



# GENWEALTH RULES for card game only



- Deal 5 cards from the deck to each player from the deck. (During play – Max 10 cards in hand at any given time)
- Deal out \$150,500K worth of cash to each player. The cash is used to make purchases, etc - during the game, one of the goals is collecting cash, which will prove in many cases to be difficult. Here is the denominations that need to be given out:

\$1	= Deal 50	-----	\$50
\$5	= Deal 10	-----	\$50
\$10	= Deal 40	-----	\$400
\$50	= Deal 40	-----	\$2000
\$100	= Deal 30	-----	\$3000
\$500	= Deal 30	-----	\$15,000
\$1000	= Deal 30	-----	\$30,000
\$5000	= Deal 20	-----	\$100,000

Alongside the cash, each player will need a piece of paper and a pencil. Each person will need to keep track of their finances and their business transactions. Within the game, there is a CHECKLIST, that will point you towards the future – specific criteria you will be able to check off as you move forward. But, the parts that help you to do that what be CONSTANTLY CHANGING with each play / player. So, I have highlighted each item to keep an eye on below:

- Write down "**business & franchise names**" -- the cards will support his, but you may not have the card always.
- Write down "**income**" -- which will also be ever-changing throughout the game.
- Write down your "**credit score**" changes. The goal for you credit is 3000+ pts.... this will allow you to pick a career.
- Write down your "**royalty**" amounts from franchises. Write down "sell/value/owner" (if it changes). This is the buy-in.
- Write down your "**Shares**" - in the event that opportunity pops up.
- Pay / Use cash to buy items.
- Pay / Use cash to deal with expenses.
- Pay / Use cash to invest.
- Pay / Use cash to handle your children's school tuition into the GenWealth Institute.

### 3. IMPORTANT POINT: Cards should be read aloud by each player!!

Each player (when it is their turn) will first PICK-UP a card from the top of the deck... which means they will have six cards in hand at the start. After you read that card aloud, you must now decide "WHAT YOU WILL DO" based upon the card information and your own choices. At this point, you can purchase items & complete all your transactions before the next player's turn begins. But, before your turn ends:

- You can discard any card (back into the deck) that does not serve you or does not apply (ex: The card may say pay kid's tuition, but but you don't have any kids yet). When you read aloud, the card in your hand may affect ALL players.
- Discard any card to keep only 10 cards in your hand (MAX AMOUNT at any time during game). HINT: Items that meet your checklist criteria will be set aside as property that you own. Ex: You own 4 businesses and a food truck -- so, if you have 10 cards in hand, you can remove these 5 to the side after you've paid/purchased them. That will leave you with 5 cards in your hand remaining. --- Otherwise, you will discard the 11th card by making a choice what is needed or not.

4. One of your goals is (as mentioned above - "letter C") - to reach a credit score of 3000+ (minimum). At that point, you will blindly choose a career card. This will set you up towards your future & establish your PAYDAY SALARY / INCOME for the rest of the game. You will NOT have a career at the start of the game. Your credit at this point will NOT be as important as before; but be careful and follow / do as cards instruct (if it relates to your game situation).

4a. You may either write down your kids gained..... or you can hold onto any "Baby card" you receive. After two kids, you should probably write them down and return the physical card to the pile (limited number). Some cards may involve a baby, but you will see that you probably will not be keeping that card-type. (max. 7 kids total)

4b. **OWNED vs NOT OWNED** == This refers mainly to (ownership and/or cardholder); The owner may have a company that has a franchise.... if you have paid to earn from that franchise -- you are considered the "NOT OWNED" category. The card will usually say what/how/when these cards affect you as a player.

**Backstory:** Your neighborhood is changing!! You will be making decisions that affect both YOU and your neighborhood. As you imagine a brighter future, you will see it fleshed out in your transactions, your mindset and your choices, and your drive to finish the game first. This intra-active game can (at times) affect one and/or all -- so think for yourself as well as internally thinking in an altruistic manner. Remember: YOU help to decide what happens!!

**Question:** *Is the neighborhood getting better or worse???*

**Conditions:** The imaginary themes of this game will live in each player's mind. Conditions such as: (Land) vacant lots and/ or blight -- abandoned house, trash, unsafe areas, etc.; Gangs and racism; Helpful community events and new civic growth; and lastly... the very popular and successful GenWealth Institute for all children (especially the gifted ones). Even this imaginary school will be a guiding force for you and your imaginary children throughout the game.

**To Win:** Build wealth, family, and your enterprising empire.

Closely regard your checklist and meet the criteria in order to reach the top. If you keep a close eye on your finances and property -- you will see a clear path to win very quickly. This idea of generational wealth will hopefully become infectious during and after playing this game. It is the mission that's sown into each game that is played - every single time!!

Enjoy this amazing journey!!!