

Quick start Rules for CashCrunch Junior.

The aim of the game is to SAVE Money. The winner of the game is the player with the most money in the Sammy Savings rectangle. Players must have a minimum of \$5 in the Mo Money rectangle before any money can be transferred into the Sammy Savings rectangle.

The player will be provided the following items in the game box:

1 board; Money (denominations of \$5, \$1, 25c, 10 c, 5c and 1c); Income Cards; Expense Cards; Activity Cards; Oh Boy Cards; 1 dice; 4 Place holders.

Additional Resources:

Net Cash Flow Sheet and Activity Sheet that can be printed directly from the www.cashcrunchgames.com website.

Players need to bring blank paper and a Pencil

Setting up the game and getting ready to play:

Income, Expense, Activity and Oh Boy cards are placed on the corresponding colored and labeled rectangles face down.

Money:

Each player is given \$15 from the bank at the beginning of the game, in denominations of dollar bills and cents to be placed in their green Mo Money square. (2 x \$5; 4 x \$1; 2x 25c; 3 x 10c; 3 x 5c; 5 x 1c).

Player chooses place holder of choice.

Players roll dice. Player with highest number chooses which of the Allowance squares to start and the direction in which the players will go around the board.

The game works by rolling a dice and moving their "place holder" for the corresponding number of tiles. Upon landing on a colored square, (Green, Red, Purple and Yellow), collect a card from the corresponding pile and follow the instructions on the card. Place card at the bottom of the pile afterwards. With regards the Activity card, players may be required to complete a question using the Activity sheet. Activity Sheet can be found on the CashCrunchGames.com website in the Junior section.

Upon receiving money, player will place in MoMoney rectangle. Upon paying a bill, player places money in Debbie Debt rectangle. Aim of the game is to be the player who has saved most money in Sammy Saver rectangle.

Only upon passing Allowance, player will receive \$2.

Odds or Evens. When landing on this square, if odd number is rolled, player will receive or pay half of the cost on the card. If even is rolled, player will receive double or half the cost on the card.

Activity sheet and rules in depth along with variations can be downloaded off the website

www.cashcrunchgames.com/junior

If a player runs out of money, they can join with another player or can borrow money from the bank which must be paid back to the bank over time if agreed by the other players.

Thanks for playing. Would love to hear your thoughts, areas for improvement or ideas for cards and rules. Send your comments through our website www.cashcrunchgames.com