



For 2-4 Players

Have fun learning how to manage your money. As you move around the board, you can earn money by doing chores. But there are lots of ways to spend your hard-earned allowance, just like in real life. See how much money you can save.

OBJECT:

Be the first player to save \$10 by doing chores. Keep your Toys, Room, and Dishes neat and clean to earn the most allowance money.

CONTENTS:

Play Money (bills & coins) • Gameboard • 12 Cards • 1 Dice • 4 Plastic Pawns

TO SET-UP THE GAME:

1. Remove the coins from the parts sheet. Put the coins and the paper money in a pile in the center of the board.
2. Choose a color to play and sit by the area of that color which shows Room, Dishes, and Toys spaces. (This is your Chores Area.) Take one each of the Room, Dishes, and Toys cards. Place them on the matching spaces in your Chores Area with the Clean—or Put Away—side facing up.
3. Take the pawn of your color and place it at Home.

TO PLAY:

1. Roll the dice; high roller goes first, others follow in turn clockwise.
2. The first player rolls the dice and moves clockwise around the board the number of spaces showing on the dice.

3. When you land on a space that tells you to earn or take a sum of money, take the amount shown from the money pile in the center of the board.
4. When you land on the *Eat breakfast, Play with your toys, or Play in your room* space, turn your Dishes, Toys, or Room card to the Dirty, Left Out, or Messy side. If your card is already on the Dirty, Left Out, or Messy side, then do not turn it over.
5. When you land on a space that tells you to buy some Candy, Ice Cream, School Supplies, or a Toy, pay the amount shown to the pile in the center of the board.

Note: If you can't pay the entire amount, do not pay anything.

6. When you land on a *Do a chore or roll again* space, you can do a chore by turning one of your cards to the Clean—or Put Away—side OR you can take another turn. (You don't get any money when you turn over a card. However, the amount of allowance you get when you stop at Home is determined by the number of your chore cards that are on the Clean—or Put Away—side so you will want to keep your chores done.)
7. When you roll 6, you can move six spaces or do a chore.
8. When you land on a *Go play with a friend* space:
 - A. You must hop directly to a space occupied by another player.
 - B. Turn over one of the other player's chore cards. If you hop to a space occupied by two or more players, turn over one of each player's cards.

- C. Follow the directions on the space you have hopped to. (Ex. *Wash the car. Earn \$1.*)
- D. You cannot hop to a player who is at Home. If all players are at Home, do not move.

9. Whenever you land on another player—either by hopping or by roll of the dice—you must turn over one of the other player's cards. If all of his cards are on the Dirty, Left Out, or Messy side, you will be helping him by doing one of his chores. If you land on two or more players, turn over one of each player's cards.

Exception: When you land on a player who is at Home, you cannot turn over one of his cards.

10. When you land on the *Caught throwing stones* space, you must go Home. Do all your chores by turning your cards to the Clean—or Put Away—side but do not collect any allowance.
11. When you land on Home, you collect your allowance. No matter how high your dice roll is, you must stop on Home. You receive \$1 for every chore in your Chores Area that is done. After collecting your allowance, do all your chores by turning your cards to the Clean—or Put Away—side.
12. Play continues until one player reaches \$10.

TO WIN:

The first player to save \$10 wins the game.