

The Gilded Age

Business Simulation Project

Create a name for your business:

Design a logo for your business:

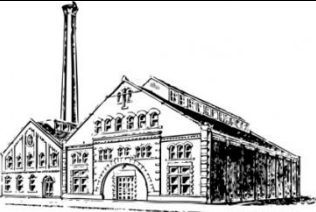

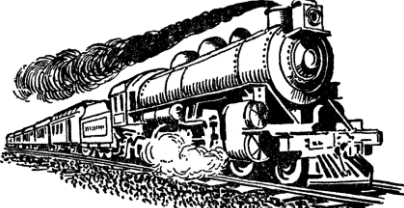
What product you going to produce with your business?

Your Name(s):

Terms and Conditions of the Game

Asset – anything you own, also called **capital**. This includes:

- **Liquid Assets** – money (like cash) that you are able to spend right away. You will begin the game with **\$100,000** in liquid assets to help you set up your business and start producing.
- **Fixed Assets** – other investments that you have bought, but cannot be spent in their current form. This would include things like land, factories, mines, railroads, machinery, etc. Throughout the game, you will be able to invest in additional fixed assets (see below), as well as other opportunities you are presented with. *Fixed assets you invest in along the way are recorded on a special list, to help track the total value of your business.*

Capital Investments (Maximum of <u>5</u> Per Round)	
	<p>Factories – each factory you buy will cost you \$60,000. You can employ <u>up to ten (10) workers</u> – skilled or unskilled – <u>at each factory</u>. There is no limit to the number of factories you can own, as long as you can afford to buy and operate them.</p>
	<p>Mines – each mine you buy will cost you \$80,000. Mines supply the materials you need for your factories to produce your products. If you don't own a mine, you have to purchase the raw materials. Each mine you own reduces your raw materials cost by \$1,000 per factory. You can own up to three (3) mines.</p>
	<p>Railroad Lines – each railroad line you buy will cost you \$100,000. You need to transport your products from your factories to your customers who buy them. If you don't own a railroad line, you have to pay one to transport your goods. Each railroad line you own reduces your transportation costs by \$1,000 per factory. You can own up to two (2) railroad lines.</p>

Costs – anything that you have to pay for out of your income. Whatever is left over is your **profit**.

- **Raw Materials** – this is the “stuff” that your products are made out of. Because you will not own any mines at the start of the game, you will have to pay **\$3,000 per factory** for raw materials each round.
- **Transportation** – if you can't get your products to your customers, you can't sell them and get paid. Because you will not own any railroad lines at the start of the game, you will have to pay **\$2,000 per factory** for transportation each round.
- **Expense** – this is anything else you spend your liquid assets on during a round. This would include buying factories/mines/railroad lines, and anything else you may have the opportunity to buy along the way.

Labor – you need workers to work in your factories to produce your products. Without labor, nothing happens.

- **Skilled labor** – these workers are experienced and trained. Because of this, they will cost you **\$400** and produce 1000 units of your product each round.
- **Unskilled labor** – these workers are cheap, but less productive because they lack skills. They will cost you only **\$200** but only produce 500 units of your product each round.

Products – the stuff you actually produce to sell. At the start of the game, each unit you produce is sold for **\$3**. This price may fluctuate (go up and/or down) as the game goes on, depending on outside forces.