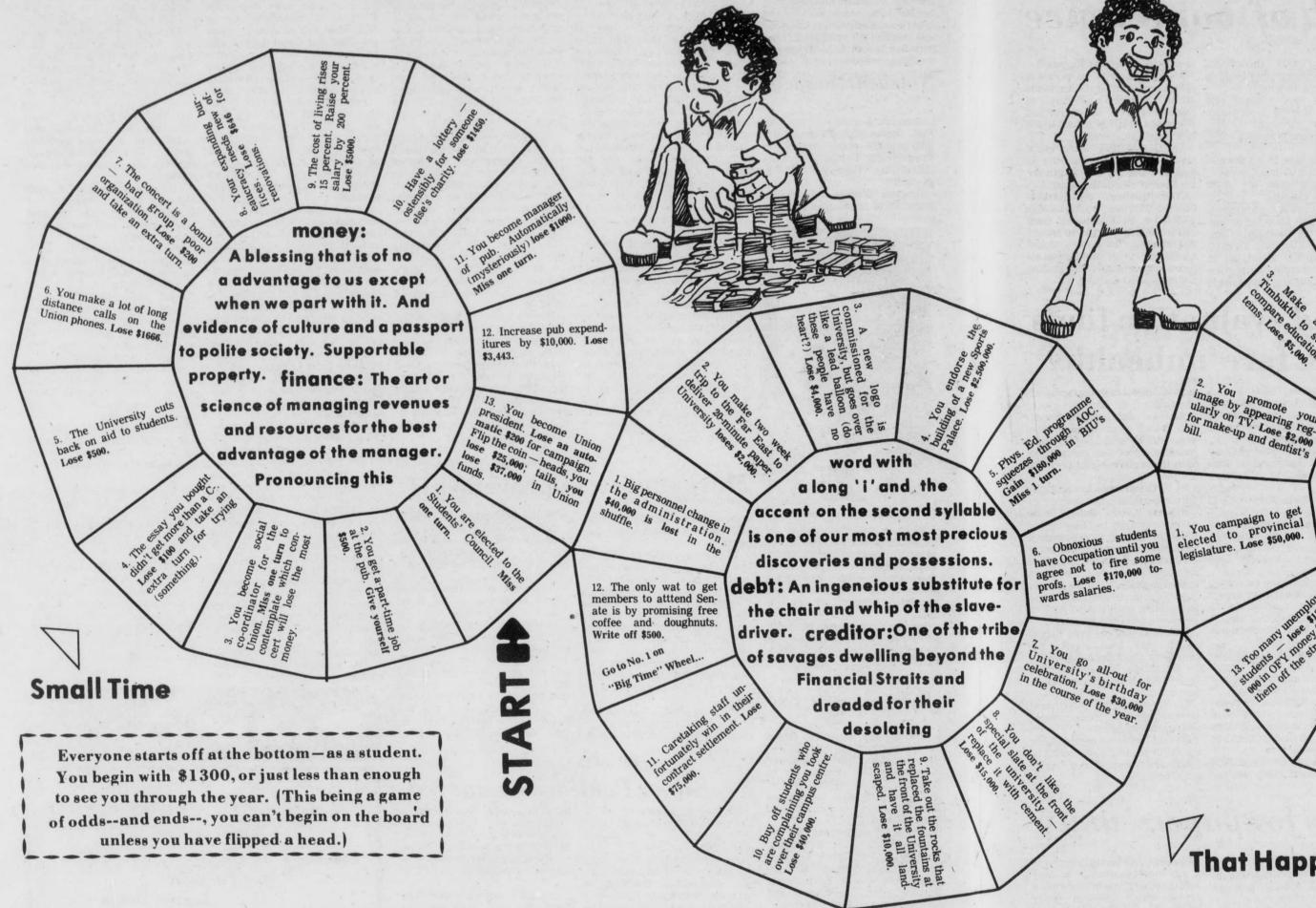
## MADMONEY MADMONEY

The Game of High Finance in Post-Secondary Education or How to Lose M



## Game philosophy and rules

Don't let the intricacies of the design fool you - this game is very easy to play. So easy, in fact, that there are more people than we care to realize who play it almost every day of their adult life. Once you start, you too will discover that having mastered the basic playing skills, there are no bounds to the rewards you can reap.

The basic idea is to move clockwise around the circles, keeping score of your losses, gradually working your way along from the small time to that happy medium, and eventually - if you're good - to the big time.

As this is a game of losers - only monetarily speaking, of course - a certain element of defeat must be built in. Therefore, you must go completely around each circle once before you try and advance to the next one.

This advancement is possible in two ways. The honest method is by landing on the

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).