

Appendix 3: Board Game Rules

Please note, none of the prices or payments within the game are designed to be realistic. They were created for the purpose of the game and should be just used as an example.

1. Start at GO and receive £45.
2. Throw the dice and move the number of squares shown.
3. If you land on a SURVIVAL square, you must pay this cost.
4. If you land on a LIFESTYLE square, pick a LIFESTYLE card. You can choose what to spend on this cost.
5. Lifestyle costs also have lifestyle points attached to them. You want to collect these as well.
6. There is an income square at each corner. If you land on one of these, you can add the amount stated to your worksheet.
7. Write down all expenditure on your game worksheet.
8. Write down any lifestyle points on your game worksheet.
9. The winner of the game is the person with the most points at the end. Points for the budget surplus each student is left with should be allocated as follows:

Budget Surplus	Points Allocated
>£20	6
£10 to £19.50	4
£0 to £9.50	2
£-0.50 to £-9.50	-6
£-10 to £-19.50	-8
<£-20	-10

These points should be added to the number of lifestyle points the student has, resulting in a total. The student with the highest total wins the game.