Directions & Rules

|Setup|
10 Vehicle cards, 10 Home cards, 12 career cards, 30 expense cards, 60 green life cards, 8 game pieces, and 8 cards for $10,000 college loan

Game board, 16 sided dice, banker’s tray

Max 8 players/teams

|Money|
$50 bills – 200
$100 – 400
$500 – 300
$1000 – 300

Totaling $500,000

Run Out of Money

It is possible to get a college loan if you run out of money.

|To start|
Each player receives $5750 to start ($50 – 5, $100 – 10, $500 – 5, $1000 – 2)

Players choose a game piece and then pick a vehicle card at random to determine what they’ll be driving.

Player wearing a green shirt (tie breaker dice roll if more than one) or youngest player goes first.

Players must first decide whether they want to start their career immediately or go to college first. Players who attend college must take out a $10,000 loan. Players must pay this loan back by game’s end.

|Spaces|
Choose Career (purple space)

All players must stop when they reach this space regardless of the number they rolled. Player randomly chooses 3 cards from the deck and picks one of these for their career.

Note: Only players who went to college can choose college required cards. If a career track player randomly draws college careers, set them aside and let them keep choosing until they have three options. Players who went to college and draw all non-college careers do not get to draw again.

Buy a House (purple space)

All players must stop when they reach this space regardless of the number they rolled. Player randomly chooses 3 cards from the deck and picks one of these for their home.

Pay Day & Pay Bills (blue space)

When players land on or pass over this space they receive the paycheck listed on their card. Players are also responsible for paying their gas bill, mortgage, and energy bill.

Expense (red space)

Draw a card from the expense card pile and follow the instructions.

- If you get a card that says to pay a player with a certain career and no player currently has it, pay the amount to the bank.
- If you draw a home improvement card that results in a lower energy bill, keep it as long as you stay in the house it applies to. If a player draws one of these cards & lives in the off-grid house or has an energy bill of 0, they do not have to pay for more improvements.

Green Life (dark green)

Draw a card from the Green Life card pile and collect the amount of money stated on the card. There are two definition cards. Players must correctly define to win the money stated on the card.

**Organic:** Avoids most synthetic chemicals, no genetically modified crops, farmland free from chemicals for at least 3 years, strict separations of organic from nonorganic.

**Sustainability:** Capability to endure; meets present needs without compromising the ability of future generations to meet their needs.
**Change Career**  (yellow card)

When a player lands on this space, they have the option to change careers. Player randomly draws two cards and can choose one of these or keep their current career. Career track restrictions still apply. New salary applies on next payday.

**Change House**  (yellow card)

When a player lands on this space, they have the option to change their house. Player randomly draws two cards and can choose one of these or keep their current house.

(cont’d)

Any energy improvements that have been made CANNOT transfer to a new house. If player chooses a new house, these cards must be put back into the expense pile.

New mortgage applies on next payday.

**Change Vehicle**  (yellow card)

Draw one new vehicle card at random. Player MUST take the card he/she has drawn and put his old one back in the pile. New gas cost applies on next payday.

**Roll Again**  (light green)

Player rolls again and continues his/her turn.

**Fired!**  (yellow card)

You are fired! Choose randomly from 3 new jobs.

|Winning|

The game ends when all players reach green retirement.

- $1000 Bonus: no energy bill
- $500 Bonus: $50 gas bill or less
- $500 Bonus: Health! For walker and bicycler
- $500 Bonus: Finishing first.

Player with most money wins!

|Run Out of Money|

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