

RULES OF the Game

■ Rules of the game

The purpose of **LETSplay** is to introduce you to the idea of personal money, and to show you how it works. The game can be played solo, or by any number of players, but 8 or more is best.

1. You earn and spend money in a series of plays, each involving yourself and another player, one buying and the other selling.
2. Your object is to buy as many \$400 items as you can from those listed in the Trading Records.
3. Your game is complete when you have made **TEN** purchases - **one, and only one**, from **each** of the ten different % cc categories.
4. You begin with \$200 of "federal" money - either monopoly money or an imaginary bank account - and a "local" or "personal" money account, with an initial balance of zero "cc" dollars.
5. An item is worth the total of its federal and cc dollar value.
Thus 3-star Hotel (double), 60% cc, is a \$300 item, costing \$180 cc and \$120 federal.
6. The buyer chooses any item from those listed in the trading records. The other player, the seller, **always** has what the buyer wants.
7. You **must** change partners after every play, but, with that restriction you may trade with the same player as often as you wish.
8. During each game your income is limited to **twelve** sales, although you can sell the same item any number of times.

■ Keeping score

Record trades by noting the sequence # under "+" sign for sales, and the "-" sign for purchases.

For example :

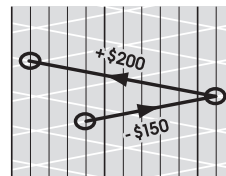
		Sell +		Buy With -	
	Body Massage	5	280	120	abl
70	Face Massage		210	90	jdo
%	Foot Massage	2	140	60	arm
	Manicure		70	30	

Shows that for your 2nd trade you sold a Foot Massage to player "arm", 5th was a Body Massage for "abl", and 8th Face Massage from "jdo".

Each player tracks the movement of their cc account on their own account chart. The horizontal axis shows your account balance, whether positive or negative, and the vertical axis shows your total trading, buying and selling.

You start on the bottom line with a cc dollar balance of zero and progress **UP** the chart as you trade. Your account will be positive (in credit) or negative (in commitment) according to your trading in the game up to that point.

To mark income follow the sloping lines up to the **LEFT** until you reach your new balance. To mark spending, follow the lines up to the **RIGHT**.



This example shows a purchase for \$150 and a sale for \$200.

The heavy vertical lines are \$100 apart, and the fine vertical lines count for \$20.

Please note, the federal dollar part of the selling price is normally paid in monopoly money.

If however you play **without monopoly money**, you must chart the movement of a "federal" account on the same chart, and in the same way as your cc account, **EXCEPT** that

your federal balance starts at \$200, and it must **ALWAYS** be positive - in credit.

NO OVERDRAFTS!