



PARENTAL GUIDE

Parental Guide

Create a new tradition of playing Strike It Rich. - Make it part of your culture.

Simple game to learn that is educational family entertainment.

Playing board games can teach your children essential life skills. Skills that could help them through their entire lives and make them better in their careers someday. Below are skills that your children can learn from board games that increase their brain development and help them prepare for the real world.

Life Lessons - in real life: Life is hard. You will have to work hard to get ahead in life.

- Forgive Card - In real life there are no forgive cards, but sometimes in life we are giving a second chance. Sometimes we need to ask for forgiveness, we can apologize for something we did to others.
- Marriage - The state of being united as spouses in a consensual and contractual relationship recognized by law that is usually beneficial to be a couple.
- Divorce - In real life, getting a divorce sometimes is necessary as two people no longer can live together. Typically has negative financially & mental health consequences.
- Small but steady yearly increases in your net worth ultimately will lead you to a better financial outcome. Mini strike it riches ultimately leads to wealth.
- Most wealth is not received by suddenly striking it rich somehow. It typically is earned over many years by doing the right things over and over, ultimately leading to being wealthier.
- Investing gives a person the opportunities to grow their wealth by having their investments increase in value over time or by having the investments paying out interest or dividends on a regular basis.
- Ultimately, the idea is to have your investments double in value over some specific time period. Hopefully over shorter periods so it has more time to double again.
- When investing, there are risks and rewards. Typically, the higher the risk, the higher the likelihood of either having a high reward or getting a very poor reward such as losing some or all of your money.
- Typically, the lower the risk, the lower the reward, so you would expect to not make as much money or to lose as much money as compared to high-risk investing.
- After graduating from high school, some folks enter the work force and start making a wage or salary right away. College graduates typically earn no money while in school.
- Most who go to college right out of high school will not make any money (Wage or Salary) while they continue their education. Will typically start adult life in debt.
- Statistics show that if you have a college education that the odds are that you will earn 20% more over your working lifetime than someone who did not go to college.
- Not everyone that goes to college will earn more than someone that only got a high school education.
- Many times, people without a college education can earn significantly more money than the average person.

- Having a family will add to your yearly living expenses and will reduce your chance to grow your net worth yearly.
- Having unfortunate life happenstances will add to your yearly living expenses and will reduce your chance to grow your net worth.
- Life is meant to be fun, if it is not fun, you are probably doing it wrong.
- Life sometimes is not fair, get used to it. Some people are just lucky.
- You will not win at everything all the time.

Basic Math

- Addition: Adding dice dots, counting money, recognizing money, and counting spaces.
- Subtraction - will need to subtract money
- Multiplication - will need to know how to double your money or multiplying times two.
- Division - will have to know how to half your money or divide your total by 2.

Probability

- Players learn to calculate odds or estimating.
- Probability of dice number thrown sheet.

Dice Roll Probability			Estimated how many times you will roll this number during a game.	
To Roll a	To Roll a	Odds		
2	1 & 1	1 in 36	2.75%	1
3	1 & 2 2 & 1	2 in 36	5.50%	3
4	1 & 3 2 & 2 3 & 1	3 in 36	8.50%	4
5	1 & 4 2 & 3 3 & 2 4 & 1	4 in 36	11.00%	5
6	1 & 5 2 & 4 3 & 3 4 & 2 5 & 1	5 in 36	14.00%	6
7	1 & 6 2 & 5 3 & 4 4 & 3 5 & 2 6 & 1	6 in 36	16.50%	7
8	2 & 6 3 & 5 4 & 4 5 & 3 6 & 2	5 in 36	14.00%	6
9	3 & 6 4 & 5 5 & 4 6 & 3	4 in 36	11.00%	5
10	4 & 6 5 & 5 6 & 4	3 in 36	8.50%	4
11	5 & 6 6 & 5	2 in 36	5.50%	3
12	6 & 6	1 in 36	2.75%	1

Approximately 45 turns to throw dice in 1 game.

Each player should get doubles 6 or 7 times per game.

Odds to get married in 1 turn = 10/36 or about 1/4.

Odds to get married in 10 years = 100/36 or about 3/1 likely to get married.

There is a 44% chance of rolling a 6 - 7 - 8 on any turn.

There is a 67% chance of rolling a 5 - 6 - 7 - 8 - 9 on any turn.

Roll a 2 - 4 - 11 to double your money is a 16.75% chance.

Roll a 3 - 10 - 12 to lose big money is a 16.25% chance.

Benefits of playing Strike It Rich board game

Young players will learn how to roll a die, move a token, spin a spinner, take turns, read and follow rules, determine when a game ends, and who wins.

Entertainment - thru friendly completion & quality time with friends that creates connections with other people.

- Bantering - lighthearted joking.
- Leads to interesting or titillating conversations.
- The best part of playing any game is making life memories.

Learning thru play - Learn to follow the rules or instructions.

Family Time - Enjoying each other's company.

Group activity - Must have cooperation to play and to play with others and strengthen bonds.

Socializing event: Play it with your friends, family, coworkers, or strangers.

- The game play becomes the topic, and each action becomes a socializing event.
- SIR theme and game play is designed to make socializing easier for players.

Learn Patience

- Wait for your turn and increases attention span.
- Structured set of rules to follow and in a structured environment or setting.
- When you must focus and pay attention to your opponents in a game, it takes patience. It also takes patience to wait for your turn, working on a long-term goal and getting through the roadblocks. It also takes patience to continue playing and sharpening your skills to become a good player and start winning the game.

Friendly Competition - Learn to win or lose gracefully - healthy competition.

Reduces Stress - A side effect of board game playing is laughter. It is one of the vital ingredients for an enjoyable learning experience and increasing creativity. Also, laughing and having a good time in general helps to decrease stress.

Creativity and self-confidence - Playing board games is a perfect opportunity to connect and open up; it also helps to display a creative side of personality in non-intrusive ways, which can be beneficial for quiet individuals. Board games are an amazing tool for shy children and timid adults. Playing helps them to develop stronger senses of individuality and creativity. This leads to greater self-esteem and a feeling of being included and noticed.

Communications

- Reading Comprehension - exposure to new vocabulary.
- Builds communication skills, builds language skills, gives structured opportunities for conversations or chatter.
- Builds confidence every time you make a decision.
- Learn to mimic other's behaviors.

- Learn to speak clearly.
- Must describe what is happening.
- Listen to others.
- Helps you become more self-assured or it can build confidence in your abilities.
- Increases word vocabulary
- Knowledge acquisition

Strategy - Develops strategic thinking - go high risk or low risk on investment side of the board. When to use your forgive card.

- Increases brain functions
- Problem Solving
- Logic
- Reasoning
- Memory
- Planning
- Attention to details
- Teamwork
- Organizing
- Making good decisions
- Goal setting
- Reading Comprehension

Positive mental health activity

- Fun, joyful, memorable experience
- Exercises the mind
- Lengthens attention span
- Creates memories or builds memories
- Can increase cognitive function as you are using your brain for pleasurable activities.
- Bonding time with friends, family, and children
- Builds interpersonal relationships
- Can reduce anxiety & stress
- Reduces screen time from electronics
- Sportsmanship – humble in victory and cheerful in defeat
- Learn how to fail in a safe environment

Practice cognitive skill - playing board games helps strengthen the hippocampus and prefrontal cortex in children’s developing brains, which leads to improved cognitive functions such as problem-solving, logic, reason, memory, planning, attention, and IQ.

Playing a board game is supposed to be fun.

Relax and enjoy the time spent with others while playing the game.

Memories can not be taken away from anyone.

Create a new tradition of playing Strike It Rich. - Make it part of your culture.

GLOSSARY – will expand vocabulary

Wage: a payment usually of money for labor or services usually according to contract and on an hourly, daily, or piecework basis.

Family: a group of persons of common ancestry.

Investment: is an asset or item acquired with the goal of generating income or appreciation.

Lifestyle: is the typical way of life of an individual, group, or culture.

Insurance: is a contract, represented by a policy, in which a policyholder receives financial protection or reimbursement against losses.

Military: is of or relating to soldiers, arms, or war.

Vacation: an extended period of leisure and recreation, especially one spent away from home or in traveling.

Bonus: an amount of money added to wages on a seasonal basis, especially as a reward for good performance.

Divorce: the legal dissolution of a marriage by a court or other competent body.

Marriage: the state of being united as spouses in a consensual and contractual relationship recognized by law.

Extra: being more than what is usual or expected.

Lose: to no longer have something.

Dice: a small cube that has one to six dots on each side.

Spinner: A device consisting of a dial and an arrow that is spun to indicate the next move in some board games.

Card: a piece of stiff paper usually rectangular, with varied uses, such as for bearing a written notice.

Health: the state of being free from illness or injury.

IRS: Internal Revenue Service: is a U.S. federal agency responsible for the collection of taxes.

Diploma: is a document given by a school to show that you have successfully completed a course of study.

Degree: a title conferred on students by a college on completion of a program of study.

Debt: an amount of money owed by a person (the borrower) to a lender.

Collect: to gain control of.

Banker: the player in charge of the bank (or money) in some games.

Inheritance: whatever one receives upon the death of a relative due to the laws of descent and distribution.

Rare: is seldom occurring.

Stocks: is a security that represents the ownership of a fraction of the issuing corporation.

Risk: is the possibility of something bad happening.

Reward: a satisfying return on investment.

Chance: an opportunity.

Turn: your chance or opportunity.

Commodities: a raw material or primary agricultural product that can be bought and sold, such as copper or coffee.

Treasury notes: is a marketable U.S. government debt security with a fixed interest rate and a maturity.

Lawsuit: an action brought in a court for the purpose of seeking relief from or remedy for an alleged wrong.

CD: Certificate of Deposit: is a savings product that earns interest on a lump sum for a fixed period of time.

Real Estate: refers to real, or physical property, which can include producing, buying, and selling property.

Double: twice as much or twice the amount.

Bonds: is a fixed-income instrument that represents a loan made by an investor to a borrower. Is like an IOU.

Junk Bonds: are fixed income offering higher yields than conventional bonds with a higher risk of default.

Mutual Fund: an investment company that invests money of its shareholders in a diversified group of corporations.

Savings (account): is an interest-bearing deposit account held at a bank or other financial institution.

Bankrupt: a person judged by a court to be insolvent, whose property is taken and disposed of for the benefit of creditors.

Money Market: refers to trading in very short-term debt instruments in the financial market.

Paradise: a place or state of great happiness.

DUI: driving under the influence of drugs or alcohol.

Theft: is a criminal act in which property belonging to another is taken without that person's consent.

Property: anything that is owned by a person.

Loan: lend a sum of money or property that is expected to be paid back usually with interest.

Gambling: the activity of risking money on the result of something, such as a game hoping to make money.

Repair: the action of fixing or mending something.

Perk: is a desirable extra that comes with a position or status.

Political Perk: a special benefit you are paid; from a governmental agency or official.

Fined: to charge someone an amount of money as a punishment for not obeying a rule or law.

Audit: an official inspection of an individual's financial accounts to ensure compliance to requirements.

Potential: possible but not yet actual.

Education: the act of teaching knowledge to others and the act of receiving knowledge from someone else.

College: an institution that providing higher learning or specialized professional or vocational training.

High School: is an academic institution providing education typically for grades 9, 10, 11 and 12.

Congratulation: The act of expressing joy or acknowledgment, as for the achievement or good fortune of another.

Pot: any of various types of container, usually round, typically used for cooking food or holding items.

Ultimate: the best achievable or imaginable of its kind

Draw: an act of selecting randomly, typically by extracting them from a bag or other container

Rich: having a great deal of money or assets; wealthy.

Strike: To cause to become suddenly in a certain way.

Financial Literacy: is the ability to understand and effectively use various financial skills, including personal finance, budgeting, and investing. A basic understanding of many financial matters.

