

The aim of the game is to SAVE Money. The winner of the game is the player with the most money in their Sammy Savings Account at the end of the game. Players must always have a minimum of \$5 in their Mo Money Checking Account, before any money can be transferred into the Sammy Savings rectangle. The game time is usually set at 30 mins but can be set to suit your circumstances.

1. The game is for a maximum of 4 players. In setting up the game, the Income (Green), Expense (Red), Oh Boy (Yellow) and Activity (Purple) cards are placed face down on the corresponding squares on the game board.
2. Each player receives \$15 in the following denominations from the bank at the beginning of the game: The denominations are as follows and are also listed on the board: 2 x \$5; 4 x \$1; 2 x 25c; 3 x 10c; 3 x 5c; 5 x 1c. This money is placed in the Mo Money (Checking Account)
3. The board is set up with 4 allowance squares and no start and finish point. This is decided each game by the player who rolls the highest number. The player chooses which Allowance square all players must start from and in which direction play will go. When an Allowance square is passed, players will receive \$2. This is equivalent to a weekly allowance.
4. Players take turns in rolling the dice and moving their game piece. Upon landing on a square, the player will pick up a corresponding color card from the middle of the board. i.e. if the player lands on a green square, a green Income card must be picked up.
5. On the board there are Odds and Evens Square. Upon landing on these squares, the player may have to double or halve the amount stated on the Income or Expense card. The player will roll the dice again. If the dice is an odd number, the player will either receive or pay half the amount on the card. if the number rolled is an even number, the amount received or paid will be double.
6. When money is received, it will first go to the Mo Money Checking Account and then can be transferred to their Sammy Savings Account. Money can be transferred at any time as long there is a minimum of \$5 in their Mo Money Checking Account.
7. When a player pays an expense, all money will be placed in the Debbie Debt (Expenses) tile. At the end of the round, the money in the Debbie Debt tile will be placed in the Debbie Debt vault until the end of the game.
8. The winner is the player with the largest amount of Savings.
9. Tracking sheets and other resources are available on the www.cashcrunchgames.com/junior website.

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

Best wishes

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