

# *Paycheck<sup>2</sup>Paycheck*

## *Instructions*

How to Play:

You'll need one die, a game board, a decision sheet, risk/reward cards, and play money.

Each player chooses a small object (paper clip, penny, etc) and places it on the Paycheck/Decision rectangle. This is your game piece. Each player should choose a different object to avoid confusion.

Assign one player to be the banker. See the attached sheet of play money for funds. I recommend cutting out the following amount of money before the game begins: (number of players)x(\$1,000)x2.

Each player receives a paycheck of \$1000 to start out.

After receiving this paycheck, each player then reads the decision paper and purchases 1) a place to live, 2) a way to get around, 3) clothes to wear, and 4) what to eat. Something must be chosen from each category (ie: you can't decide not to wear clothes...sorry).

After making your selections, add up how much you owe the bank. The total must be \$1000 or less. If you purchased more than \$1000 worth of items, reselect at least one item of a lower value. You must stay under budget. Hand over the sum of all your expenses to the bank. Any leftover money stays in the player's hand as savings.

The players then roll the die to see who goes first. The player with the highest roll goes first and moves this many spaces counter clockwise. Players take turns rolling and advancing around the board.

The Paycheck/Decision rectangle counts as one space on the board. Each time you pass this space collect \$1000 and pay your bills. Depending on what you've selected, you could net as much as \$400 or as little as \$0 each time you pass this square.

You may only change your selections for abode/transport/clothing/food if you land on the Paycheck/Decision rectangle. Otherwise keep playing according to the choices made at the beginning of the game.

If you land on a Risk/Reward square, draw a downward facing card from the center of the board. You will either pay or receive money from the bank depending on what the card says.

There is no credit (or negative money) in this game. If you run out of money before the next paycheck, you return to the Paycheck/Decision rectangle, you'll get your paycheck early, but lose a turn. On the following turn you'll have the option to change your abode/transport/clothing/food selection. However, changing selections also costs a turn. If you make a new selection, wait until your following turn to roll.

A player wins by saving \$1000 or one full paycheck after all the bills are paid. This means you are no longer living paycheck to paycheck. Congratulations!