

# HOW TO PLAY TWO MONEYWISE MATH GAMES

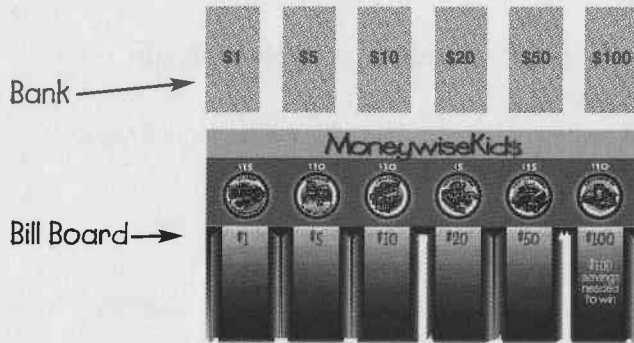
Handle bills from \$1 to \$100 and learn to budget your money in two MONEYWISE math games.

In "Moneywise Bill Maker," you roll dice to earn money. Keep exchanging smaller bills for larger ones until you have a \$100 bill.

In "Moneywise Bill Breaker," you budget your \$100 bill to buy food, clothing, and other necessities.

## GAME 1: MONEYWISE BILL MAKER

**OBJECT:** Roll the dice to earn a \$100 bill.



- 1. TO START:** Each player sets up a bank and a Bill Board as shown. The younger player starts.
- 2. TO TAKE A TURN:** Take turns rolling the dice, collecting money from your bank and placing it on your Bill Board. A roll of always stands for \$10.  
Example:

= 13, collect \$13

= 15, collect \$15

If you roll you get \$10 + \$10, or \$20.  
For rolls from 2 to 6, just add the dice to get the total.

Examples:

= 8, collect \$8

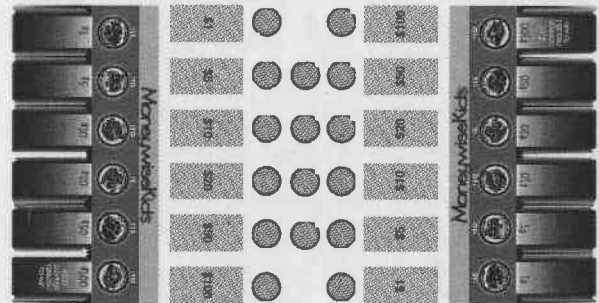
= 12, collect \$12

- 3. EXCHANGING BILLS:** On each turn, exchange smaller bills for larger ones, if you can. For example, if you have two \$5 bills, exchange them for a \$10. On every exchange or transaction, state what you are doing so your partner can check you. Example: "I rolled a one and a three, I'll take thirteen dollars, 1 ten and 3 ones."


- 4. TO WIN:** As soon as you have a \$100 bill, you win.

## GAME 2: MONEYWISE BILL BREAKER

**OBJECT:** Roll the dice to earn money. Draw Moneywise Markers to buy items. Be the first player to buy all six Moneywise Markers and have \$100 in savings.





- 1. TO START:** As in Bill Maker, each player sets up a bank and Bill Board. Put the Moneywise Markers face down in the center and scramble them. Each player starts with a \$100 bill.

2. **TO TAKE A TURN:** Either roll to earn money OR draw a Moneywise Marker to buy something. You can't do both. Earn Money: Withdraw money from your bank according to your roll. A roll of  always stands for \$10.

Examples:



  = 13, collect \$13

  = 15, collect \$15

If you roll  , you get \$10 + \$10, or \$20.  
For rolls from 2 to 6, add the dice to get your total.

Examples:

  = 8, collect \$8

  = 12, collect \$12

Draw a Moneywise Marker: Pick up any Marker. If it's a necessity (house, food, etc.), you can either buy it or put it back in the center. If you buy it, pay for it and put it on your Bill Board. If you draw a "bad luck" Marker follow the directions. For example, if you "get sick" but have your Medical Care Marker, you can take the "get sick" Marker out of the game. There's no penalty. If you don't have a Medical Care marker, pay \$10 or lose the next turn. Put the Marker back in play.

3. **MAKING CHANGE:** When you draw a Marker, you must pay the bank for it. When making change, state what you are doing. Example: "I'm paying tax for \$15. I'll put \$20 in the bank and take back \$5."
4. **EXCHANGING BILLS:** On every turn, exchange smaller bills for larger ones, if you can.
5. **TO WIN:** Be the first player to buy all six Markers and have at least \$100 in savings.

## QUESTIONS YOU MAY HAVE

### What if someone makes a mistake?

Each player is responsible for checking the math of the other player. We recommend that players always state what they are doing on each turn: "I rolled eleven. Ten dollars plus one dollar equals eleven dollars. Now I'll exchange two ten dollar bills for a twenty." That way, both players can follow what's going on. If a player does make a mistake, simply correct it. Since this is a learning game, there's no penalty.

### What if I forget to exchange smaller bills for larger ones?

That's okay. Just do it at the beginning of your next turn.

### In "Bill Breaker," can I use my \$100 bill at the beginning to buy everything?

Sure, if you want. After you have all six Markers, you'll have to earn money back to win.

### Can I buy two Markers of the same kind—clothes, for example?

No. Each player gets one of each type of Marker.

Parents and Teachers: Help children make real-world connections with **MONEYWISE KIDS®** activities listed on the back of both Moneywise Bill Boards.

For a free catalog of Aristoplay games, or for the name of a retailer near you, call toll free 1-800-433-4263.

Parents, teachers, kids:  
visit our web site,  
[www.aristoplay.com](http://www.aristoplay.com)



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