

The Ja100 RaRo Trading Game

General Information

The game is played by around 8 teams consisting of 4 to 5 RaRo each. The game has 10 rounds, each lasting for 10 minutes. The aim of the game is to earn as much money as possible. This is accomplished by producing different food items. There are:

- Italian pasta,
- Hungarian gulyás
- and Austrian schnitzel.

Each of them can be produced in 5 varieties:

- salty,
- sweet,
- sour,
- spicy,
- fatty

This means that there a total of $3 \times 5 = 15$ food items that can be produced.

To produce a food item, the team needs three things:

1. Kitchen: There are 5 different kitchen types of different sizes. The larger the size, the faster food items can be produced. The kitchen types are:
 - snack stand (size 1),
 - cantina (size 2),
 - pub (size 3),
 - restaurant (size 4)
 - and fine dining (size 5).

Once you have bought a kitchen, you can use it as many times as you want, but only for one recipe at a time.

Example: If you have a pub producing spicy schnitzel and, in addition, want to produce salty gulyás, you need to buy another kitchen.

2. Recipe: There are 15 different food items that can be produced. In order to produce one of them, you need to buy a recipe at the recipe shop. The recipes have different production speeds (1, 2 or 3): some dishes take longer to prepare than others.

Once you have bought a recipe, you can use it for as many kitchens as you like.

Example: If you have the recipe for fatty pasta, a cantina and a restaurant, you can make fatty pasta in both kitchens at the same time. You don't need to buy a second recipe.

3. License: This is a license from the Safety & Health Inspection Team (SHIT). There is only one type of license, and you need to get a new one for every production process you start.

Once a team has obtained a kitchen, a recipe and a license, they can go to the production counter and start producing their food item. The license card is instantly "used up" and will not be returned to the team – they have to get a new one if they want to start another production. The kitchen card is also handed over to the book keeper, but will be returned to the team once they stop that production and collect the produced food items. The recipe that is used only needs to be shown to the book keeper, it can instantly be used for another production.

The number of produced food items is calculated by multiplying the recipe speed, the kitchen size and the number of production rounds.

Produced food items can then be sold at the market place, yielding money for the team. The prices for the different food varieties change according to how much of that particular item have already been sold. This should encourage teams to produce more "exotic" varieties. Using two different recipes, the teams can go to the Food Wizard to "cross" or "combine" them into new varieties.

Teams

Each team consists of 4 to 5 people. The members will be selected randomly, but should ideally consist of a mix of Hungarians, Italians and Austrians. Each team has a number, but will also be given a bit of time before the start of the game to choose a team name. The members of a team can split up as they wish and do not have to stay together. Each team starts with 1200 Kronen (the currency in use 100 years ago).

Stations

Auction House **GABÓR**

This is where kitchens can be bought in an auction. There are auctions only in the rounds 1, 3, 5 and 7. In each round, the following kitchens are sold:

Number sold per round	Kitchen type	Starting price	Avg. price
3	snack stand (size 1)	50 K	100 K
3	cantina (size 2)	100 K	200 K
2	pub (size 3)	150 K	300 K
2	restaurant (size 4)	200 K	400 K
2	fine dining (size 5)	250 K	500 K

The average price is only a guideline. The auctions should be performed as quickly as possible. Remember: you have to sell all 12 kitchens in 10 minutes, that's one every 50 seconds.

Materials needed: auction hammer, 48 kitchen cards, pen, money to give change.

Recipe Shop **DLE**

This is where teams can buy recipes. Each recipe costs 100 Kronen. Not all 15 varieties are offered here, only 12. They are not available immediately; there are some that will only come up during later phases of the game:

Round 1: sweet pasta speed 1, salty schnitzel speed 1

Round 2: salty gulyás speed 1, sour pasta speed 1

Round 3: sweet schnitzel speed 1, salty pasta speed 2

Round 4: sweet gulyás speed 1, spicy schnitzel speed 2

Round 5: sour schnitzel speed 3, salty gulyás speed 2

Round 6: sweet pasta speed 3, fatty gulyás speed 3

	pasta	gulyás	schnitzel
salty	3	2, 5	1
sweet	1, 6	4	3
sour	2		5
spicy			4
fatty		6	

Every round, the recipe shop owner puts up the new recipes that are available. In the first round only 2, in the next round 4, and so on until in round 6, all 12 recipes are available. Recipes are in infinite supply, that means that if one team buys a certain recipe, it is still available to the next team.

Materials needed: 12 recipe offer cards to be put up on display in certain order, 100 empty recipe forms to fill out, list of recipes to be offered, pen, money to give change.

The Food Wizard **SCHNBI**

flip coin?

Here, teams may combine two recipes to create a new variety of food items. The cost for this service is 100 K. When the team arrives, the Food Wizard puts one recipe card to the left and one to the right. Next, he rolls a 3 times (once for type, once for flavor, once for speed). If he rolls 1-3, the new recipe will have the property of the left card. If he rolls 4-6, the new recipe receives the property of the right card.

flip → Kopf: links; Zahl: rechts.
→ das eingeworfene nehmen

Example: A team arrives at the Food Wizard with two recipes: spicy schnitzel speed 2 and sweet pasta speed 3. After being paid 100, the Food Wizard throws the dice:

For type, he rolls a "2" → new food type is schnitzel.

For flavor, he rolls a "6" → new flavor is sweet.

For speed, he rolls a "4" → new speed is 3.

head
tails

The food wizard fills out a blank recipe form, thus creating a recipe for sweet schnitzel speed 3.

Teams can repeat this process as long as they like, as long as they are able to pay 100 K for each time.

Materials needed: 100 empty recipe forms to fill out, pen, dice, money to give change.

Safety & Health Inspection Team Office **AGNÉS**

Here, teams can get a license for their production. No money is needed, but there are tasks to be performed. All in all, these tasks should take about five minutes. Possibilities include taking down our table, the cooking site, and especially carrying wood onto the hanger.

Materials needed: 100 license cards.

Book Keeper's Office

Here, teams can start the production of food items. As mentioned before, the book keeper takes the license and keeps it forever (it is "used up"). He also keeps the kitchen card but hands it back later on when the production is stopped. He doesn't take the recipe card, but only takes a lot at it to make his notes.

When the team returns a few rounds later to collect their product, the book keeper notes the round production is stopped. He then calculates how many rounds production has taken place (end time minus start time), multiplies this by the recipe speed and by the kitchen size. The result is the number of items produced. He fills out an empty product form, hands it to the team and returns the kitchen card to them. Important: when writing the amount of items produced, make sure to include a line to the right and left of the number (like filling out a check).

Example: Team 5 arrives at the book keeper's office during round 5. They bring a license, a recipe for spicy Schnitzel speed 3 and a pub (size 3). The book keeper takes the license, keeps the pub card in a safe place and takes a look at the recipe card before handing it back. He makes notes. Later, in round 9, the team returns and wants to stop the production. The book keeper calculates the production rounds ($9-5=4$) and multiplies them by the size (3) and the recipe speed (3). $4 \times 3 \times 3 = 36$ items. He fills out a product card for 36 units of spicy schnitzel and hands it over to the team. He also gives them back the pub card.

Materials needed: 10 copies of the book keeper list, 160 product cards, pen.

Market Place **FLO**












This is where teams can go to look up the current prices for the food item varieties and sell their

- product, thus earning money. The prices for each food variety can range between 10 and 100 Kronen, in increments of 10 K. At the beginning of the game, in round 1, all prices are at 70 K. Every new round, all prices are raised by 10 K. However, whenever a lot of one food variety is being sold, the prices are manually decreased by the market place clerk. There is no general rule for this "price adjustment" – it will have to be played by ear. So whenever the market place clerk feels that a large amount of one product is being sold, he just drops the price down by a few steps. If he has the feeling that all teams are only selling one variety all the time, he should drop the price to 10 K to encourage the teams to diversify. Some varieties will be at the maximum unit price of 100 K for a few rounds because the respective recipes are not available yet. These should be a juicy prize for whatever team manages to produce this variety first.












To keep an overview of prices, I suggest using a big poster attached to some wall, with a table showing all varieties and post-it-notes to visualize the prices. To keep them up-to-date will be a stressful job, but this cannot be avoided.

Materials needed: big price table, post-it-notes, pen, lots of money.

Recipe

Team Number	3				
Type	 pasta	 gulyás	 schnitzel		
Flavour	 salty	 sweet	 sour	 spicy	 fatty
Speed	 1	 2	 3		

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