

SENIOR BIDDER (President's initials)

MONTH

- 1. FIXED EXPENSES—pay cash
- 2. RAW MATERIAL (RMU) PURCHASES

- a. Number of units bid upon
- b. Bid per unit
- c. Number of units purchased
- d. Total Cost (b. x c.)—pay cash

3. PRODUCTION (Converting RMU to FIU)

- a. Processing Cost thru Std. Factories
- b. Processing Cost thru Auto. Factories
- c. Total Cost (a. + b.)—pay cash

4. FIU SALES

- a. Number of units bid upon
- b. Asking price per unit
- c. Number of units sold
- d. Total Income (b. x c.)—receive cash

5. LOAN PAYABLE*

- a. Amount of loan
- b. Interest due @ 1% per month
- c. Total Owed

6. CAPITAL IMPROVEMENTS*

- a. Standard Factory Units ordered
- b. Automated Factory Units ordered
- c. Conversions due for completion

	JAN.	FEB.	MAR.	APR.	MAY	JUNE	JULY	AUG.	SEPT.	OCT.	NOV.	DEC.	TOTAL
1. FIXED EXPENSES—pay cash													
2. RAW MATERIAL (RMU) PURCHASES													
a. Number of units bid upon													
b. Bid per unit													
c. Number of units purchased													
d. Total Cost (b. x c.)—pay cash													
3. PRODUCTION (Converting RMU to FIU)													
a. Processing Cost thru Std. Factories													
b. Processing Cost thru Auto. Factories													
c. Total Cost (a. + b.)—pay cash													
4. FIU SALES													
a. Number of units bid upon													
b. Asking price per unit													
c. Number of units sold													
d. Total Income (b. x c.)—receive cash													
5. LOAN PAYABLE*													
a. Amount of loan													
b. Interest due @ 1% per month													
c. Total Owed													
6. CAPITAL IMPROVEMENTS*													
a. Standard Factory Units ordered													
b. Automated Factory Units ordered													
c. Conversions due for completion													

* Make entries in month due

STOCK RECORD

Number of Shares Issued	Total Liability	Required Annual Dividend (10%)	Dividend Paid Year.....	Dividend Paid Year.....	Dividend Paid Year.....	Current Dividend Arrearage (if any)
32	\$32,000		\$	\$	\$	\$

Miscellaneous Notes:

PROFIT & LOSS STATEMENT

ITEM	AMOUNT	COMMENTS							
END YEAR (circle year covered)		1	2	3	4	5	6	7	8
SALES	\$	Total of Line 4d on Running Record.							
COST OF GOODS SOLD	—	Compute COGS figure as follows: Starting Inventory value (\$12,000 first year) plus total of Line 2d plus total of Line 3c MINUS ending inventory valued at prices shown on next climate card to be turned up.							
GROSS PROFIT	—	Total of Line 1 on Running Record.							
FIXED EXPENSES	—	Total of Line 1 on Running Record.							
Sub Total	—								
DEPRECIATION	—	10% of worth of factories at year end.							
Sub Total	—								
INTEREST COSTS	—	Total of Line 5b on Running Record.							
NET BEFORE TAXES	—	50% of Net Before Taxes							
TAXES	—	50% of total of line 3b on Running Record.							
LESS Investment, Work Incent., credits: —	—	— pay cash.							
NET TAXES	—								
NET PROFIT/LOSS	\$								

The P&L Statement shown above must be worked from the top to the bottom. If you have operated profitably during the period covered, simply follow the instructions as indicated, subtracting each new expense item in order until a NET PROFIT is developed. (See Example A below).
However, if a loss has been incurred, sooner or later (working from top to bottom) the deduction will be larger than the sub-total. When this occurs, enter the difference between the two figures on the next line in brackets. From then on ADD TO this bracketed figure each new deduction so that you will end up in the Net Profit/Loss blank with a total of the loss incurred, in brackets. (See Example B below).

	Example A	Example B
SALES	\$100,000	\$ 50,000
COGS	70,000	40,000
Gross Profit	30,000	10,000
Fixed Expenses	20,000	12,000
Sub-Total	10,000	(2,000)
Depreciation	2,000	1,000
Sub-Total	8,000	(3,000)
Interest	600	500
Sub-Total	7,400	(3,500)
Taxes	3,700	—
Invest., Work Inc. Credits 1,200	—	2,500
Taxes Payable	—	4,900
NET PROFIT/LOSS	\$ 4,900	— Profit (\$ 3,500) — Loss

See Instructions for details on loss carry-forward and tax refunds.

BALANCE SHEET

ASSETS		LIABILITIES	
	Balance at start of game		Balance at start of game
(1) Cash on Hand	\$10,000.	(4) Loans Payable	\$32,000.
(2) Inventory	12,000.	(5) Stock Issued	—
(3) Fixed Assets	10,000.	(6) Surplus	—
TOTAL ASSETS	\$32,000.	TOTAL LIABILITIES	\$32,000.

THESE TWO FIGURES MUST ALWAYS BE THE SAME!

- Add up cash in your hands at end of year and put total here.
- This figure is total worth of inventory on hand at the end of the year. Value inventory using prices printed on December's Situation Card.
- In the Basic Game, simply total up worth of factories you own (ignore loans against them) and enter total here. Compute converted factories at \$12,000 apiece (\$5,000 value of original Standard Factory plus \$7,000 conversion costs). Also, include the total amount of money paid for new and conversion factories ordered but not due until following year. In Tournament Game, use the same procedure except that you must deduct depreciation as explained on the P&L Statement.
- Enter total of Line 5c from this year's Running Record plus total of 5c from future year's records, if any. Do not include interest for future years - only interest due for year being computed.
- Enter from Total Liability column on Stock Record form.

In the Basic Game, this will always be \$32,000. In the Tournament Game, because stock may be issued, the total may be higher.

(6) SURPLUS is the crucial figure. If operations have been profitable, enter here the amount necessary to make the TOTAL LIABILITIES figure precisely the same as the TOTAL ASSETS figure. (Procedure: Add 4 & 5, subtract total from Total Assets - difference is Surplus. Enter it and then total all Liabilities.)

If a loss has been incurred, however, Loans and Stock combined will total more than the Total Assets. In this event, you must reduce the value of the Stock until TOTAL ASSETS and TOTAL LIABILITIES are the same.

Of course, if operations have been so unprofitable that both Surplus and Stock have been wiped out, chances are excellent that you were in bankruptcy before the end of the year.

Payment of Dividends is covered in detail in the Instruction Folder