

Alternate Play Instructions 'Key to the Front Door'

These instructions are to be used in conjunction with original instructions. If not addressed here, the instructions from original game remain the same. Further explanation to original instructions may also be included and will be *italicized*.

Contents of original game: 1 Game Board (wipeable); 2 Dice; 8 Playing Pawns (2 *spare*); 8 Garage Sale Tokens (colored discs - 2 *spare*); 10 Inventory Lists (*make copies, laminate, or use page sleeves*); Bank - \$5400; 25 Key Cards, Instructions.

Not included: *You will need 1 grocery flyer (or check online for local grocery store sales), 4 envelopes or 4 pieces of paper (if not using the money) for saving accounts. If you are laminating or using page sleeves for the inventory sheets, you will need wipe off pens or markers.*

Alternate Play (incorporate some or all of these suggestions, your choice):

1. To determine who starts first, each player rolls 1 dice, highest roll starts, then continue clockwise
2. Players advance by rolling 1 dice (not two).
3. The game comes with money. Depending on the age of your players, you may choose NOT to hand out / use the money. Use may the Register to keep track of money in and money out. Some of your players may use money, some may just use the Register.
4. Label your envelopes or 4 sheets of paper: Vacation Savings, Emergency Savings, College or Retirement and Wants.
5. You must save \$15.00 (you may save more if you choose) from each payday for your Wants savings. You cannot buy from the Wants list unless you have the money saved. You may use your Wants money to pay bills and buy Needs, but you must use your Wants money for your wants. You may still use the 'buy one get one free' and other buying options based on the square you land on.
6. You may not buy mattresses or a computer used. (Mattresses - for health reasons, germs, bed bugs, allergies, or other issues that would suggest only buying new. This is a great time to have that conversation with your players.)
7. Square #73 - left side of board, "Blew weekly budget – Cross Bridge" (this is the longest bridge on the board). If you land on this square you must cross the bridge. Now you pay \$300 of the Rent. Square would read "Blew Budget, Pay \$300 Rent, Cross Bridge". (This eliminates the excitement of having more squares to buy and collect paydays while avoiding the rent square!)
8. You win when you buy all your 'Needs'; when everyone else goes broke; **OR** when you are ready to stop the game. Whoever has the highest value of the needs bought (instead of who has the most items bought) is the winner!
9. If you LAND on a Pay Day Square, you may BUY 1 item. (This is NOT available when you simply pass but still collect the pay day).
10. *If you cross a bridge, you forfeit collecting pay on the next Pay Day square you come to and you cannot buy on the first 'Buy' square you land on.*
11. *You must land on the Work Bonus squares to collect.*

12. There are extra lines on the Inventory List. Have your players come up with their own needs and wants. IE: iTunes cards, cell phones, cell phone bills, shoes, clothes, school dance, corsage, gifts, dates, holiday gifts, school field trips, Netflix, etc. This is a great opportunity to discuss what they think are needs vs. wants, and for them to prioritize their money!

Additional Vacation Savings Suggestions: Have your players / students get creative with their vacations! Do they want to go to Greece? Italy? Spain? Mexico? Florida? Maine? Disneyworld? California? Take a cruise? To where? Let them calculate cost of gas (if you are driving there), cost of hotels, cultural differences, foods of the regions, estimate cost of eating out, spending money (souvenirs?), air fare, time needed to travel, how many days do you need there, what would they see and do? Google maps, Google Earth (to view locations) or an Atlas (teach how to read a map) can help with the planning also. This can turn into a month or two for cultural learning!

The Key to your future is you controlling your money, not your money controlling you.

HAVE FUN!!

