

Gotta Have It

As a college freshman, you have a lot of decisions to make. Review the Objective and Game Instructions with your team before playing. Good luck!

Objective: To be the first team to pay for three of the items listed below.

Game Instructions:

Teams will complete four rounds. A round ends after each team is shown a Card and makes a decision.

As a team, decide to:

- Pay cash. Announce the choice. Deduct the amount from the check register, and mark an "X" over the text that describes the item, indicating it is paid for in full.
- Use credit. Announce the choice, and circle the item indicating it is not yet paid for. During one of the later rounds, the team pays for the item by announcing its intentions, deducting the amount of the item plus interest from its check register and marking an "X" over the text to indicate that the item is now paid for in full.

Teams must select a member to record transactions on the check register on Page 13.

Each team starts the game with \$125.

Movie tickets

Cash: \$20

Credit: \$24

Dorm bookshelf

Cash: \$80

Credit: \$96

Gasoline

Cash: \$35

Credit: \$42

Car insurance

Cash: \$100

Credit \$120

Cafeteria plan

Cash: \$65

Credit \$78

Internet downloads

Cash: \$30

Credit \$35

Lab supplies

Cash: \$75

Credit: \$90

Coffee

Cash: \$25

Credit: \$30

Graphing calculator

Cash: \$100

Credit: \$120

New clothes

Cash: \$120

Credit: \$144

Dinner out

Cash: \$25

Credit: \$30

Band uniform rental

Cash: \$85

Credit: \$102

