

SHOPPING SPREE

Activity Guide

Contents: double-sided gameboard, 4 game pawns, locking ATM box with swipe card, 10-\$1 bills, 8 quarters, 15 dimes, 12 nickels, 20 pennies, 40 shopping cards, 2 money cubes, 1 number cube, money tray

Object of the Game: Be the first player to collect \$2.00 worth of shopping cards.

Level 1: Adding Money

Set-up:

- Remove all the shopping cards with the white background. Put these away until you are ready to play the Level 2 game. Place the rest of the cards in a pile face down in the center of the board.
- Open the ATM using the secret swipe card.
- Sort and divide the money into the tray starting with quarters on the top left followed by the dimes, nickels and pennies in that order. All players earn money from the ATM by rolling the money cubes. No bills are needed for this game.

 **WARNING:**
CHOKING HAZARD - Small parts.
Not for children under 3 years.

How to Play the Game:

- Each player rolls one money cube. The player with the highest coin value begins.
- On your turn, roll all the cubes. Add up the amounts on the 2 money cubes and take that amount of money from the ATM. Move ahead the number of spaces on the number cube and follow the directions on the game board.

If you land on a "Buy" more than one item space, draw the next shopping card from the pile. If you have enough money you may buy this item and put the money back in the ATM. If you have money left over, draw the next card and see if you can buy this card also. If you do not have enough money your turn is over.

If you land on "2 for 1 coupon", draw two cards from the pile. You may buy two items for the price of the one with the higher value.

When landing on an ATM space, roll the money cubes and take that amount of money from the ATM.

- Play until 1 player has collected shopping cards worth a total of \$2.00 or more.

Level 2: Making Change

Use all of the cards for this level of play.

Set-up:

Place the cards in a draw pile face up in the center of the play area.

Now give 2-\$1 dollar bills, 2 quarters, 3 dimes, 3 nickels and 5 pennies from the money tray to each player.

Use the blue money cube and the green number cube for this game.

How to Play the Game:

- Roll the number cube to see who goes first.

On your turn, roll the money cube. Take that amount of money from the ATM. Now roll the number cube and move ahead that number of spaces on the board.

Follow the directions on the gameboard. Buy items with the money that you have in front of you, making change, and counting back change.

As you collect shopping cards create piles worth one dollar. It is easiest to do this if you place one card face up over another. Leave the price showing on the card beneath. When the pile adds up to one dollar close the pile up and turn it over. This will help when you add up your total value of purchases.

- Play until all the shopping cards are purchased. The player with shopping cards totaling up to the greatest value wins the game.



To play the game you will need the following: Game board, 4 game pawns, coins, & one number die

Object of the game: Pick up your coins, get them into your piggy ATM and SAVE!!


- Sort the coins in your money tray by denomination.
- The player who rolls the highest number goes first.

- On your turn, roll the number die and move ahead that number of spaces. If you land on a space with a coin value, take the coins from the money tray to match that amount of money.
- If you land on a "Give Back" space, put those coins back in the money tray.
- If you run out of coins during the game, any player may choose to put \$1.00 worth of coins back in the tray and take out a \$1.00 bill. It may be necessary to make change during the game.
- The game ends when a player gets to "Finish". The player with the most money saved is the winner.



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