The Game of Life Leader Instructions

There will be three rooms, one for **spiritual decisions**, **career decisions**, and **lifestyle decisions**. The youth will be broken into three groups, and the groups will rotate through these rooms, spending about 15 minutes in each one.

A leader will manage each room, where they will do two things:

1. Give game instructions to the youth (see instructions below).
2. Share a spiritual thought about the topic of their room, if time allows.

Things to note:

* Scorecards will be given to the youth before they come to your room. Everything else (pencils, chance cards, etc.) will be provided to you.
* The youth should be recording the outcomes of their activities on their scorecards.
* It’s ok for the youth to have negative money. It will likely balance out by the end of the game.

## **Spiritual Decisions Room**

Game Instructions:

1. Have each person make their room’s decisions on their scorecard.
2. Have them draw one chance card per decision (either from the “Yes” or “No” pile), and follow the instructions on their cards.

## **Career / Education Decisions Room**

Game Instructions:

1. Have each person make the decisions on their scorecard.
2. Have them draw one chance card per decision (either from the “Yes” or “No” pile), and follow the instructions on their cards.
3. Have them choose a career, by drawing from the careers deck:
   1. Draw one card, if they chose no additional education.
   2. Draw two cards, and choose their favorite, if they chose only college.
   3. Draw three cards, and choose their favorite, if they chose college and Post-grad.

## **Lifestyle Decisions Room**

Game Instructions:

1. Have each person make the decision on their scorecard (Marriage? Yes or No).
2. Have them draw two chance cards based on their choice (either from the “Yes” or “No” pile), and follow the instructions on their cards.
3. Invite each person to roll the dice onto the map.
   1. The location of the die determines which state they will live in.
   2. The number on the die determines how many children they will have.
      1. If they chose not to marry, they can roll the cube without numbers.