

Life Gets in The Way

Life is a gamble, make every roll count!

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“Life is like a box of chocolates, you never know what you’re gonna get.”

— **Forrest Gump**



Prompt



Your parents sold the house, bought a sailboat and took their retirement early traveling the world. You're an adult now, and must learn to support yourself and live on your own. Time to get a job!

Learning Objectives

**Financial
Literacy**

**Personal
Development**

Life Balance

**Risk
Assessment**

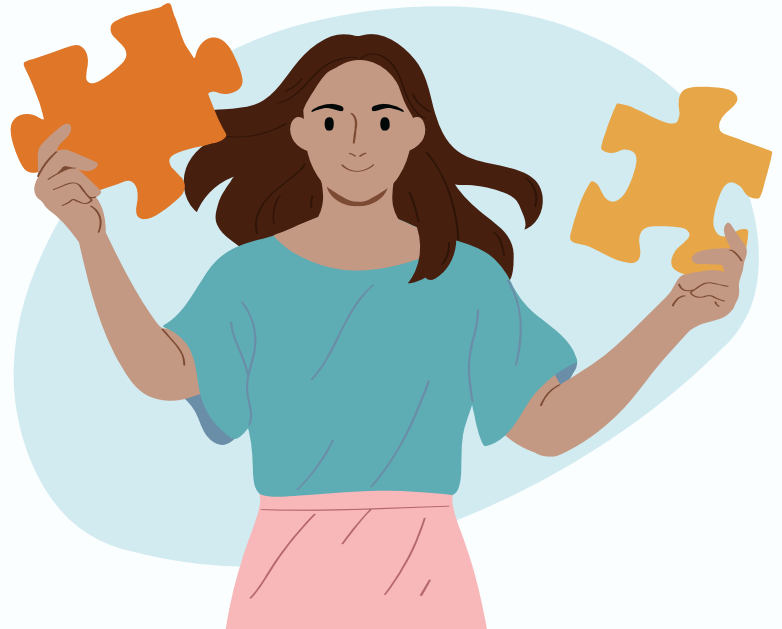
**Long Term
Planning**

**Simulating
Real-life Events**

Materials

In order to play this game, you will need the following:

- 1) Two six-sided dice
- 2) A standard deck of poker cards (52)
- 3) Aspects of Life tablet
- 4) Four unique token types (Quarters, Dimes, Nickels, Pennys)
- 5) Occupation deck (12 cards from a 2nd poker deck, 2 through K-any suit)
- 6) Cards Event Key
- 7) Career Key for Occupation



Game Overview



Intended for students in High School and College and for anybody looking for an opportunity at new beginnings

Choose Your Path	Each player chooses an Occupation deck and rea
Determine Starting Income	Each player rolls the dice to determines their prompt and annual income.
Decide First Puller	Roll dice to determine who draws a card from the card deck and consult from the Event Deck first.
Game Rounds	<p>Each round represents one year of life</p> <ul style="list-style-type: none">- Collect Finance tokens for each year- The designated first puller draws the top card from the Event Deck and follows the instructions.- The rest of the players draw cards in turn, moving clockwise.
Rotating First Puller	At the end of each round, the player to the left of the previous first puller becomes the new first puller.
Roll the dice when prompted by card:	<p>If the card prompts you to roll dice, your total roll determines the amount of tokens of a certain type that you will collect:</p> <ul style="list-style-type: none">○ Roll 2–5 → Collect/lose 2 tokens○ Roll 6–9 → Collect/lose 3 tokens○ Roll 10-12 → Collect/lose 4 tokens

Investment Categories

01

Finance

Financial stability fosters opportunity to enjoy life without the anxiety of scarcity

02

Relationships

Contribute to a longer life support a person's well-being and happiness.

03

Hobbies

Creativity reduces stress and provides a sense of accomplishment

04

Time

Quality time and plenty of rest increase life satisfaction



Sample Career

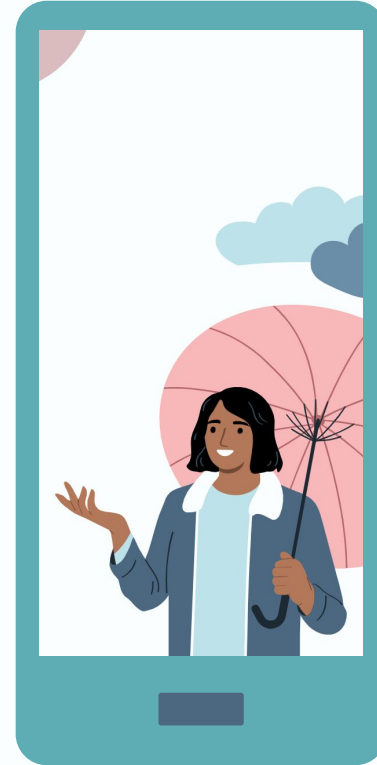
Player picks up a K

- Career: Doctor
 - Roll dice to determine income and prompt
 - Roll 8–12
 - Prompt: You are the most sought after plastic surgeon in the world who has rejuvenated countless celebrities
 - Income: Collect 3 Finance tokens per turn
 - Roll 2-7
 - Prompt: You found public healthcare to be your passion and traded a large salary for helping the underserved.
 - Income: Collect 2 Finance tokens per turn



Sample Events:

- Player picks up a 8 of Hearts
 - Event: You launch a small online business
 - Effect: Gain 1 Finance token from another player or lose 1 Time token
- Player picks up a 4 of Diamond
 - Event: You become unmotivated this year after a death in the family
 - Effect: Gain 1 Time token, lose 1 Hobby token



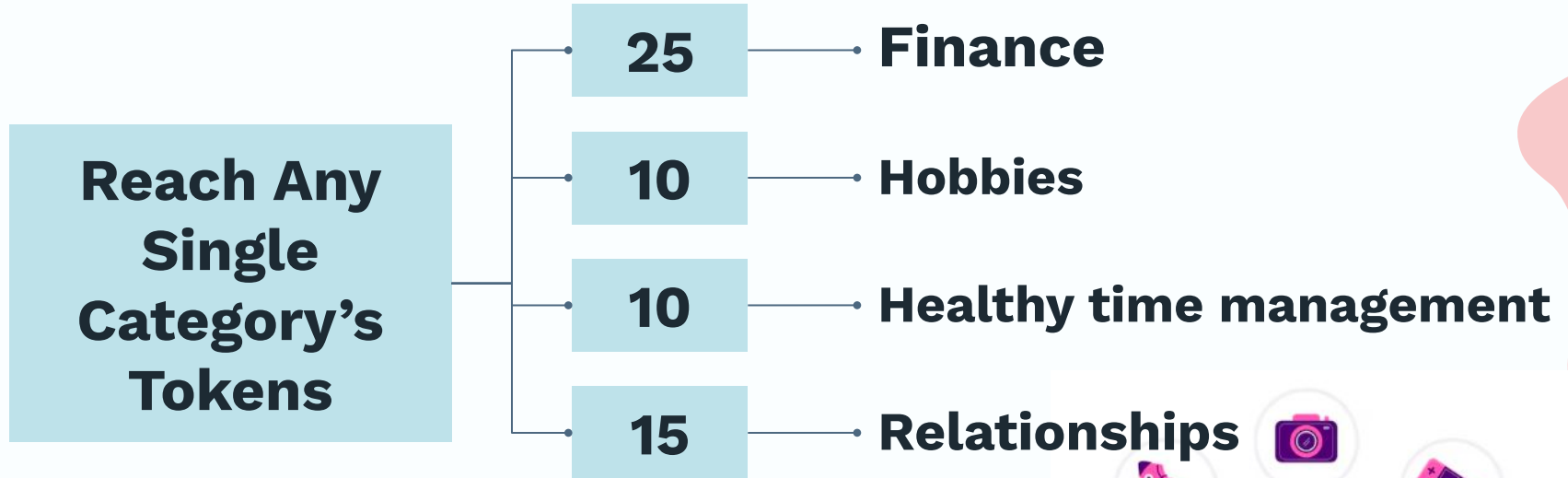
Collect enough
Tokens and
Win

Retirement

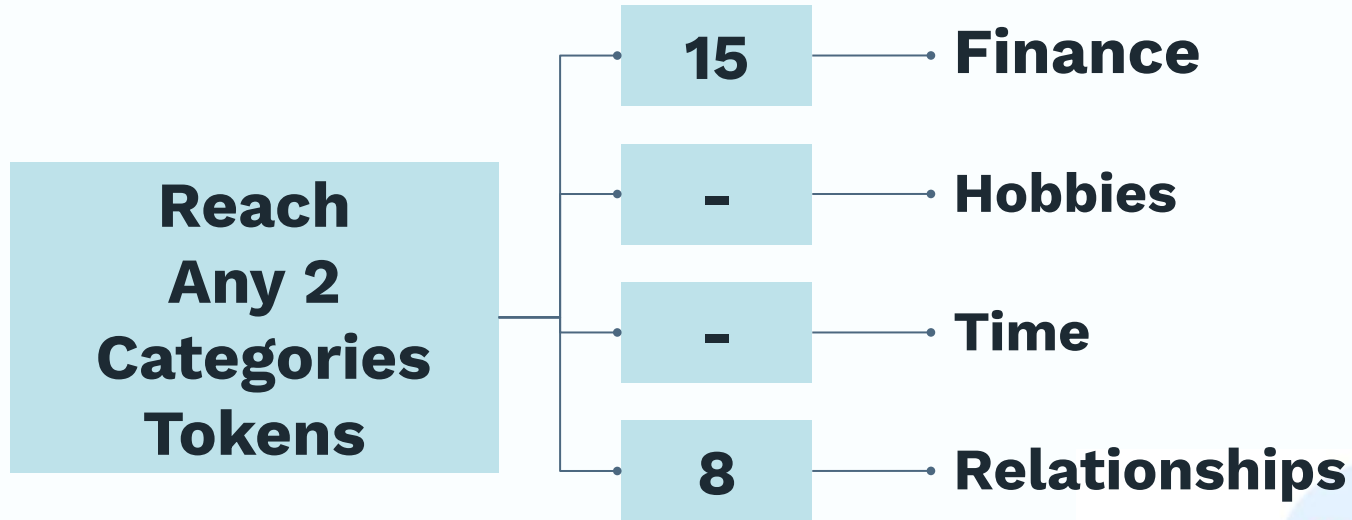
Players strategize how to invest



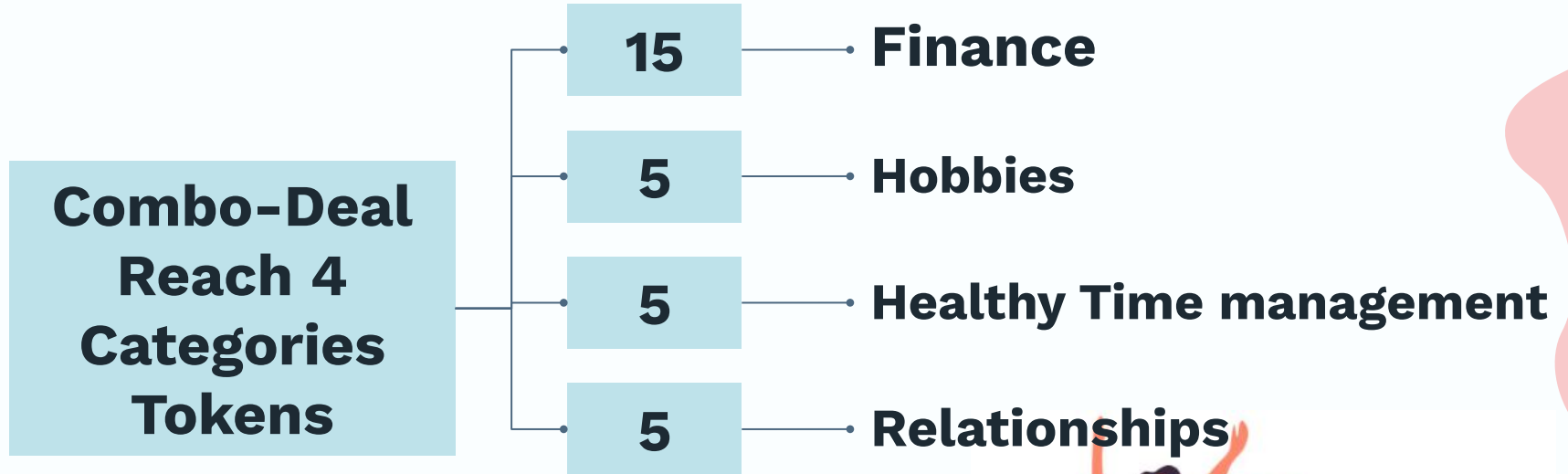
Multiple paths to victory



Multiple paths to victory



Multiple paths to victory

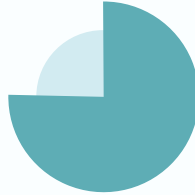


Points System:



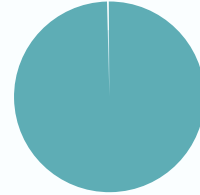
**50
Points**

The player(s) who reaches maximum tokens gained in 1 category (1 through 4) is rewarded 50 points.



**75
Points**

The player(s) who reaches retirement by winning a pair of categories (5) is rewarded 75 points



**100
Points**

The player(s) who wins by combo (6) is rewarded 100 points



Let's Play!

Debrief Questions

- Did you enjoy the game?
- Was the game balanced enough? Why or why not?
- What were your feelings like when you lost tokens? When you gained?
- Did you find it harder to maintain your finances in order to build the other aspects of life?
- Who retired first in your group? What was the method of victory? Did the point system affect when you retired?
- Did you have a gameplan on how you wanted to retire? Did life get in the way and change your initial path at all?
- To students, did it make you think differently about life after school?
- Were the events that occurred in the game an accurate representation of your actual life events?
- How did your experience feel overall?



Stars and Wishes

