

The Rules – Student Instructions*

Playing the Econogame

Can you make money, think on your feet, and be creative? The Econogame gives you the chance to find out. The game has three basic parts: People (you and your classmates), Game Cards, and Time.

• People



During the Econogame, you live in a Household in a country very similar to the United States. As a Householder, your main **economic function** is to go to the store and buy the things you need.

So that you have money to shop at the store (a Retailer), you leave home and go off to work as a business owner (entrepreneur), banker, Government or Resource Corporation employee or wage earner.

• Cards

In real life, the American economy produces a huge variety of goods and services. To keep things manageable in the Econogame, you will only produce and sell Econs. Econs symbolize all the goods and services that could be made in a real world economy. To survive and do well Households (everyone in the game) must buy those Econs.



Let the Game Begin

Time

When the Director gives the signal, you leave home and go off to work—this is Commerce. Commerce continues until the Director tells you to stop. During that time, you operate or work for a business, buy Econs for your Household, and make your loan payments.

To Help Keep the Game Fair and Honest, the Following Rules Apply:

1. Each business must assemble the cards as instructed.
2. Only Retailers can sell Econs to Households. Manufacturers and Distributors cannot sell to Households, nor can Households sell Econs to each other.
5. Labor cards represent **people** working. People have a choice about whom they want to work for. Therefore, Labor cards cannot be sold among businesses.
6. Life in the Econogame is governed by the U.S. Constitution. Once the game gets going, the Econogame Congress (everyone in the class) can make new laws and amend the rules.
7. Stealing money or cards, or counterfeiting either one, is a criminal offense. The Director shall set the punishment.
8. No cards or money can leave the classroom.

* *Excerpted and abbreviated*