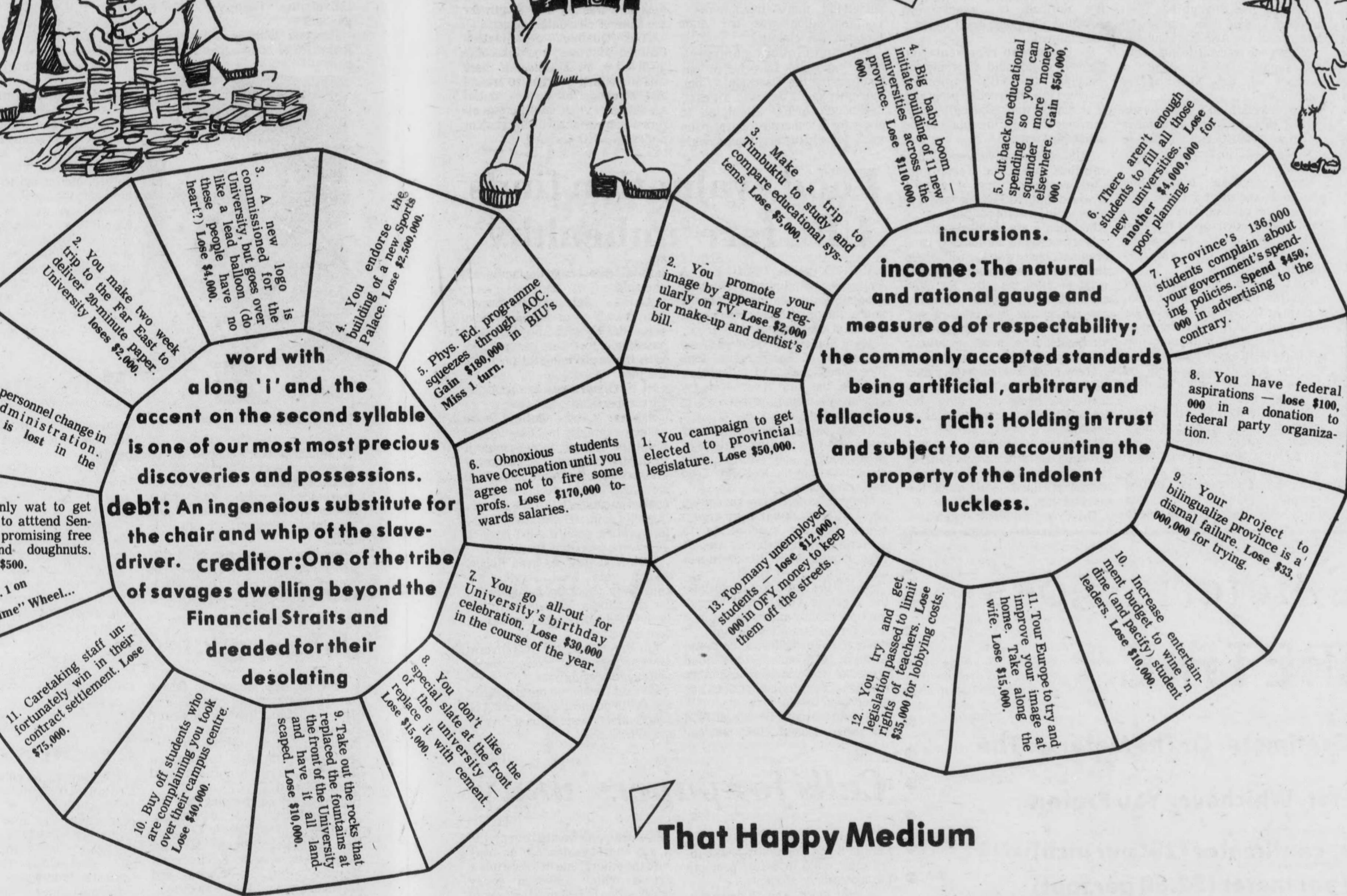


MAD MONEY MAD MONEY

Fast-Secondary Education or How to Lose Money on an Austerity Budget



The Big Time



a Lesley Higgins Production
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square that bridges the two circles and moving over on your next turn; the method you are most likely to use is buying your way out: if you have completed that circuit three times, but failed to land on the bridge square, you can earn your way into the next circle according to the losses you have accumulated in your travels.

To move from *small time* to *that happy medium*...you must have lost at least \$3,000 (a mere pittance).

To move from *that happy medium* to *the big time*...you must have lost at least \$7,500,000 (one would think a whole new university could be started with a sum like that).

However, you can't buy your way to the top (\$). You will have to trust your luck for that.

The game can be played alone as a race against time (a test of your personal limits of loss), or can be played with up to five consenting adults. The winner is the person who reaches the pinnacle of power first; the one who has lost the most money is second (s/ he tries harder).

It is important to remember at all times that losing is not bad because you are squandering someone else's (a lot of someone else's) money. That's what's so fun about *madmoney* — you play at the people's expense.

(The ultimate goal, of course, is to be running the whole show — that is, to be premier of a province and have the final say about educational spending. If given a choice of provinces to be fleeced, take the one with the highest income per capita and the lowest IQ per voter.)

Method

You don't need much more than these rules and the game board — just a number of different coins each for player's markers. You don't do anything as risky as use dice to decide on how many moves you can make per turn; flip a coin at the beginning of each turn:

heads move one
 tails move two