## 6 $\%$ <br> Tors

## Pop to foshope

## A fun shopping game.

 Learn about handling money and giving change as you move from shop to shop, using play money to buy all kinds of items!Contents<br>- 1 jigged playing board $\cdot 48$ item cards 04 shopping bag boards .4 characters<br>- 4 character stands - 46 cardboard coins - 1 dice

## Setting up the game



Place the characters into the character stands.


Each player chooses a character and places it in the doorway of the matching coloured shop.
The item cards with a coloured background are placed over the corresponding items in the shop windows.

The item cards with a white background are spread face down on the table.


Each player takes a shopping bag board.

Each player is given two 50p coins, two 20p coins and one 10p coin.


The rest of the coins are kept to one side and one player is chosen to be the banker.
Every time a player crosses the centre of the board (the bank) they collect 20p from the banker, until the bank runs out. They may also use the bank to change money into smaller denominations.

## 1 <br> Pick a card

Each player takes a face down card from the table. This shows the first item you must purchase. NOTE: If the item on the card you turn over is from your shop, you must return it face down to the table and take a new card.
 Roll the dice and move your character the corresponding number of spaces, making your way towards the shop that sells the item on your card.

Play passes to the next player.
Don't forget to collect 20p from the bank when you cross the centre of the board.

(4) Put your shopping in your bag

The shopkeeper takes the matching card with the coloured background from their shop window and gives it to the player. The other card (with the white backgound) is taken out out of play by placing it in the box.

The player places the coloured card onto their shopping bag board and returns their character to their own shop doorway. They then take a new
 their next turn. Play passes to the next player.

NOTE: Players must always check they have enough money to buy the next item shown on their card. If not, that card should be returned to the table and a new card taken. Remember that when you cross the centre of the board you will collect $20 p$ so this might mean you have enough money when you get to the shop.

## Things to know

Shopkeepers can give change if the player buying from their shop does not have the exact money.

Players can ask the banker to swap money for smaller change.

If you run out of money you must wait until someone buys an item from your shop, or collect 20p by crossing the centre of the board, before you can buy your next item.

If less than four people are playing, players may still buy from all shops but the money paid to the shop(s) not in play is given to the bank.

## (5) The winner

The winner is the first player to fill their shopping bag board with six items.

*tem prices are designed to act as a teaching aid and do not reflect real-life prices.

