



GREED

Brian David Phillips

GREED, or Money Power

Money Math Game, Version 1.0 by Dr. Brian David Phillips

The following game was designed for my friend Elizabeth Vroom (*after she left Wizards of the Coast following the phase out of the educational games division*) to serve as an aid in teaching math skills to elementary school students. The game is copyright 1996, [Brian David Phillips, Ph.D., C.H.](#)

Date: Wed, 10 Apr 1996 15:49:08 +0800 (CST)

From: Brian Phillips (brian@briandavidphillips.com)

- *Brian, I am teaching school 2/3 combined class. Do you know any great games for teaching that level math? I have to try and come up with some fun Fractions, measurement and money games. The problem is that the kids are still so young, it is tough to get sophisticated!*

Okay, Elizabeth, just for you here's a game I think might work out (never tried it with kids, heck never tried it with anyone as I just made it up). :-)

GREED, or Money Power



Each player gets five dollars in bills and change from the banker (I'd suggest play money but if you're stupid you can give them real money). :-) The banker needs more money to give out later.

There are two draw decks - one red and one blue. Each turn a player draws one card from each deck. The blue cards represent income coming from the bank and the red cards represent money going out (to the bank or other players). If you like you can just combine the two draw decks into one and have players draw only one card which will be either one or the other (backs would be different) heck the amounts could be the same and you flip a coin to determine if it's an income or a debit (heads you get money and tails you pay). I prefer two decks though so students have two math problems to deal with each turn (one addition and one subtraction). Maybe a Bankruptcy card where you lose all your money and an Inheritance card where you get a bunch would be good too.

The two decks can be identical or you can vary their composition - if you want me to I can give you a few ideas for deck make up but you might just take a look at the units you're covering to make the game coincide with what you're teaching. Cards have money amounts such as \$1.25 or 25 cents and the like. You can also put in special cards where the player gets money from an opponent (person to the right) or gives money to someone else. A few reverse direction and skip next turn or receive no income cards might be fun too as well as some cards you play on others which causes them to lose their turns or they become the banker for a round (all income comes from them not the regular bank). Tax cards would be fun too - everyone has to pay the player 15% or their income - if you are working with percentages in class at that level.

There are two ways to play. One would be to set an amount (say \$20) and play until one person gets that and wins. Or you can play until someone runs out of money and then player with highest amount of money wins.

If you try this and it works out let me know. If you want to publish it, let me know too and I'll work up a more formal rules thing and sign a contract. :-)

You'll have to give me more time for the fractions game . . . I don't know any and really don't have the energy to make something up right now (have a whale of a cold and have had it for almost two weeks now - just won't go away).



Peace,
Brian David Phillips [Meiguo Langren Zai Taibei]
brian@briandavidphillips.com [An American Werewolf in Taipei]

"Sa niao shi jue bu yao chui kou shao."
- Mao Tsu-Hsi (after Hagbard Celine)



GREED

The Game of Wealth and Poverty, Version 2.0 by Dr. Brian David Phillips

The following game was designed for my friend Elizabeth Vroom (*after* she left Wizards of the Coast following the phase out of the educational games division) to serve as an aid in teaching math skills to elementary school students. This is a later version of an earlier game - this version being faster paced and easier to assemble. The game is copyright 1996, [Brian David Phillips, Ph.D., C.H.](#)

Date: Tue, 2 Jul 1996 12:04:06 +0800 (CST)
From: Brian Phillips (brian@briandavidphillips.com)

Elizabeth,

I hope you get this before you take off but if you don't c'est la vie.

I think Greed might work with a cardless mechanic which is much simpler to run with.

GREED
The Game of Wealth and Poverty
version 2.0
Brian David Phillips



Have a bunch of play money for the bank and give each player fifty dollars in bills and coins.

Decide who goes first by rolling dice or playing rock-scissors-paper. Play goes clockwise.

During their turn each player flips a coin to see if they have to pay or collect money that turn. Heads = income and Tails = debt. You then roll dice to determine how much money (the number of dice would be determined by how exact denominations you want students to practice, for example they could roll 1d10 to represent dollars or they could roll 3d10 or different colors to represent dollars and cents (red=dollars, blue/white=cents). For example if I get heads and roll 3.25 I now have an income of \$3.25 which I collect from the bank and add to my pot. If I had flipped tails I'd have to deduct \$3.25 from my pot and put it in the bank.

If players run out of money they can take out a loan from the bank which means everytime they have income they have to give half to the bank until their debts are cleared. This keeps unlucky players in the game.

Depending upon how many players there are, you can play until the first player has over \$100 in her hand with no debts to the bank or you can set a higher or lower victory condition (\$75 or \$200).

Now, here's the math skills reinforcement (beyond what's required to play the game). If a player is found to have made a mistake in counting money out or in giving change to the bank or the like, the player who catches the error receives double the figure in his own pot and the player must pay double the figure to the bank (you cannot "catch your own error" to receive the bonus). If you make a mistake you can correct it with no penalty that turn - if someone else goes then the error cannot be corrected.

Another variation of this game would be a cut-throat style where monies are not collected from the bank but from other players (loans still come from the bank though unless house rules are made differently). You could simply roll a dice to see who pays or perhaps the player could choose (I prefer the random element of the dice though).

With this version of the game, it's much easier to set up and you don't have to worry about the cards I'd suggested for the earlier version.

If you are ever able to use this let me know, I'm curious as to how it works out.



Good luck in Europe.

Peace,

Brian David Phillips [Meiguo Langren Zai Taibei]

brian@briandavidphillips.com [An American Werewolf in Taipei]

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