

LIFE COURSE GAME INSTRUCTIONS

Starting the Game

- Form 5 teams at your table.
- Select one person to be in charge of the instructions.
- Player Identity Selection:
 - Each player/team should select one **colored game piece**.
 - Once game pieces have all been chosen, select the "Game Profile" that **corresponds with the color of your game piece**.
 - Go around the table, reading aloud your profile information with the others.
 - Place your colored game pieces on the start arrow.

Playing the Game

- Start with the team whose Profile indicates "Privilege" at the bottom. Go clockwise from there.
- Roll both dice and move forward that number of spaces.
- Follow the instructions indicated on the space where you land:
 - Do nothing on blank spaces.
 - On red spaces, take a red card and follow the instructions.
 - On green spaces, take a green card and follow the instructions.
 - Some spaces on the game board have scenario bubbles, follow the instructions indicated by the scenario.

TIP! When a player/team takes a card, encourage them to read the **entire** card out loud. It is helpful for everyone to hear the instructions on the card, even if they are not directly applicable to that player/team. For example, if a player/team lands on a card that breaks down the movement by "privilege, neutral or disadvantaged," read all of the options.



SQUARE 20!

EVERYONE must STOP! You cannot pass square 20 without following the instructions on the back of this card. In other words, if you are on square 15 and you roll a 7 with your dice, you will NOT move to square 22. You must instead stop on square 20!

TIP! Once you have rolled the dice, landed on your square, and followed the instructions on that initial square, your turn is over. For example, if you land on a space with a scenario bubble indicating that you must move backward 2 spaces, and that movement lands you on a red space, do NOT take a red card. Your turn is over after you move back.



SQUARE 67!

EVERYONE must STOP! You cannot finish the game without completing the instructions on the back of this card.

Finishing the Game

Square 67 is the final square of the game. After you complete the game (all players have reached square 67 and rolled the dice), please let your Facilitator know.

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Square 20: *Advanced Education*

You must stop on this square and roll 1 die.

If your Game Profile indicates "**Privileged**," add 1 to your roll (maximum of 6).

If your Game Profile indicates "**Neutral**," add 0 to your roll.

If your Game Profile indicates "**Disadvantaged**," subtract 1 from your roll (minimum of 1).

If your final count is a:

- 1-2 = you attain no further education, lose your next turn.
- 3 = you attend a trade school, no extra movement.
- 4 = you complete a degree at a community college, advance one space.
- 5 = you complete a bachelor's degree at 4-year university, roll both dice and advance per your roll, but without following any additional instructions you may land upon.
- 6 = you attain a graduate degree, roll both dice and advance per your roll plus two additional spaces, but without following any additional instructions you may land upon.



Square 67: *Remainder of Life*

You must stop at this square and roll 1 die. If you roll a:

- 1 = you pass away from a long battle with heart disease before you reach 70 years.
- 2 = your spouse passes away, you experience a period of depression and loneliness.
- 3 = you retire, but must supplement income with a part-time job.
- 4 = you are diagnosed with Alzheimer's; your retirement covers the cost of assisted care; your social supports are strong.
- 5 = your retirement package is sufficient enough to live in a nice retirement community, you live past 75.
- 6 = you celebrate your 100th birthday with family and friends as a happy, healthy individual.

And:

If your Game Profile indicates "**Privileged**," you left a generous estate to your family members.

If your Game Profile indicates "**Neutral**," your life insurance left your immediate family with enough to cover your funeral costs. The sale of your house left your kids with an inheritance.

If your Game Profile indicates "**Disadvantaged**," you did not have life insurance or own your current home. Your family must find a way to pay for your funeral and associated costs.

Discussion Questions

- What happened in your group?
 - If you were in the lead in the game, how did that make you feel?
 - If you were falling behind, how did that make you feel?
- What aspects of the game caught your attention?
- What events in the game reminded you of something from your own life?



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