

Earn money, stay solvent, grow your company and manage risk & return

Fundz for Fun

Fundz for Fun

- Summary
- Game features
- How to play
- Distinct advantage
- Progress report
- Experiences gained



Summary

Distinctiveness of game from others

Comprehensive coverage of financial concepts

Extensive brainstorming of ideas

Fundz for Fun Simplifying the game for added fun

Summary

- Board game for 1 up to 6 players
- Cash cards, stock trading, merger & acquisiton
- Aims to help improve financial literacy
- Gameplay designed with fun and simplicity in mind



Bonds

 Ease your financing burden by purchasing a bond which gives you coupon payments each time you pass by 'Start' grid

Merger & acquisition

- If you choose to merge with or acquire another listed company, go to the bank
- You will need to fulfill certain requirements for this to work

Stocks

- Collect dividends every time you pass by 'Start' grid
- Buy and sell shares with information from News Flash cards

Cash cards

- Take a 'Cash card' each time you stop on that grid
- Earn cash when you answer the question correctly

Risk & return

- Take a 'Risk' card each time you step on that grid
- If you're lucky, collect cash. Otherwise, pay to the banker

- Roll dice
- Answer questions to earn cash
- List companies to earn more cash
- Buy bonds on the way



Outer Lane

•Players take turns to roll the dice

•Players move along the outer lane according to the dice number





New Financial Year. Collect dividends and bond coupon payments



Roll dice
If number is even, collect number*\$1000
If number is odd, pay number*\$1000



Take a 'Risk' card Depending on your luck, you collect or pay money



Require financing? Take a loan when you're at this square



Collect extra dividend payments



Pay fees of \$500 for each counter you own.



Pay fees of \$1000 for each counter you own.



No trading is allowed until you pass START.



Take a 'Insurance' card. This card, when used, negates all negative effects until you pass 'Start'.



Do your IPO, M&A work here



Safe Zone: Negates all (positive + negative) effects against you



Option to force players to sell to you their shares



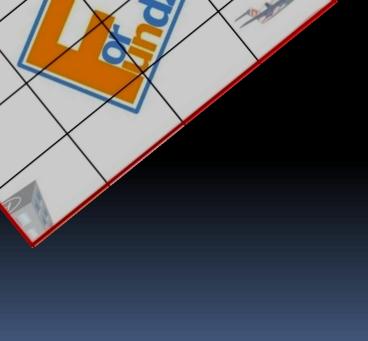
Chance to earn cash from answering questions correctly

Inner Plot

•4 X 4 plot of squares

•Empty spaces where players can choose to put their companies in.

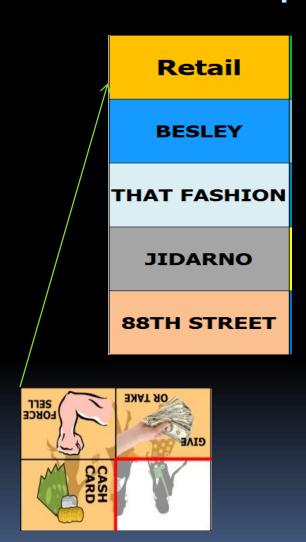
•First person who invests in a company has the choice to locate his or her company in any of the squares.



Companies in the Game

Retail	Growth	Transport	Property
BESLEY	ВКК & СО	SMAT	MAPLELEAF
THAT FASHION	LINUS	MIA	WING SAI
JIDARNO	HIFUX	SAS	ALLRED
88TH STREET	MANBIO	MSC	MOONTEC

Retail companies



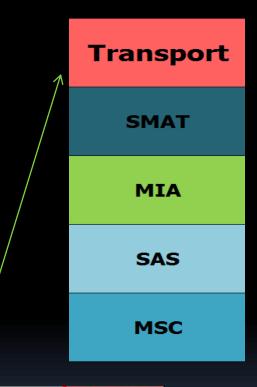
- Affected by inflation and consumer spending
- Benefit more from Mergers and Acquisitions

Property Companies



- Affected by interest rates hikes and economy out look
- •Generate interest income on top of dividends

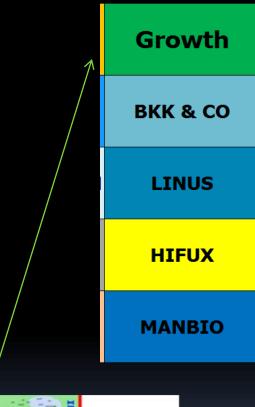
Transport Companies



- Defensive in nature
- Affected by rising fuel prices
- •Returns and dividends are stable



Growth companies



- Generate good earnings over time
- Expensive to invest in
- •Dividends may fluctuate



Companies

- Players invest in different companiesPlayers will
- obtain company card to be place on board



Pre-IPO

- Players invest in different companies
- •There is a minimum investment amount
- •Investments are represented by counters; 1 counter = 1 lot = 1000 shares
- •Max = 10 counters for Pre IPO
- •Different companies require different level of investments
- When a company is "fully invested", it is eligible for listing





IPO Stage

- Players need to visit a bank to purchase an IPO Card
- The IPO Card allows player to list their companies and earn dividends
- Anyone can purchase the card, but it must be executed by the majority shareholder

IPO

Pay \$25,000 to list your company

Maximum number of counters on company is increased to 20

Post IPO

- When a company is listed, it gives dividends to the shareholders
- Amount depends on the number of counters owned
- Depending on the Industry, there may be other benefits
- Once listed, players are free to trade the company shares in the respective colored regions.





Stock Prices

 Track fluctuating stock prices on the small whiteboard provided







	Fundz for Fun	Competitor X
Objective of game	Clear	Unknown
Visual appeal	Yes	No
Integration of game concepts	Diversified	Focused
Game simplicity	Roll dice and go	Confusing
Ease of understanding	Quick start guide	Lengthy manual

Merger and Acquisitions Demonstration

Merger

- The player initiating the merger must purchase a Merger card.
- Both companies must be:
 - In the same industry
 - Situated vertically or horizontally to next to each other on the board
- The majority shareholders of both companies must agree to the merger.

Merger

88th Street can merge with Besley as they are:

- ✓ In the same industry
- ✓ Horizontally or vertically next to each other



Besley cannot merge with Allred as they are ✓ In different industry

Merger

 Merger card is placed across the tiles of both companies to signify that they have merged

 Share price of the merged companies will be the average of the companies' current market

share price



Acquisitions

- The 2 companies must
 - Come from different industries
 - Situated vertically or horizontally next to each other
- The player initiating the acquisition must:
 - Purchase an Acquisition card
 - Be a majority shareholder
- Similar to how a merger works



What players can learn

- Trade-off between risk and return.
- Financial literacy in stock market, bonds.
- Fundamentals of venture capital financing, merger & acquisition in companies.





Wei Xiang:

- Lead game designer
- Produced the game logo, poster, board etc
- Ideas contributor
- Game tester



Bryan:

- Board game programmer
- Resource provider (printer, hardware)
- Decision maker for ideas contributed
- Ideas contributor
- Game tester



Edward:

- Lead presentation designer
- Photo slideshow programmer
- Lead photogapher
- Website programmer
- Game balancer, advisor
- Ideas contributor
- Game tester



Yi Pang:

- Game marketer, packaging
- Game advisor
- Game guide producer
- Ideas contributor
- Game tester



Lay San:

- Resource allocator
- Game package designer
- Game advisor
- Ideas contributor
- Game tester



Experiences gained

- Better understanding of CFAS topics
- Importance of team work
- Project is not all work and no play
- Game design must be fun yet professional