



QUICK REFERENCE

PLEASE REFER TO THE SKINT TO MINT RULES WHICH CAN BE DOWNLOADED FROM WWW.RBNZ.GOV.T.NZ/SKINTTOMINT BEFORE PLAYING.



ORDER OF PLAY FOR EACH PLAYER'S TURN

PLAYERS MUST DO THE FOLLOWING STEPS IN ORDER:

STEP ONE - Roll two dice and move the token around the board clockwise.

STEP TWO - According to the space the token reaches, the player must draw a card from the corresponding stack.

- **If the card is a savings, shares or property card** – the player must assess the card and decide if they want to purchase it. To purchase a card, the player pays the 'value' for a shares or savings card, or the 'deposit' for a property card, to the Banker. The player must have sufficient cash to purchase the card. At this stage, a player may sell their shares cards to the Bank to obtain sufficient cash (shares are immediately liquid). If the player does not wish to buy the investment, it is placed in the Skint to Mint Vault and is then available for purchase by any player on their turn.
- **If the card is an external or life event card** – the player must follow the instructions on the card. If a player picks up a life event card, the event applies to that player only. If a player picks up an external event card, the event applies to all players. Both types of cards are then returned to the bottom of the stack.

STEP THREE - A player can then select and purchase any card or cards from the Skint to Mint Vault during their turn, even if they have landed on an event space. A player may purchase as many cards as they can pay for from the Skint to Mint Vault. Players can sell existing shares cards in order to buy other cards from the Skint to Mint Vault. A player may choose not to purchase anything on their turn.

ONCE ALL THE ABOVE IS COMPLETED, THE PLAYER'S TURN IS OVER.

END OF EACH ROUND/YEAR (when every player has had a turn)

WHEN A ROUND HAS BEEN COMPLETED, THE PLAYERS AND THE BANKER MUST DO THE FOLLOWING STEPS IN ORDER:

STEP ONE - Players calculate the total amount the Bank owes them. This is made up of:

- annual pay (initially \$3,000); **PLUS**
- income from all investments held (dividends, interest and rent if the property is mortgage free); **PLUS**
- the current value of any savings cards that have matured; **PLUS**
- any assets a player wants to sell.

STEP TWO - Banker distributes the money owed to each player.

STEP THREE - All players update their maturity table by moving all the card numbers down the chart by one year. Then tick off another year on the superannuation scale.

STEP FOUR - The Banker rolls one die to calculate changes in all players' investment cards ('the risk'). This reflects the capital gain or loss for an investment.

STEP FIVE - Based on the die roll, all players adjust the 'value' of their investment cards (using sticky notes to write the value on; don't write directly on the cards). The change in value does not affect the annual dividend, rental or interest received unless an investment loses all of its value (as below).

- **For Shares Cards** - the Capital Value changes at the end of each round.
- **For Savings Cards** - the Capital Value changes when the investment matures.
- **For Property Cards** - the Capital Value changes at the end of the initial 10-year holding period or every 10 years after that.

If an investment loses all of its value, i.e., the capital loss is 100% of the value of the investment, then the player needs to surrender the card and put it at the bottom of the respective pile. No interest should be received.

CALCULATING PERCENTAGE CHANGE

For example, to calculate a change of 20% to a card with a 'value' of \$5,000:

$$= \text{current 'value' of card} \times (\% \text{ change}/100)$$

e.g., \$5,000 X (20/100) = \$1,000

- If it is a negative percentage change, subtract this amount from the current value, e.g., \$5,000 - \$1,000 = \$4,000. The new value is \$4,000.
- If it is a positive percentage change, add this amount to the current value, e.g., \$5,000 + \$1,000 = \$6,000. The new value is \$6,000.

SKINT TO MINT CREDIT RATING SCALE

The Skint to Mint credit rating scale reflects the real-world credit rating scales.

	DESCRIPTION	CREDIT RATING SCALE	APPROX PROBABILITY OF DEFAULT
CAPACITY TO MAKE TIMELY PAYMENT	Extremely Strong	AAA	1 in 600
	Very Strong	AA	1 in 300
	Strong	A	1 in 150
	Adequate	BBB	1 in 30
VULNERABILITY TO NON PAYMENT	Less Vulnerable	BB	1 in 10
	More Vulnerable	B	1 in 5
	Currently Vulnerable	CCC	1 in 2
	Currently Highly Vulnerable	CC	1 in 2
	Default	D	

SPRINT TO MINT

UNDERSTANDING THE CARDS



IS THIS A GOOD INVESTMENT CARD?

A

The **'Value'** is what the investment is worth. Players pay this much to buy the investment. The value of the investment will then change depending on the roll of the die.



B

The **'Risk'** of investments is determined by the die roll. When the Banker rolls the die at the end of the round, it changes the 'value' of the card if that is applicable at the time. This is a capital gain or loss. Changes to the value are recorded by using the sticky tabs. Players need to consider the risk of the investment when purchasing investment cards.

The **'Interest p.a.'** is the amount of money players get paid per annum (per year).

The **'Return p.a.'** is the percentage of the value players get per annum (per year), otherwise known as annual return.

The **'Maturity/term'** is when the money players have invested is repaid. At the end of the term, the players get the current value of the investment.

The **'Credit rating'** is an alphabetical indicator of the confidence players can have in a company's ability to pay back (in full and on time) all the money it has promised to a player. For this card, the credit rating is 'B', which means the player has a 1 in 5 chance of losing their money.

ALPACA TOURS LTD 1
A VALUE \$18,000
B ANNUAL RETURN 5.00% ANNUAL DIVIDEND \$900 LIQUIDITY Immediate
RISK: Die roll determines share value changes.
 -25% 0% 0% 0% 50% 50%
 SECTOR: Tourism

BONDS 1
A VALUE \$4,000 INTEREST P.A. \$600
B RETURN P.A. 15.00% MATURITY/TERM 5 years
RISK: Die roll determines savings value changes.
 -50% -25% 0% -15% -10% 0%
CREDIT RATING: B **INSTITUTION:** Tourism Company
DEFINITION: A bond is a debt security where the initial amount borrowed (principal) must be paid back by the borrower at a specified date (maturity date). Regular fixed interest payments are made during the bond term. A bond can be bought and sold.

RENTAL - SUBURBAN HOUSE 1
A VALUE \$500,000 DEPOSIT (10%) \$50,000
B RENTAL RETURN 5% RENTAL PA (5%) \$25,000
RULE: Must be held for 10 years.
RISK: Die roll determines property value changes.
 10% 20% 30%
 is a property where the use of the property.

The **'Annual dividend'** is the amount of money players get paid per annum (per year).

The **'Liquidity immediate'** means players can access the value of the shares at any time. All shares cards are immediately liquid, which means players can sell them at any time.

The **'Annual return'** is the percentage of the value players receive per annum (per year).

WHAT'S THE RETURN? IS IT HIGH? IS IT LOW?

To purchase a property players need to pay a **deposit** of 10% of the 'value' of the property.

The **rental per annum** (per year) is used to repay the mortgage instalments (interest and principal). After 10 years, 15% of the purchase price has been repaid. This includes the initial deposit of 10% and 10 years of interest and principal repayments (total repayment = 5% of principal and interest plus 10% deposit).

Property must be held for 10 years. At the end of 10 years, the player can either choose to pay the remaining 85% of the purchase price or receive cash for the property at 15% of its current market value.

AM I PREPARED TO TAKE THE RISK?

