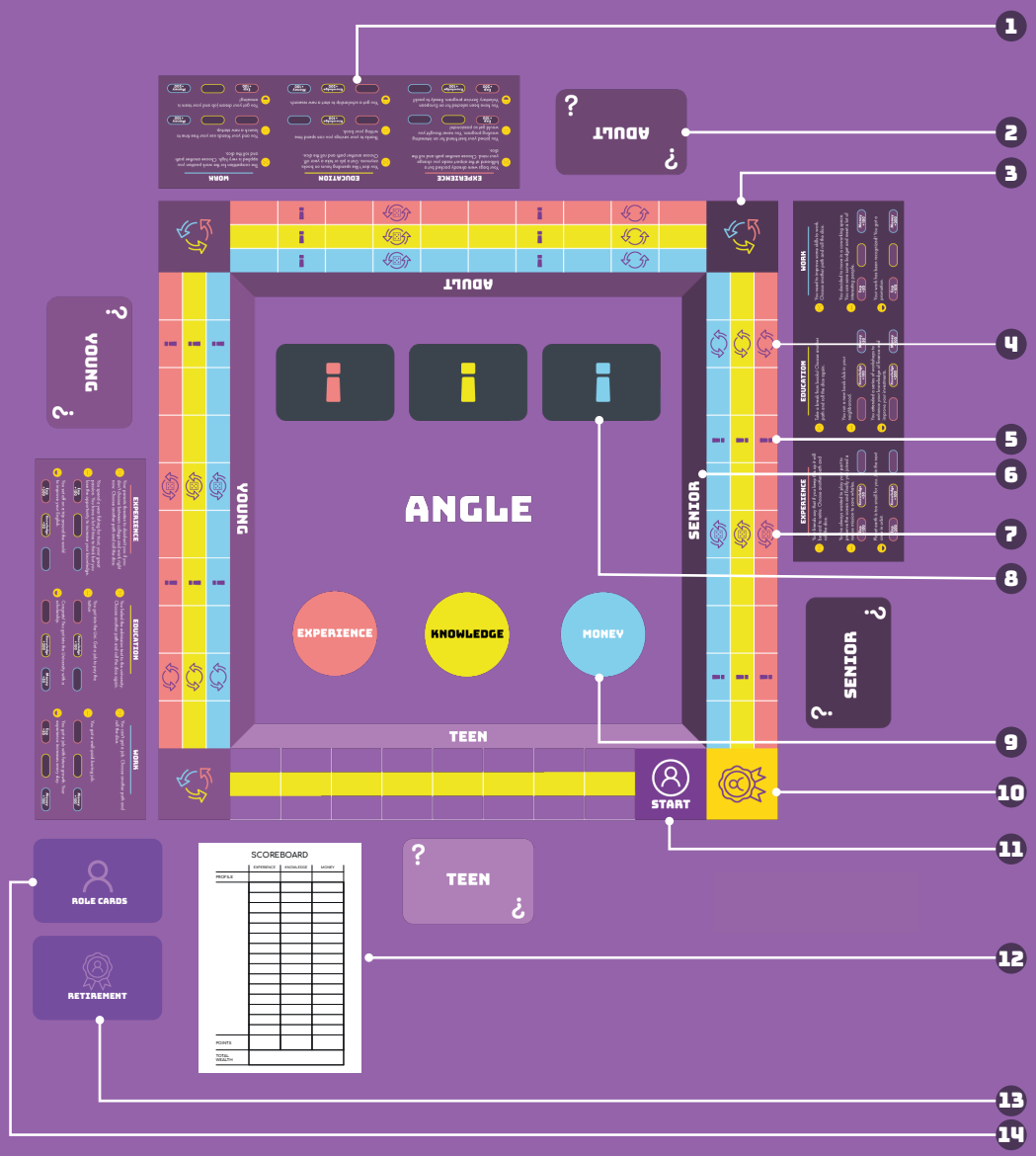
ANGLE
RULES

Co-funded by the
Erasmus+ Programme
of the European Union

THE BOARD



EXPERIENCE Path

EDUCATION Path

WORK Path

1 Checkpoint tab
2 Quiz cards area
3 Checkpoint
4 Time to reflect square
5 Chance square
6 Life-cycle phases
7 Bump in the road
8 Chance cards area
9 Badges area
10 Retirement square
11 Start
12 Scoreboard
13 Retirement cards
14 Role cards

HOW TO PLAY

The board is divided into four phases of the life-cycle: ***TEEN, YOUNG, ADULT, SENIOR***. The first three phases end with a ***CHECKPOINT*** while the last one ends with the arrival square: the retirement square!

During the ***TEEN*** phase, you will exclusively increase your ***KNOWLEDGE*** score.

At the first ***CHECKPOINT*** you must choose one of three coloured paths: ***EDUCATION, WORK, EXPERIENCE***. Each of these paths influence your ***KNOWLEDGE***, ***MONEY*** or ***EXPERIENCE*** score respectively. At the end of the game the three scores must be summed up to define your final level of ***WEALTH***.

During the game, when you reach the threshold of 1200 ***KNOWLEDGE***, ***MONEY*** or ***EXPERIENCE*** points you must pick a ***BADGE***, and receive the bonus shown on the back of the card.

Attention! You may only collect one ***BADGE*** of a kind (***KNOWLEDGE***, ***MONEY*** or ***EXPERIENCE***).

During the game you will stop on empty squares or special squares.

See the actions for each square in the section below.

SQUARES

EMPTY SQUARE

Draw a ***QUIZ CARD*** related to the stage of the life-cycle you are in and read the question aloud.
You will have 2 minutes to answer.
If the answer is correct, you will have to add on your scorecard:

300 points in ***KNOWLEDGE*** if you are on the ***TRAINING*** path;

300 points in ***MONEY*** if you are on the ***WORK*** path;

300 points in ***EXPERIENCE*** if you are on the ***EXPERIENCE*** path.
If you don't give the answer in time or give a wrong one, the next player takes the turn.

CHANCE

Draw a ***CHANCE CARD*** with the same colour of your path and follow the instructions. You can earn or lose points.

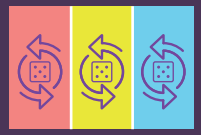
TIME TO REFLECT

When you land on this square, you can decide whether to change path or keep your current one.

If you decide to change, you will have to answer a question and,if you answer correctly, you will earn 300 points on the new path.

If you decide not to change, follow the instructions for the ***EMPTY SQUARE***.

BUMP IN THE ROAD



Roll the dice and move to the path of the colour shown by the dice.
Answer a question and, if you answer correctly, you will earn 300 points on the new path.

If the colour of the dice is the same as the colour of your path, follow the instructions for the ***EMPTY SQUARE***.

CHECKPOINT

When you pass by a CHECKPOINT square you have to stop.
Choose a path between EDUCATION, WORK and EXPERIENCE and roll the SPECIAL DICE.
If you get the face ☹ you have to choose another path and roll the dice again, in other cases you have to check the result from the table next to the CHECKPOINT and update your score. Then place your piece in the first square of the path and answer a question from the deck corresponding to the stage of the life cycle you have just undertaken.
Note: If you get the face ☹ three times you must go back to the path you were on before the CHECKPOINT.

END OF THE GAME

When a player reaches the finishing square the player must add up his KNOWLEDGE, MONEY and EXPERIENCE points by writing the FINAL WEALTH value on his scoreboard. When all players have arrived, draw your character's card from the RETIREMENT CARDS deck and read aloud the end of his/her story.

CONTENT OF THE BOX

- 1 Board
- 1 Numeric dice
- 1 Special dice
- 4 Pieces
- 1 Hourglass
- 4 basic level ***QUIZ CARDS*** decks per life-cycle stages (***TEEN***, ***YOUNG***, ***ADULT***, ***SENIOR***)
- 4 intermediate level decks of ***QUIZ CARDS*** per life-cycle stages (***TEEN***, ***YOUNG***, ***ADULT***, ***SENIOR***)
- 3 decks of 26 ***CHANCE CARDS***
- 3 decks of 4 ***BADGES*** each
- 12 ***ROLE CARDS***
- 12 ***RETIREMENT CARDS***
- 1 Scoreboard

PURPOSE OF THE GAME

By playing ***ANGLE*** you will test your knowledge of economics and finance, you will have to make important decisions along the way and hope that some unexpected events and the dice do not affect your choices.

The aim of the game is to complete the life-cycle path with the highest level of ***WEALTH***, by earning points and collecting ***BADGES***.

At the start of the game you will discover your character. Along the path, you will earn points by answering ***QUIZZES*** and interacting with ***CHECKPOINTS***.

CHANCE CARDS will also allow you to earn points but, in some cases, may have a negative impact on your and the other players' scores.

GAME SETTING

Before starting, set the difficulty level of the game by choosing a deck of QUIZ CARDS between basic and intermediate.

BASIC LEVEL is designed to familiarise you with the financial education jargon, facts, expressions. These are useful in every day life, but not necessarily straightforward! So, for example, if you are not really sure about what being financially myopic means, what is a present value or the impact of inflation on your income and purchasing power, you should definitely start from here.

INTERMEDIATE LEVEL questions are naturally more demanding: are you comfortable with the implications of a study loan, with what one means by buffer fund, or about when it is useful to refer to the concept of opportunity-cost? If not, you should definitely try tue intermediate level.

Place the cards on the board in the appropriate spaces (TEENAGER, YOUNG, ADULT, SENIOR).

Place also the ***CHANCE CARDS*** and ***BADGES***.

Choose your piece, take a sheet from the scoreboard block and pick a ROLE CARD.

The youngest player starts and the game proceeds clockwise.