

# BUY IT RIGHT™

## The Calculator Shopping Game Instruction Guide

Ages 5-9+

### Coupon 2 for 1:

Buy two item cards for the price of one. Roll and arrange the number dice to determine the total cost for both items.

### Start:

Collect \$10 every time you pass Start.

**HINT:** Decide when higher or lower prices help you. Use this strategy to arrange the numbers on the dice.

### Variations for younger players:

#### Buying it Right!™ with Bills Only (Beginning Level)

Follow the same directions as the Buying it Right!™ Level 3 game using just the bills.

- Each player gets one \$10 bill, one \$5 bill, and one \$1 bill.
- Play with **one number die** to represent **dollars**.
- Prices are determined by just the roll of one die.
- Collect \$5 every time you pass Start.

#### Buying it Right!™ with Coins Only

Follow the same directions as the Buying it Right!™ Level 3 game using just coins.

- Each player gets 4 quarters, 4 dimes, 4 nickels, and 4 pennies.
- Play with **two number dice** to represent **cents**.
- Collect one \$1 bill every time you pass Start.
- If the register runs out of coins, all players exchange coins for dollars.

### Calculator Usage:

The calculator requires one AA battery (not included). Insert the battery into the compartment located on the back of the calculator.



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# Buy it Right!™ Game

Ages 5-9+, 2-4 players

## Contents:

Game Board  
Calculator  
Paper Money: (twenty \$1 bills, ten \$6 bills, five \$10 bills, five \$20 bills)  
Plastic Coins: (25 pennies, 25 nickels, 25 dimes, and 25 quarters)  
4 Shopping Cart Cards  
4 Shopper Markers & Stands  
40 Things to Buy (Item) Cards  
3 Number Dice

## Paper and Pencil Needed:

The directions below are for the most challenging game. Younger players may want to begin with "Buying it Right!™ with Bills" or "Buying it Right!™ with Coins" (see game variations following the directions).

## Note to parents or teachers:

Show children how to arrange the number dice to result in higher and lower dollar amounts, For example, if the numbers 6, 5, and 3 are rolled, they can be arranged as \$6.53, the highest amount, or \$3.56, the lowest amount. Explain why it would be good to buy an item for the lowest price and why it would be helpful to find the most money. Also show children how to use the calculator to add up purchases and make change.

## Buy it Right!™ Game (Level 3)

For players who can count money from \$0.01 to \$30.00

## Set-up:

- The bottom of the game box is a cash register tray. Sort the bills and coins. Place coins in the divided sections and bills on the top as pictured.
- Place the Things to Buy (item) cards picture side down in a pile on the board.
- Choose a Shopper Marker and place it on the Start space.
- Give each player one \$20 bill, one \$5 bill and a Shopping Cart card.
- Place the calculator on the center of the board.
- Play with **three number dice** to represent dollars and cents.  
(See ATM instructions.)

## Object of the Game:

Be the first player to fill your Shopping Cart card with two item cards in each color and win! (For a shorter game collect just one item card in each color.)

## How to Play:

- Roll one number die to see who goes first.
- On your turn, roll one number die and move your Shopper Marker ahead on the board.
- Follow the board directions (see board directions below).
- Use the calculator to add the prices and make change. Have one player write down the price of items as they are entered into the calculator just in case you need to recalculate.
- Take turns being the cashier for another player or have an extra player be the cashier. Be sure to count the change aloud.
- If the register begins to run out of money at any time during the game, all players should exchange their money for larger denominations.

## Board Directions:

### Buy 1 item. Buy up to 2 items. or Buy up to 3 items:

Pick your item card(s) from the top of the pile, one at a time. Roll the number dice and arrange them on the bottom of your shopping cart card to determine the price of the first item. Enter it into the calculator. Repeat for each item. If you have more than one item, make sure that you total the prices on the calculator. You can choose not to buy an item card if it costs too much or if you already have enough cards of that color. If you choose to keep it, put it in your shopping cart. Pay the cashier for the items that you choose to buy. Return any items you choose not to purchase to the bottom of the deck.

### ATM:

Roll the number dice and arrange them on the bottom of your shopping cart card to find out how much money you collect from the register.

### Find Money:

Roll the number dice and arrange them on your shopping cart card to determine how much money to take from the register.

### Lose Money:

Roll the number dice and arrange them on your shopping cart card to determine how much money to put into the register.

### Buy 1 item from a friend:

Choose an item that you would like to buy from any other player. The **other** player must sell you the item. That player rolls the number dice and arranges them to determine the price that you pay him or her. You can choose not to buy the item.

### Give a gift to a Friend:

Choose one of your item cards to "give" to any other player. If you don't have a card to give, buy one from the item card pile, pay the register, and then give the card to the other player.