

Object of TEEN-TREPRENEUR:

Strike as the tycoon of the game by experiencing sales, marketing, loans, business branching and even the TWAYF 20 stock market and be the first player to reach £5000 in profit with the start up capital provided.

Contents of TEEN-TREPRENEUR

TEEN-TREPRENEUR should consist of the game board, 2 dices, 6 playing pieces, 6 logo playing pieces, 60 stars in different colours, 30 sales card, 30 expenses card, 6 status cards, TWAYF 20 cards, 60 trading cards, 1 dividends card, TEEN-TREPRENEUR play money and a rules booklet.

Game Preparation

- Each business is colour coded, ranging from £250 up to £1500
- Place each businesses trading cards on their space on the game board
- Place the 30 Sales and Expenses Card on their space on the game board
- Each player rolls both dices to decided who owns what business
- Highest number is the richest business owner and the lowest number is the poorest
- Players with same numbers roll again after others have worked out their position
- Give each player their Status Card after knowing what business they own

Each status card illustrates all the players business and personal information. The card is referred back to a lot in the game to build your business.

Each player has two moving pieces, one which goes around the board and the other is for the profit ladder which you place once you reach your first £1000 in profit. One Player has the role of being the banker in the game. Each player is handed different amounts in money depending on which business they are. The player with the least amount of money starts first, with each playing piece placed on start (*not the TWAYF logo playing piece*).

Hotel Owner: Colour code: Blue – 2 Blue moving pieces which contain image of a tall hotel and a TWAYF logo. Money handed out at start: **£1500 = 2 x £500, 4 x £100, 1 x £50, 1 x £20, 2 x £10, 1 x £5, 1 x £2, 3 x £1.**

Telecom Owner: Colour code: Purple– 2 Purple moving pieces which contain image of a mobile phone and a TWAYF logo. Money handed out at start: **£1250 = 2 x £500, 1 x £100, 2 x £50, 1 x £20, 2 x £10, 1 x £5, 1 x £2, 3 x £1.**

Restaurant Owner: Colour code: Red – 2 Red moving pieces which contain image of a dish and a TWAYF logo. Money handed out at start: **£1000 = 1 x £500, 4 x £100, 1 x £50, 1 x £20, 2 x £10, 1 x £5, 1 x £2, 3 x £1.**

Travel Agent Owner: Colour code: Black – 2 Black moving pieces which contain image aeroplane and a TWAYF logo. Money handed out at start: **£750 = 1 x £500, 1 x £100, 2 x £50, 1 x £20, 2 x £10, 1 x £5, 1 x £2, 3 x £1.**

Local Shop Owner: Colour code: Green – 2 Green moving pieces which contain image of a milk bottle and a TWAYF logo. Money handed out at start: **£500 = 4 x £100, 1 x £50, 1 x £20, 2 x £10, 1 x £5, 1 x £2, 3 x £1**

Market Stall Owner: Colour code: Orange – 2 Orange moving pieces which contain image of a Banana and a TWAYF logo. Money handed out at start: **£250 = 1 x £100, 2 x £50, 1 x £20, 2 x £10, 1 x £5, 1 x £2, 3 x £1.**

Game Play – Landing on:

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Start – Pass ‘start’ and collect £50 when you have a no star business. For every star you hold you get £100 multiply by the number of stars you have. This is money as interest.

Doctors – Continue as normal, however you get no sales or other forms of income until you pass hospital on the board. Or pay £30 to buy pills to continue your business trading.

Business Branch – Once you have 3 stars, you can buy one branch when you land on a branch in a country i.e. Spain on the board game. There are 6 branches in different countries available when 6 players are playing and each one is priced differently. You do not have to purchase extra stars for that branch as your business would already be a minimum of 3 stars as a whole. When you’re a 4 star business you can open up another branch and so on. When purchasing a branch you will have to place your colour coded star above the branch to indicate that you have bought that branch. But you have limits to stars available in the game!

Opening a branch means that sales double, triple or even quadruple depending on the number of branches you have including the original. E.g. Sales card states pick up £200, but you hold 2 branches including original, Sales will double to £400. If you held 3 branches which include the original then sales would triple to £600. However, this also means that when you pick up an expenses card stating ‘pay £100’ and you hold two branches which include the original, expenses would double to £200 etc.

Pay your employees wage when you land on either your original branch or new branches and when others land on your ‘Business Branches,’ it’s the same as them landing on your original branch, they pick up one of your business trading cards and follow the transaction.

Sales – You can do 2 things. 1 is pick up a sales card as normal without marketing your business with the amount stated on the board, or 2 is pick up a sales card by paying the amount stated on the board for marketing. This could result in higher sales. Holding two branches and picking up a sales card results in sales to double. Or triple if you hold three etc.

Stock Market – Chance to buy any of the 20 TWAYF share cards (optional). Pick up a TWAYF card which you feel would give you the most in return for your money in form of dividends. You keep hold of the company share for as long as you want. So every time you land on

'dividends' you are paid the amount stated on the share. You can only buy one share at a time. You can sell the TWAYF share if you no longer require it when landing on 'stock market' for half the value you bought it for back to the bank or double the value to a another player.

Expenses – Pick up an expenses card and follow the actions on the card. Hold two branches and expenses double. Or triple if you hold three etc.

Dividends – If you hold a TWAYF 20 share card, landing on dividends, would mean that you roll the two dices and whatever it says on the dividends card with the number shown on the dice, you follow. However it's a one off transaction, until you land on dividends again.

Corporation Tax – You have to pay £100 to the bank.

Landing on a business/owned branch – You have to pay your employees. The amount stated is on your status card. You can also build stars on your business (max. 7 stars) and the cost is shown on the status card. You can only build one star at a time. Also, any loan from the bank or investment from players you may have, you have to pay back 10% of the loan or investment you borrowed until you pay back double the initial loan or 50% more in the investment you got. *(For more information see Loans or investments).*

When another player lands on your business, it means they are using your service. They pick up your 'trading card' and follow the actions stated on the card. If they have to pay you e.g. £10 for the action stated on the trading card but you hold stars on your business, the amount they pay you is multiplied by the number of stars you hold.

Day off – Your day off but others still pay for your services if they land on your business.

Loans – Borrow between £200 up to £4000 at any stage in the game, but only in hundreds and you must have at least £200 cash at hand to qualify for borrowing. You must pay back double the amount you borrowed by paying 10% each time you land on either your own business/branch or loans. E.g. borrow £200, pay back £400. So, each time you land on your business/branch or on 'Loans,' payback £40 until the £400 is cleared.

Fail to pay back the loan; the bank will take the value of the loans repayment of £400 from your business which means everything is taken back by half the value, e.g. stars, branches and any TWAYF 20 shares you own, until the £400 is reached. Then resume as normal.

Calculating value of business/branches at half price: Value of your business is on your status card. E.g. you borrow £2000 and cannot pay back double but you are a 7 star business: Cost of business at start e.g. $£1250 \times 7 \text{ stars} = £8750 / 2 \text{ (half price)} = £4375$ from which you pay back to bank and but you cannot keep hold of your business as you will only get back £375 where the initial value of your business is £1250. But if you have other services that gives you

enough money to keep hold of the £1250 margin for your business you may continue trading as normal. Branch values are the amount you paid to buy that branch and selling it to the bank would mean you sell it for half the value.

Otherwise you are close to being bankrupt which would mean you are likely to be out of the game. You cannot take out another loan until you have paid back the previous loan. You cannot take out a loan if you have asked for an investment from another player.

Loan gives you the chance to borrow a star. But you can only use the star until you land on loans again, which is when you give the star back. When giving the star back you pay the cost behind the star which is illustrated on your status card. If you had 2 stars and get a 3rd star on loan and have the opportunity to build a branch, it is possible to do that. Even if you have to give the star back after you have a new branch and then land on loans to give the star back.

Hospital – Continue as normal, but you get no sales or other forms of income until you pass hospital again on the board. Or pay £100 to buy pills to continue trading as normal.

Investment – You can gain investment between £100 up to £1000 from another player in the game. However, you can only borrow in hundreds and have to pay back 50% more than the original investment. Every time you land on your own business/branch or investment you have to pay back 10% of the investment back to the shareholder until you pay back 50% more than you borrowed. E.g. Borrowed £200, you have to pay back £300, paying £30 each time you land on your business/branches or investment until you payback the full £300.

- If your business is close to bankruptcy or cannot pay back the investor, it is not your loss as it was the player who invested in your business who lost out on their investment.
- Landing on investment gives you the opportunity to build one star on your business.

Less than 6 players playing – Non-selected businesses become business branches.

Use of 'Stars' – Each player has 10 colour coded stars for their business. Hold 1 star and pass 'Start' you collect £100 rather than just £50. Hold 2 stars and pass 'Start' collect £200 and so on. When other players land on your business and let's say you hold 2 stars, they pick up your business trading card and pay you double the value stated on the card. Hold 3 stars and you can buy a branch, hold 4 stars you can buy another branch and so on. But stars are limited!

Bankruptcy – If you cannot pay back loans and face high levels of expenses your business could be bankrupt and therefore you could be out of the game. That means your business becomes a branch for other players to build on, and you're out of the game.

Profit Ladder – For every amount of profit stated on the ladder you reach, you move the coloured TWAYF logo up the ladder and aim to be the first player to make £5000 profit. This keeps you aware of your business rivals success. So, 'Strikes as the Next Tycoon!'