 0%-20%**), on the (**2**) board squares. This will exclude the **GOLDFIX** corner square, fixed at **25%**, and the **RISK** cards, which are fixed as shown on each card.

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# BANKING

*BANK* (*START*), Annual, Discount and Overdraft Loans, Loan Interest and Bankruptcy.

To begin the game every player receives a **$500M CASH** loan, and (**2**) **$250M** *LOAN NOTE*s from the Bank.  Players pay a variable **INTEREST** rate on all *LOAN NOTE*s every time they **land on / pass** the **Bank (Start)**, until repaid in full.



**ANNUAL LOAN**/**DISCOUNT LOAN**: Available when a player *passes / $250M Annual Loan* or *lands on / $260M Discount Loan* the **BANK** (Start) square. Players can **choose** to take a loan, and receive cash from the Bank, but it comes with another $250M *LOAN NOTE*.

**OVERDRAFT LOAN**: Players can make almost any financial decision, even without enough cash. If a player cannot pay taxes, bid at auction or purchase a headgear he can do so anyway.  Whenever *any* transaction occurs that a player does not have enough cash in his account for he can draw one (**1**) (or more) **$230M Overdraft Loan** (**$250M** less **$20M overdraft fee**), and the player gets another (**1**) (or more) **$250M** *LOAN NOTE*.

**Game Play:** On their turn *before* they roll the dice a player can **repay** any number of $250M *LOAN NOTE* to the **Bank** from their cash account.

**BANKRUPT**:
The maximum number of *LOAN NOTE*s any player may accumulate is **(6)**.  If a player acc accumulates (**7**) or more he is declared **BANKRUPT** and exits the game.



**Notes on Banking** (the small print)

Interest must be paid before any new loan is approved.  If a player does *not* have enough cash to pay the annual interest he must first take a **$230M OVERDRAFT LOAN**.

It is permissible for players to take a loan at the Bank, and then repay that loan **BEFORE** passing the Bank again, thereby effectively getting an *interest free loan* !!

# TAXES

*TAX BUDGET DAY*: When a player *lands on* the this square the tax rate for everyone changes.  The game starts at **LOW**, and when a player *lands on* this square the rate moves to **HIGH**, switching back to **LOW** when the next player *lands on* this square.  This repeats throughout the game but **passing** this square does *not* change the Tax rate.



Taxes are payable to the Bank, and vary with the two Tax Rates, *HIGH* or *LOW*;



**BULLION TAX**: Tax is only paid on **GOLD BULLION** in player's virtual vault.

*TAX RATE – HIGH* : **10%** of GOLDFIX value (gold bullion in vault x current GOLDFIX),
*TAX RATE – LOW* :  **5%** of GOLDFIX value (gold bullion in vault x current GOLDFIX).

**CORPORATION TAX**: Tax paid on all other assets (excluding bullion) that a player owns,
*NET CASH , MINE LEASE, DRILL REPORT* and *HEADGEAR* .
*NET CASH* is Cash in Bank Account minus *LOAN* s. Players start game with $500M
in the Bank, and 2 x $250M *LOAN NOTE* s, so net cash is $500M - $500M = **$0M**.
**NOTE**: If *NET CASH* is negative then 0 is applied to the cash part of taxes payable.

*TAX RATE – HIGH* :
**10%** *NET CASH* , + **10%** of all *MINE LEASE* , *DRILL REPORT* and *HEADGEAR* valuations.

*TAX RATE – LOW* :
**5%** *NET CASH* , + **5%** of all *MINE LEASE* , *DRILL REPORT* and *HEADGEAR* valuations.

# GAMEPLAY DETAILS

Goldfix is a turn-based game, with players rolling dice to determine their movement around the perimeter of the board.

**DICE ROLL:** (2) dice are rolled, but players have the option to use the result from only one of either dice, or a combination of both dice. **Example:** A player throws both (**3**), and (**5**), he could move either, (**3**), (**5**) or their combined total of (**8**).

On a player's turn he may do any, or all, of these selections, in this order of play:
1) **Buy / sell / trade** any assets or bullion, with any other players, but *not* the Bank. Players low on Cash can still purchase these assets or bullion using a **$230M OVERDRAFT LOAN(s)**, but each one comes with a **$250M** *LOAN NOTE*.
2) Liquidate/Sell any unwanted assets, mine related or bullion, directly to the Bank **LESS -50%.** (Note that *GOLDFIX* does *not* fall **$100** on Liquidation bullion sales).
3) Repay *LOAN NOTE*(s) to the Bank, at **$250M** each.
4) Purchase *HEADGEAR*(s) for any mine(s) the player owns the *MINE LEASE* card for. **Limit** is **(1)** *HEADGEAR* per *MINE LEASE*.
5) Play any combination of *RISK* **/ HOLD** cards you might have.
6) Roll Dice and move around the board perimeter as detailed above in **DICE ROLL** and follow any associated actions including any *RISK* card you might draw.
7) If appropriate, acquire Gold Bullion from the Bank based on the **BULLION PRODUCTION TABLE** - the dice roll and number of *DRILL REPORT*s owned.

> **NOTE!!:** Apply the rules of the square a player passes / lands on strictly in **order of play**, particularly when using the **DASHBOARD** to accurately track your cash, assets and bullion. **Example:** Player owns **50 kOz** of bullion and is on *EAGLE* , he also owns *FOX* and rolls (**4**), landing on the *BULLION MARKET* . Firstly, he collects **30 kOz** from *FOX* , but must now immediately **pay BULLION TAX** on the total, (**50**) + (**30**) = (**80**) kOz, **before** selling his gold at the *BULLION MARKET,* because *FOX* is **before** the *BULLION TAX* square.
>
> If he owned *GRIZZLY* (not *FOX* ), and threw a (**5**), he would still collect another **30 kOz** and an additional **100 kOz BONUS**, but only pay *BULLION TAX* on the original **50 kOz,** because *GRIZZLY* is *after* the *BULLION TAX* square.

Players may *not* do the following during their turn,
a) Take a **NORMAL / DISCOUNT LOAN** of **$250M / $260M,** the **only** exception to this is if you land on or pass the *BANK* square (see 6 above).
b) Buy or sell gold bullion with the bank **without** a *RISK* **/ FLASH SALE** or *RISK* **/ BULLION BROKER** card, unless it's a **-50%** Liquidation Sale (see 2 above).

# MERCHANT BANK

Players who **land on** this square, or draw a *RISK* **MERCHANT BANK** card, have a unique opportunity to try and take over any **single** mine property assets (*not* bullion) from other players. The player nominates any mine property they want to acquire the assets for that is currently **in play**. It's possible that all mine assets are held by more than one player, the takeover attempt is **against the mine**, *not* a player(s)!

Any player attempting a takeover bid must first nominate the target mine property and pay the bank a **$10M** fee. The player rolls *both* dice again, and the **red dice** determines if the takeover bid is successful, and how much it will cost. If both dice rolled are **equal** the takeover bid has **failed**, see table below. **No refunds** for a **failed** takeover bid.

| BLACK DICE | RED DICE | RESULT | ASSET COST |
|---|---|---|---|
| = | = | Takeover **FAIL** | |
| | 1 - 3 | Takeover **FAIL** | |
| | 4 | Takeover **SUCCESSFUL** | 2 x  current GOLDFIX asset value |
| | 5 | Takeover **SUCCESSFUL** | 1 x  current GOLDFIX asset value |
| | 6 | Takeover **SUCCESSFUL** | 0.5 x current GOLDFIX asset value |

| MERCHANT BANK TAKEOVER BID | RED DICE | $M |
|---|---|---|
| MINE LEASE (ML) ONLY | 4 | 70 |
| ML + HEADGEAR (HG) | | 770 |
| (1) DRILL REPORT (DR) | | 40 |
| ML + HG + (2) DR | | 850 |

**IMPORTANT!!** Once the attempt of a takeover is made the decision of the dice roll is **final**, even at **2 x** (*twice* the current *GOLDFIX* value). Players who risk losing mine assets (**red 4, 5, 6**) can challenge a takeover bid with a counter-takeover bid, by first paying the Bank a **$10M** fee, and rolling the **black dice**. If the **black dice** *equals* the **red dice** the takeover has failed. **OVERDRAFT LOAN(**s) are available for mine takeovers if required.

> **Example:** The landing player selects **ALPACA**, and the current *GOLDFIX* is **$1,200**.
> *Player #1* owns the Alpaca **MINE LEASE** and **HEADGEAR**, *Player #2* owns one Alpaca **DRILL REPORT**, and *Player #3* owns the other Alpaca **DRILL REPORT**. After paying the **$10M** fee landing player rolls a (**4**) on the **red dice**, which is a successful takeover at **2 x**.
>
> In this example the landing player must now pay *Player #1* : **2 x** $35M (**MINE LEASE**) = $70M, and **2 x** $350M (**HEADGEAR**) = $700M, for a total of **$770M,** and must also pay **both** *Players #2* and *#3* **2 x** $20M (**DRILL REPORT**) = $40M **each**.
>
> **DASHBOARD** table above shows the totals for a single player owning up to all (**4**) assets.

# RISK



Players landing on this square have the option to draw a **RISK** card. This is a deck of (**36**) business scenario **RISK** cards, some to your advantage, while others carry a penalty. Each player has the option to decide if they will draw a **RISK** card or pass.

When a player lands on the **RISK** square if another player(s) is still on the square the last arriving player has the option to immediately reshuffle the **RISK** card deck. This reshuffle is made before that player decides whether he will draw his own **RISK** card. This could mean consecutive shuffles if (**3**) players land on a **RISK** square one after another.

Most **RISK** cards require immediate decisions, often denoted by a **YES / NO** question shown on the card. Other **RISK** cards, clearly marked **HOLD,** are placed face-up in front of you for future use. All **RISK** cards are returned to the bottom of the **RISK** deck immediately after use, including **HOLD** cards.



# LIQUIDATION

**LIQUIDATION** sales can be made any time during a player's normal turn, with the Bank only paying **-50%** of the current GOLDFIX value of any mine related or bullion assets.

These (**2**) **RISK** cards allow the holder to complete a **LIQUIDATION** sale, of mine assets or bullion, to the Bank for only **-25%** discount of the current GOLDFIX value.
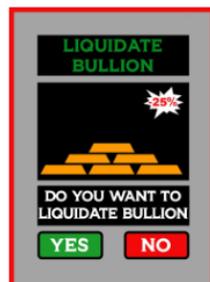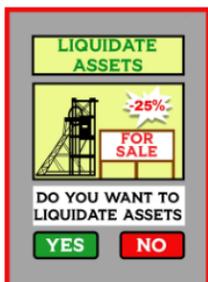


**REMINDER:** Whenever bullion is sold to the Bank in a **LIQUIDATION** Sale the **GOLDFIX** does **not** drop $100/$200.

# E-Z PLAY OPTIONS

There are several options to help simplify the game, allowing younger players to grow into the game, and/or reduce playing time. Any combination of these options can easily be adopted depending on the skill levels, time available and player interest.

## QUICKSTART

Before the game commences all players are dealt (**1**) *MINE LEASE* and receive the matching *HEADGEAR* for a total cost of **$275M**. This allows everyone to immediately start generating *GOLD BULLION*, and quickly receive income from bullion sales.

## AUCTIONS / SALES

**LEVEL EZ1** – The number of bid lots **equals** the number of players, eg (**6**) players – (**6**) lots, (**3**) players – (**3**) lots. Each player may only win a **single bid**, guaranteeing every player will get one asset from the auction.

**LEVEL EZ2** – This is not a true auction, but every time any players lands on an auction square every player who wants an asset is **dealt (1) card**, either *ML* or *DR*, and pays the **minimum** bid price.

**DRILL REPORT OPTION** - Since there are (**2**) Drill Reports for every Mine Lease players can agree to **double** the number of **DRILL REPORT**s at every auction, which will speed up their distribution in the game.

## BULLION BROKER COMMISSIONS

Fix all negotiable commissions at **10%** (not 0%-20%), on the (**2**) board squares. This will exclude the **GOLDFIX** corner square, fixed at **25%**, and the *RISK* cards, which are fixed as shown on each card.

## MISCELLANEOUS

**WINNER:** The winner is the first player to accumulate **$1,000M ($1B)** cash in the Bank, and repay all *LOAN NOTE*s. Consider adjusting this amount to reduce playing time, but keeping the requirement to repay all *LOAN NOTE*s.

**TIME / CIRCUIT LIMIT:** Before starting the game, pre-set an agreed time / circuit limit to end the game. The winner is easily shown on the DASHBOARD ranking table based on (**CASH + MINE ASSETS + BULLION – # *LOAN NOTE* x 250**).

# GOLDFIX
## THE ULTIMATE GAME OF SPECULATION

## DASHBOARD [3] [4]

[1] GOLDFIX $1,000  — 100 / 100

[2] MINE LEASE AUCTION $M (MINIMUM BID) — M L 25
DRILL REPORT AUCTI $M (MINIMUM BID) — D R 10

[5] WINNER $1,000M = $1B
LIQUIDATION VALUE $M (BEFORE -% DISCOUNT) 334

[6] $1,000 M

[7] TAX — LOW — CHN — 334

[8]

[36] RESET GAME  [37] QUICKSTART

### BANK / BULLION / ASSETS / TAX — Player Dashboard

| NAME | [9] NET WORTH (CASH+ASSETS+BU) | [10] BANK ACCOUNT | [11] NORMAL $M | [12] DISCOUNT $260 | [13] PAY INTE $M | [14] REPAY $250M | [15] ACCOUNT $M | [16] # LOAN NO | [17] NET CASH $M |
|---|---|---|---|---|---|---|---|---|---|
| Alf | 300 | 2 | BOR | BOR | PAY | PAY | 400 | 1 | 150 |
| Bryan | 85 | 5 | BOR | BOR | PAY | PAY | 385 | 2 | (115) |
| Chris | (109) | 6 | BOR | BOR | PAY | PAY | 556 | 3 | (194) |
| Don | 347 | 1 | BOR | BOR | PAY | PAY | 247 | 0 | 247 |
| Elaine | 275 | 3 | BOR | BOR | PAY | PAY | 500 | 2 | 0 |
| Fred | (40) | 4 | BOR | BOR | PAY | PAY | 895 | 4 | (105) |

| NAME | [18] ANNUAL BULLION PRODUCTION | [19] ADD TO VAULT | [20] TOTAL BULLION IN VAULT | [21] SELECT % VAULT BULLION TO SELL | [22] PAY TO MINE LESS COMMISSI | [23] BULLION BROK COMMISSION $ | [24] SELL BULLION | [25] LIQUIDATE BULLION |
|---|---|---|---|---|---|---|---|---|
| Alf |  | ADD | 150 | 25% | 36 | 4 | SELL | LIQ / LIQ |
| Bryan |  | ADD | 200 | 50% | 90 | 10 |  | LIQ / LIQ |
| Chris | 100 | ADD | 85 | 75% | 59 | 7 |  | LIQ / LIQ |
| Don |  | ADD | 100 | 100% | 90 | 10 |  | LIQ / LIQ |
| Elaine |  | ADD | 275 | 0% | 0 | 0 |  | LIQ / LIQ |
| Fred |  | ADD | 65 | 50% | 32 | 4 |  | LIQ / LIQ |

| NAME | [26] MINE LEASE / DR REPORT AUCTI | [27] AUCTION BROK COMMISSION $ | [28] PURCHASE MINE LE DRILL REPORT | [29] # MINE LE | [30] PURCHASE HEADG # HEADGEAR | [31] # DRILL REPORT |
|---|---|---|---|---|---|---|
| Alf |  | 0 |  |  | BUY |  |
| Bryan | BUY | 0 |  |  | BUY |  |
| Chris |  | 0 |  |  | BUY |  |
| Don |  | 0 | BUY |  | BUY |  |
| Elaine |  | 0 |  |  | BUY |  |
| Fred |  | 0 |  |  | BUY |  |

### TAX [5][6]

| NAME | [32] ANNUAL TAX BULLION TAX $M | [33] CORPORATION $M / PAY TAX NOW | [34] RISK INTERIM TAX 20% BULLION TAX $M / PAY TAX NOW | [35] 20% CORPORATION TAX $M / PAY TAX NOW |
|---|---|---|---|---|
| Alf | 15 | 15 / PAY | 30 / PAY | 0 / PAY |
| Bryan | 20 | 0 / PAY | 40 / PAY | 0 / PAY |
| Chris | 9 | 0 / PAY | 17 / PAY | 0 / PAY |
| Don | 10 | 25 / PAY | 20 / PAY | 0 / PAY |
| Elaine | 28 | 0 / PAY | 55 / PAY | 0 / PAY |
| Fred | 7 | 0 / PAY | 13 / PAY | 0 / PAY |

BULLION MARKET % COMMISSION RATE 10%
PURCHASE HEADGEAR $M 250

[38] BULLION $M 0 — TOTAL — -25% — -50% — 0%

[39] MERCHANT BANK TAKEOVER BID

| RED DICE ROLL | $M |
|---|---|
| MINE LEASE (ML) ONLY | 0 |
| ML + HEADGEAR (HG) | 0 |
| ML + HG + (1) DRILL REPORT | 0 |
| ML + HG + (2) DRILL REPORT | 0 |

[40] BROKER — Bryan
BROKER COMMISSION 0 / 34

[41][42] LIQUIDATE ASSETS

| LIQUIDATE ASSETS | -25% | -50% | -75% |
|---|---|---|---|
| MINE LEASE (ML) ONLY | 19 | 13 | 6 |
| ML + HEADGEAR (HG) | 206 | 138 | 69 |
| ML + HG + (1) DR | 214 | 143 | 71 |
| ML + HG + (2) DR | 221 | 148 | 74 |

[43] SELL FROM / TO
BULLION — ML — HG — DR(DEBT) — MB
$M
[44] BUY

### [45] LEGEND

- MANUAL INPUT ROD
- AUTOMATIC CALC
- DROP DOWN
- COMMAND
- FOR INFO ONLY

### [46] BULLION PRODUCTION

| DICE ROLL | 1,2,3 | 4,5,6 | 7,8,9 | 10,11 | 12 |
|---|---|---|---|---|---|
| kOz ('000 Ounces) per year | 25 | 30 | 35 | 40 | 50 |
| DRILL REPORT — NONE | 25 | 30 | 35 | 40 | 50 |
| ONE | 60 | 70 | 80 | 90 | 100 |
| TWO | 125 | 150 | 175 | 200 | 250 |

100 BONUS if player LANDS ON own mine
50 BONUS if opponent LANDS ON your mine

ADD NAME

[1] See legend on Appendix A2

# DASHBOARD

# GOLDFIX
## THE ULTIMATE GAME OF SPECULATION

| # | DASHBOARD ID | DETAILED DESCRIPTION |
|---|---|---|
| 1 | GOLDFIX | Manually adjust **+$100/-$100** as required; *GOLDFIX +$100* square / *RISK* card |
| | | Deducts -$100 automatically on Sell Bullion **[24]** |
| 2 | MINE ASSET AUCTION | Minimum Bids for *MINE LEASE (ML)* / *DRILL REPORT (DR)* - buy at **[28]** |
| | | Use radio button/check box to set asset when buying at **[26] [28]** |
| 3 | BULLION MARKET BROKER RATE | Drop Down - **0%, 10%, 15%, 20%, 25%** to set bullion broker commission **[23] [24]** |
| 4 | PURCHASE HEADGEAR | Purchase price of *HEADGEAR* - buy at **[30]** |
| 5 | DEFAULT WINNER TOTAL | Default winner **$1,000M ($1B)** - adjust if required at **[6]** |
| 6 | CUSTOM MANUAL WINNER TOTAL | Adjust custom winner total if different than **[5]** |
| 7 | TAX TABLE | Shows current TAX rate, **[CHN]** will switch if player lands on *TAX BUDGET DAY* |
| | | square or draws *RISK / TAX BUDGET DAY* card |
| 8 | LIQUIDATION BULLION VALUE | Value of **[21]** before **[LIQ]**uidation sales **[25]** |
| 9 | NET WORTH | Total value of **(CASH + ASSETS + BULLION) - (# LOAN NOTE x 250)** |
| 10 | BANK ACCOUNT # | Ranking in game by **NET WORTH [9]** |
| 11 | NORMAL LOAN $250M | **[BOR]** a NORMAL $250M Loan when **passing** *START / BANK* square |
| 12 | DISCOUNT LOAN $260M | **[BOR]** a DISCOUNT $260M Loan when **landing on** *START / BANK* square |
| 13 | PAY INTEREST $M | **[PAY]** Loan Interest when **passing / landing on** START / BANK square |
| 14 | REPAY $250M | **[PAY]** to **Repay $250M** Loan Note to Bank |
| 15 | ACCOUNT $M | Total **CASH** available in current Bank Account |
| 16 | # LOAN NOTE | Total **# of Loan Notes** assigned to your Bank Account |
| 17 | NET CASH $M | **ACCOUNT [15] - (# LOAN NOTE x 250) [16]** |
| 18 | ANNUAL BULLION PRODUCTION | Add annual bullion production from moving around playing board **[46]** |
| 19 | ADD TO VAULT | **[ADD]** to move **[18]** to bullion vault **[20]** for sale at **[24]** |
| 20 | TOTAL BULLION IN VAULT | Total accumulated bullion available for sale at **[24]** |
| 21 | SELECT % VAULT BULLION TO SELL | Drop Down - **0%, 25%, 50%, 75%, 100%** of **[20]** for sale at **[24]** |
| 22 | PAY TO MINE $M | Total Mine will be paid at **[24]** to **[15]**, less broker commission **[23]** |
| 23 | BULLION BROKER COMMISSION $M | Variable commission **[3]** paid to Broker **[40]** at **[24]** |
| 24 | SELL BULLION | **[SELL] [21]** bullion, pay mine **[22]**, broker **[40]** commission **[23]**, reduce *GOLDFIX* **[1]** |
| 25 | LIQUIDATE BULLION -50% | **[LIQ]**uidate to sell directly to the Bank less **-50% [20][21]** |
| | LIQUIDATE BULLION -25% | **[LIQ]**uidate to sell directly to the Bank less **-25% [20][21]** |
| 26 | MINE LEASE / DRILL REPORT AUCTION | Add each player's winning bid(s), see minimum bid **[2]** |
| 27 | ASSET AUCTION BROKER COMMISSION | Total of fixed **10% Auction** commissions paid to Broker **[28] [42]** |
| 28 | PURCHASE MINE LEASE / DRILL REPORT | **[BUY]** deducts winning bids from player, pays broker **[40]** commission **[43]** |
| 29 | # MINE LEASE | Update when players buy/sell *MINE LEASE* to track assets |
| 30 | PURCHASE HEADGEAR | **[BUY]** *HEADGEAR*, for purchase price see **[4]** |
| | # HEADGEAR | Add +1 to Headgear count - # cannot exceed # Mine Lease **[28]** |
| 31 | # DRILL REPORT | Update when players buy/sell *DRILL REPORT* to track assets |
| 32 | ANNUAL BULLION TAX | Current *Bullion Tax* (varies with High/Low) |
| | PAY TAX NOW | **[PAY]** tax when **passing / landing on** BULLION TAX square |
| 33 | ANNUAL CORPORATION TAX | Current *Corporation Tax* (varies with High/Low) |
| | PAY TAX NOW | **[PAY]** tax when **passing / landing on** CORPORATION TAX square |
| 34 | RISK INTERIM 20% BULLION TAX | Current *RISK Interim 20% Bullion Tax* |
| | PAY TAX NOW | **[PAY]** tax when drawing *RISK Interim Bullion Tax* card |
| 35 | INTERIM 20% CORPORATION TAX | Current *RISK Interim 20% Corporation Tax* |
| | PAY TAX NOW | **[PAY]** tax when drawing *RISK Interim Corporation Tax* card |
| 36 | RESET GAME | **[RESET]** Clears database to start a new regular game |
| 37 | QUICKSTART | **[QUICKSTART]** adds **1ML/1HG** to all players and deducts **$275M** for quickstart game |
| 38 | BULLION DISCOUNT CALCULATOR | Input bullion to show discount bullion value, transaction at **[44]** |
| 39 | MERCHANT BANK TAKEOVER | Drop Down - **DICE ROLL** to show *Takeover costs*, transaction at **[44]** |
| 40 | BROKER | Drop Down - **Broker** player list: Asset Auction **[28] [43]**, Bullion Market **[24] [41]** |
| 41 | BULLION BROKER TOTAL COMMISSION | Total Bullion Market Broker Commission paid to **[40]** |
| 42 | LIQUIDATE ASSETS | Liquidation costs of mine assets at current *GOLDFIX*, transaction at **[44]** |
| 43 | ASSET BROKER TOTAL COMMISSION | Total Asset Broker Commission paid to **[40]** |
| 44 | PLAYER / PLAYER TRANSACTION PLAYER / BANK TRANSACTION | **[BUY]** to complete all special player / player and player / bank buy / sell transactions |
| | | Manual input requires # in at least **one** of six fields; *BULLION; MINE LEASE*; |
| | | *HEADGEAR; DRILL REPORT; LOAN NOTE; MERCHANT BANK FEE - ($10M)* |
| | | Drop Down - **Seller / Buyer**.      BANK is Buyer for $10M Merchant Bank fee |
| 45 | LEGEND | **DASHBOARD** legend |
| 46 | BULLION PRODUCTION TABLE | Gold bullion production from moving around the board for annual input **[18]** |

| [ACTION BUTTON] | MANUAL INPUT | DROP DOWN | FOR INFO ONLY |
|---|---|---|---|

**Available in MS Excel or Google Sheets format from goldfix@kandigames90.com**