

## Show Me the Money!

Number of players: two or more, with a referee (to confirm correct answers)

Materials: play money (coins and bills), transaction cards, calculator and score sheet, answer key.

Goal: Earn a percentage of the profits as you answer questions where you show how the money goes!

One player selects a card that has a transaction described. The player must then use the cardboard money to show the transaction. If the player answers the transaction correctly, she/he receives 5% of the **answer** as cash-points (not necessarily the amount listed in the question). Whoever collects the greatest amount of cash points after five rounds of play is the winner.

Coin and bill denominations: penny, nickel, dime, quarter, loonie, twonie; five dollar, ten dollar, twenty dollar, fifty dollar and one hundred dollar bills.

To play:

1. Every Player selects a scoresheet. The sheet will track the player's answers, the money earned with each correct answer, and the cumulative total of the money she/he has earned through five rounds of play.
2. Players are NOT permitted to use calculators to figure out the answer to a question card. Calculators CAN be used to figure out the 5% of the answer (money earned) if desired, after the question has been answered.
2. Shuffle the question cards and place them face down in front of the players.
3. Arrange the bills and coins in piles in the centre of play, for easy access.
4. Player One selects a question card. The question can be shared with all Players, but the individual player is expected to work independently to figure out the answer. He/She uses the bills and coins included in the game to devise the correct response.
5. If the question is answered correctly, the player records the amount of the answer under the Answer column on the scoresheet, and then figures out the 5% he/she earns on the answer. That amount is placed in the Cumulative column. As more rounds of play continue, the Cumulative column adds the 5% of each correct response together. *[So, if a player earned \$1.50 in round one and \$0.15 in round two, his cumulative cash column in round two would say \$1.65.]*

6. If the answer is incorrect, the card is returned to the bottom of the pile. The correct answer is not shared with the group, and play passes to the next player.

Note: it is perfectly okay for the Referee to assist players in breaking down questions and/or trying to problem-solve responses. Just ensure that all players are treated equally with or without assistance. If the Referee chooses to reveal answers after each question card, then simply remove the card from play.

7. Play continues through five rounds, with the person earning the most cumulative cash after five rounds becoming the winner.