**Game Of ISU Life**

**Gameplay**

Welcome to the Game of ISU Life! To play the game you must have 2 players. To begin the game, choose which person is the first player and which person is the second player. To determine this, each player should hit the yellow Spin button use and whomever spins highest is first player. After the order of the players are chosen both players start on the start button. The Game of ISU Life involves Player Money, and ISU Life points. Each player starts with $2,000, and Zero ISU Life Points. Money is gained and lost while playing the game. ISU Life Points are earned during game play for life lessons learned while attending ISU.

**What You Do On A Turn**

On your turn spin the spinner; whatever number the spinner lands on is the number of spaces the player moves. Each player’s position on the board is kept on the player stats board. Labeled Player 1 Position, and Player 2 Position. After the player moves the appropriate amount of spaces he presses the button the player lands on. Now follow the directions on the space. If the space involves gaining or losing money the totals labeled Player 1 Money, and Player 2 Money will be updated when the space instruction box is closed. If the space involves gaining life points the totals labeled Player 1 Life Points, and Player 2 Life Points will be updated when the space instruction box is closed. When your turn is complete hit the change player button, unless the other player has lost his turn. This process repeats until both player’s land on the “Finish” space.

**Event Buttons**

**Draw a card** – When landing on this button the player must press the card button on the top right of the screen and it will pull out an event card that the player must play out.

**Stop** – You must stop on this button regardless of how many spaces you have left to go, then you must choose a path. The paths are “Bookworm” or “Party Animal”, and spin again.

**Pay Day** – You get paid.

**Events**

**Lose a turn** – If you lose a turn hit the Change Player button. The other player gets 2 consecutive turns.

**Go back spaces** – Move back the number of spaces indicated and press that button and follow the directions for that space.

**Spin again** – Spin the Spinner again and play another turn.

**Move forward spaces** – Move forward the number of spaces indicated and press that button and follow the directions for that space.

**Winning the game**

The winner of the game is determined when both players have finished going through the entire board. When each player has completed the board, and is sitting on the Finish space their scores are determined. Each players score is determined by adding up the ISU Life Points they have earned plus 1/10th of their Money total. Life Lessons are more valuable than currency in the game. The player with the highest total is declared the winner.