

HOW TO PLAY

Relationality™

The Amazingly Real-to-Life Game About Relationships

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2-6 players, Ages 13 to Adult

Contents: Gameboard, 40 Single Option Cards, 40 Living Together Option Cards, 40 Married Option Cards, 40 Children Option Cards, 40 Event Cards, 40 Children Event Cards, 40 Fun Cards, 114 Picture Cards (Houses, Cars, Education Degrees, Sexual Abstinence, Babies, Pets, Health Insurance, Car Insurance, Sterilization, and HIV), 50 Budget Cards (1 pad), 6 Instruction Cards, play money, 6 rings, 50 Relationality Riches, 2 dice and 1 Rules Booklet.

Object of the Game: The first team to acquire 20 RRs shows that it is "rich" in relationships and wins the game! (For Living Together Teams, each player needs 20 RRs to win.) Or, teams can play for a specified time period or as long as they like; the team with the most RRs wins!

RRs (Relationality Riches) are a unit of relationship health or fulfillment. Teams give up and receive RRs throughout the game, showing how decisions or events affect the health of their relationships.

Option Cards require teams to make decisions about common real-to-life situations. (If a decision increases the team's relationship health or fulfillment, this team receives RRs. If a decision decreases the team's relationship health or fulfillment, this team gives up RRs.)

Event Cards are random life occurrences over which teams have little to no control. (If the event is good and therefore increases the team's relationship health or fulfillment, this team receives RRs. If the event is bad and therefore decreases the team's relationship health or fulfillment, this team gives up RRs.)

Relationality Rollers are random life occurrences over which teams may have some control due to their current relationship status. (If the event is good and therefore increases the team's relationship health or fulfillment, this team receives RRs. If the event is bad and therefore decreases the team's relationship health or fulfillment, this team gives up RRs.)

Fun Cards are activities in which players do something positive for their date, partner, spouse or family. (Teams always receive RRs from Fun Cards because these activities increase a team's relationship health or fulfillment.)

"Players" and "Teams": In Relationality™, the word "player" refers to an individual person playing the game. A "team" is one player playing the game as a Single Team, two players playing the game as a Living Together Team, or two players playing the game as a Married Team. Someone playing the game as a Single Team would be both a "player" and a "team." A Married Team or Living Together Team is one team consisting of two players (and cannot consist of more than two players). Turns are taken by each team, not by each player.

Getting Started:

1. Each player chooses a ring as his or her playing piece.
2. Each player decides whether he or she wants to play alone as a Single Team or join up with another player to play as a Living Together Team or Married Team. (Living Together refers to two sexual partners who are not married to each other but are living in the same home.) Any player can play as any kind of team, regardless of his or her real-life relationship situation. Players who want to play as Living Together or Married Teams must ask someone else playing the game to join up with them as the other half of that team. (Living Together and Married Teams must be made up of two players playing the game). Two players on the same team should sit next to each other.

Two player version: if only two players are playing the game, they can compete against each other as two Single Teams or they can play cooperatively as one Living Together Team or one Married Team. This one Living Together or Married Team will not finish the game with a winner or loser. Rather, players work together to earn as many RRs as possible.

3. Place rings on the "Budget Day" board space. Players on Married Teams connect their two rings together. Players on Living Together Teams, though they move around the board together, do not connect their two rings together. At the beginning of the game, Single Teams have just graduated from high school, Living Together Teams have just moved in together, and Married Teams have just been married. One time around the board represents approximately one year of life.
4. Single Teams take 5 RRs; Living Together **players** take 5 RRs **each**; Married Teams take 5 RRs **TOTAL**. Married Teams share their RRs, while Living Together Teams keep their RRs separate. (That's why both players on a Living Together Team must have 20 RRs to win. If playing for a specified time period, a Living Together Team combines the players' RRs at the end of the game and divides by two.)
5. This game includes two "I Want to Get Married/I'm Pregnant!" Instruction Cards. One of these cards includes the option of abortion and the other card does not. Choose one of these two Instruction Cards to use during the game. Remove the one you are not using from game play.
6. Shuffle and place each of the seven card stacks on their corresponding spaces on the board. Place the Picture Cards, Instruction Cards, play money (bank) and RRs (treasury) anywhere on the table. Someone should volunteer to be the Banker and RR Treasurer. Instruction Cards can be viewed by players at any time during the game, not only during their turn. On the game board, when teams are to "follow the _____ instructions," this means to refer to the corresponding Instruction Card.
7. Each **team** takes an apartment card and each **player** takes a Junker car.
8. Each **player** takes a Relationality™ Budget Card and pencil. Players on Living Together and Married Teams may opt to share 1 Budget Card per team or have their own Budget Cards. We recommend using a pencil with an eraser rather than a pen due to the changes you will make to your personal budget throughout the game. You may want to have a calculator on hand for adjustments.

9. Create your personal budget in the "My Personal Budget" section of your Relationality Budget Card. You may view examples on the next page. Each **player** begins the game with a full-time job earning \$25,000 per year. Therefore,
- Each player writes "\$25,000" in the salary section of his or her personal budget.
 - Choose whether or not you would like a second job. If not, leave this section blank. If so, choose whether you want your second job to be full-time or part-time. If full-time, write "\$25,000" in this section and give up 2 RRs every time you pass the "Budget Day" board space. If part-time, write "\$12,500" in this section and give up 1 RR every time you pass the "Budget Day" board space. These RR penalties are given because of relationship challenges due to little time spent together because of the extra jobs.
 - Leave the Child Support section blank.
 - Add your income from the first four sections and write down the total.
 - Write down how much you owe for taxes, 20% of your total income.
 - Write down how much you pay for your annual apartment rent. (Living Together and Married Teams = \$10,000. If Single Teams want to live alone, then they also pay \$10,000. However, at the beginning of the game only, a Single Team may opt to pay \$5,000 a year for rent, implying that they have a non-romantic roommate (who is not playing the game). This roommate only affects two sections of the Budget Card: Rent and Utilities. Living Together and Married Teams may not have non-romantic roommates and Single Teams may not choose to have non-romantic roommates during any other stage of the game, including divorced Single Teams, etc.) Single Teams can only have non-romantic roommates while living in an apartment.
 - Write down how much you pay for utilities. (Living Together, Married Teams and Single Teams without roommate = \$1,000. Single Team with roommate = \$500.)
 - Write down how much you pay for food and clothing, \$3,000 per person.
 - Choose whether or not you want to buy car insurance. (A team cannot have car insurance for only some of its cars; car insurance insures all of your cars and requires an annual payment of 10% of all your cars' value.) If you choose to buy car insurance, write down how much you are paying for your car insurance (10% of every car you own) and take one Car Insurance Card. (Teams may not have more than one Car Insurance Card.)
 - Choose whether or not you want to buy health insurance. (A team cannot have health insurance for only some of the people in its household; **everyone** in a home has health insurance or **no one** in that home has health insurance.) If you choose to buy health insurance, write down how much you are paying for health insurance (\$2,000 per person) and take one Health Insurance Card. (Teams may not have more than one Health Insurance Card.)
 - For now, leave your Childcare, Child Support, Pet and HIV sections blank.
 - Write down how much money, if any, you would like to donate to charity. If you give \$1,000 or more, you receive 1 RR every time you pass the "Budget Day" board space.
 - Add all your expenses and write down the total.
 - Subtract your total expenses from your total income and write the balance in the Annual Balance section of your personal budget.

RELATIONALITY™ BUDGET CARD

Beginning of Game EXAMPLES

- A:** Married Team or Living Together Team Sharing Budget Card Paying Health Insurance, Car Insurance and Charity
- B:** Single Team w/Roommate and 2nd Part-Time Job Paying Health Insurance, Car Insurance and Charity
- C:** Married or Living Together Team Keeping Separate Budget Cards Paying Health Insurance, Car Insurance and Charity

	A	B	C
Salary (Player 1)	+ \$25,000	+ \$25,000	+ \$25,000
Salary (Player 2)	+ \$25,000	+	+
2nd Salary (Player 1)	+	+ \$12,500	+
2nd Salary (Player 2)	+	+	+
Child Support?	+	+	+
TOTAL INCOME	= \$50,000	= \$37,500	= \$25,000
Taxes	- \$10,000	- \$7,500	- \$5,000
Rent or Mortgage	- \$10,000	- \$5,000	- \$5,000
Utilities	- \$1,000	- \$500	- \$500
Food & Clothing	- \$6,000	- \$3,000	- \$3,000
Car Insurance?	- \$200	- \$100	- \$100
Health Insurance?	- \$4,000	- \$2,000	- \$2,000
Childcare?	-	-	-
Child Support?	-	-	-
Pet?	-	-	-
HIV?	-	-	-
Charity?	- \$1,000	- \$1,000	- \$500
TOTAL EXPENSES	= \$32,200	= \$19,100	= \$16,100
ANNUAL BALANCE	= + \$17,800	= + \$18,400	= + \$8,900

NOTE: For future game play variety, you can begin the game at a more advanced stage of life. For example, all players could begin with two Education Degrees, two children, two new cars and a 3-bedroom house. Or all teams could begin the game at different levels. The options are endless! *Personal budgets would then begin with different amounts than those listed above. Adjust accordingly.*

10. Each team begins the game with the amount of its Annual Balance on its Budget Card. Take this money now. Living Together and Married Teams may divide their money equally or keep it in a common fund, whether or not they are sharing a Budget Card.

11. Single Teams may choose to begin the game with a Sexual Abstinence Card. When a Single Team with a Sexual Abstinence Card lands on the "STD," "Pregnancy," or "Baby or use Birth Control?" board spaces, or draws a Single Option Card or Relationality Roller that is not applicable, the team automatically receives 1 RR and does not follow the directions.

Game Play:

12. Each team rolls the dice; highest roll goes first. Play continues clockwise. On its turn, a team rolls both dice and moves its ring(s) clockwise for the number of spaces indicated by the dice. Rolling doubles does not give a team another turn. Every time a team moves to a new board space, this team must follow the board space directions on which it landed. Monetary payments are due immediately and do not affect a team's Budget Card. The only board space which requires expenses to be added to the Budget Card is "Do you want to buy a Pet?"

13. When a team lands on an Option Card, Event Card or Fun Card board space, **a player on ANOTHER TEAM takes the card off the top of the corresponding deck and reads the card aloud.** (If it is an Option Card, the question is read aloud, *but the consequences are not yet read aloud.*) The team who receives the Option Card (landed on the board space) must now make a decision. *Married and Living Together Teams discuss their answer and must agree on a joint final decision.* An "I don't know" response is not a decision. After the team makes its final decision, the other team reads aloud the consequences corresponding to the team's final decision. The team who received the Option Card must follow the corresponding consequences. If it is an Event Card "Relativity Roller," all teams roll one die to see if the event and consequences happen to them. Children Option Cards and Children Event Cards apply only to teams with children (with or without custody) who roll odd numbers on their turn.

14. When Living Together Teams receive Fun Cards, Children Event Cards and Children Option Cards, the card always applies to both players. Each player gives or receives the specified number of RRs and the team decides how to divide the monetary payment or reward, if any.

15. When a Living Together or Married Team receives an Event Card which is clearly for one player (for example, "You have been found guilty of committing a crime") or lands on the "Lose Job" or "STD" board space, then both players roll one die. The event and consequence applies to the player with the highest roll. If the roll results in a tie, continue to roll until one player has a higher roll.

16. Money is always paid to or collected from the bank unless specifically stated otherwise. Irregular sums of money are rounded up to the nearest \$100.

17. RRs are always taken from and given to the RR Treasury. There is no penalty for running out of RRs, and teams cannot have fewer than 0 RRs (no negative numbers). If a team has 1 RR and is required to give up 2 RRs and \$500, this team gives up its remaining 1 RR and pays \$500. When a team has 0 RRs, it continues to play the game and follows all directions and consequences. Until this team receives RRs, no RRs can be given up by this team.

18. On a turn when a team lands on or passes the "Budget Day" board space, that team collects or pays its Annual Balance. This team may then add or remove car insurance, health insurance and charity to its personal budget for the next year (trip around the board). A team collects or pays its Annual Balance before it follows the directions of the board space on which it lands. It is best to adjust your personal budget while other teams are taking their turns so that when you land on or pass the "Budget Day" board space, you know exactly how much money to collect or pay.

19. When a team passes the "Scholarship!" board space, that team may purchase an Education Degree during that turn. A team must purchase its Education Degree BEFORE it follows the directions of the board space on which it lands. Players who are working more than one full-time job cannot receive Education Degrees. If the team elects not to purchase the Education Degree, it must wait until landing on or passing the "Scholarship!" board space again before it may purchase a degree.

20. A team may buy and sell houses OR buy and sell cars at the beginning of its turn. Follow the instructions on the corresponding Instruction Card. This is the team's entire turn.

21. Players may ask someone to marry them, romantically move in with them, break up, or get divorced at the beginning of their turn. Follow the instructions on the corresponding Instruction Card. This is the team's entire turn.

BEGIN PLAYING NOW! Refer to additional instructions and Instruction Cards as needed throughout play.

Time Duration on Making Option Card Decisions:

If a team is taking a long time to answer its question, offer the team one more minute to make a decision. If the team does not answer the question before the time runs out, or if a Living Together or Married Team cannot agree on a joint final decision by the end of this time limit, then the team pays \$50,000 and gives up 5 RRs. (No decision has been made on the Option Card and therefore no consequences occur other than the \$50,000 fine and loss of 5 RRs.) Once a final decision has been made, the decision cannot be changed under any circumstances. An "I don't know" response qualifies as not answering or not agreeing – no decision has been made – and this team must pay \$50,000 and give up 5 RRs.

Divorce and Break-Ups:

Married Teams who wish to divorce should refer to the "I Want A Divorce" Instruction Card. Living Together Teams break up by becoming two Single Teams and must decide how to divide their possessions.

Babies, Children and Adoption: In order to have a baby, a team must either land on the "Pregnancy" or "Baby or use Birth Control?" board space or adopt a baby from another team. Children live with their parents (or their parent pays child support) for the remainder of the game. A team may only choose to put its new child up for adoption when landing on the "Pregnancy" space. Once a team puts a baby up for adoption, this team cannot change its mind and take the baby back. A team may allow another team to adopt its child. (Money cannot be exchanged for this child.) The team adopting the child follows the "Baby!" instructions. If another team does not want to adopt the child, take a Baby Card and place it on the Adopting Family space on the board for the remainder of the game, showing that another family (outside the game) has adopted the child.

Child Support: A player pays child support in two scenarios: one, if the parent is a male and is playing as a Single Team. Second, a player, male or female, pays

child support if he or she does not live with his/her child(ren); this player pays 10% of his or her own salary PER child every time this player passes "Budget Day." This money is given to the player with whom the children live. A female player who has a baby as a Single Team does not receive child support payments. (The father of her child(ren) is not playing the game!) This corresponds with the single mothers in the world who do not receive child support payments from the father of their children. If a team gives a baby up for adoption, this team does not pay child support.

Unemployment: A player may become unemployed by losing his or her job due to a board space or an Option Card, or by quitting his or her job at the beginning of his or her turn. If a player voluntarily quits his or her job, he or she must announce this before the dice are rolled; once announced, that decision is final. A player may quit his or her job and hunt for one new job during the same turn. If a player passes the "Budget Day" board space without being employed, this player collects no salary but must pay all expenses (except taxes) to the bank. If a player is unemployed, he or she has the opportunity to hunt for a new job every time it is his or her turn by following the instructions on the "Job Hunting" Instruction Card.

Loans and Charity: At any time during its turn, a team may ask for loans and charity from other teams. Loans are paid back (the team giving a loan may choose to charge interest), while charity requires no return payment. Loans and charity do not have a monetary limit and can be asked for or given as many times as desired during the game. The bank does not give loans or charity. If a team is completely out of money and no one will give or loan money to it, it must follow the instructions on the "I'm Bankrupt" Instruction Card.

Houses and Cars: Players on Married Teams must both agree on whether to buy a car or house, and on which car or house to buy. Living Together Teams do not have to agree on whether to buy a car or a house if one player is going to make the purchase or sale with his or her own money. Apartments cannot be sold. Teams may own as many houses and cars as they can afford. Teams may choose to be homeless. In this case, the team gives up 2 RRs every time it passes the "Budget Day" board space until shelter is provided, indicating the physical and emotional hardship of not having shelter. Teams may choose to not own any cars and use public transportation instead. In this case, the team gives up 1 RR every time it passes the "Budget Day" board space until a vehicle is purchased, indicating the difficulties of depending upon other forms of transportation.

Pets: There is no limit to how many pets a team may have. If Pet Cards run out, you may still buy a pet by paying \$100 to the bank and adding \$500 to your Budget Card. Teams can give away or sell their pets. If another team adopts their pet, the team giving away the pet gives up 1 RR. If another team does not adopt their pet, the team giving away the pet gives up 2 RRs.

Prison: A player (not a team) only goes to prison as a result of an Event Card or Option Card consequence. This player puts his or her ring on the "Prison" space on the board. A player remains in prison for the duration specified by the Event Card

or Option Card. If this player is on a Living Together or Married Team, the player outside of prison continues traveling around the board, does not have to consult with the imprisoned player while making decisions, and must adjust its Budget Card if it passes "Budget Day" while its teammate is still in prison. (Inmate's salary, taxes, food, health insurance and child support are removed.) When a player from a Single Team gets out of prison, its ring is placed on the "Budget Day" board space, but it does not collect or pay its Annual Balance until the next time it passes "Budget Day." When a player from a Living Together or Married Team gets out of prison, his or her ring is placed on the board space where his/her teammate is located.

Quitting the Game ("Death"): If a player has to quit the game, he or she is considered "dead" and his or her ring is removed from the game. If this player is on a Living Together or Married Team, the surviving player is now a Single Team. Players are never eliminated from the game. The only way a player "dies" in the game is by quitting the game.

TO ORDER SUPPLEMENTAL RELATIONALITY™ OPTION CARDS, EVENT CARDS AND FUN CARDS: Visit www.Talicor.com.

TO ORDER ADDITIONAL RELATIONALITY™ BUDGET CARD PADS: Visit www.Talicor.com.

FOR REAL LIFE RELATIONSHIP HELP, check out the numerous relationship resources available at www.smartmarriages.com.

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