



RULES OF THE GAME aka the business plan

Big Bucks is a small business simulation game. It is intended to help SMME's who don't know bookkeeping to learn enough to manage and understand their own business finances

The game must be facilitated by a person who is knowledgeable in accounting and who explains financial and accounting concepts in every-day language.

Three or four 'businesses' with two 'partners' each can play at a time along its edges, the board has 28 days in 4 weeks.

The business partners place a token in the bottom left-hand date of the week closest to them.



Each business takes a **Scenario card** which tells the partners, at the start of the game:

- the name and type of business that they are running;
- how much money, in Bucks (**B**), their business has in its bank account; and
- how much its customers owe it, and how much it owes to its suppliers.



The partners copy the amounts from their Scenario cards onto their **Money Record**.

For convenience sake, each business has only one customer and one supplier.

Money Record				Business name: <input type="text" value="Weand Projects"/>							
Money that is owed to my business by its customers (debtors)				Money that my business has in cash or in the bank (cash book)				Money that my business owes to its suppliers (creditors)			
They buy from us		They pay us		Money in		Money out		We pay them		We buy from them	
Dr	Cr	Dr	Cr	Dr	Cr	Dr	Cr	Dr	Cr	Dr	Cr
Date											
Start	12,000			19,000						4,000	

One of the partners throws the die and moves their token the number of days indicated to the right. The partners then act on the instructions on the date where the token landed.



While they play the game, the facilitator encourages all businesses to discuss the answers, and comments on the wisdom of the players' decisions.

Throughout the game, the partners update their **Money Record**, keeping track of:

- all the cash sales and sales on account;
- all cash purchases and purchases on account;
- all the money that their business owes, and pays; and
- all the money that is owed to it, and is paid to.



When the business buys from a supplier (creditor) or sells to a customer (debtor), the partners write the date and the amount in the supplier or customer column.

When an amount owing by the business to the supplier or by the customer to the business, is paid, write the amount paid in the correct column under the supplier or customer, draw an arrow from the amount paid to the amount owing, write the amount under the bank, and ring the two.

Money Record				Business name: <u>Wendal Projects</u>			
Money that is owed to my business by its customers (debtors)				Money that my business has in cash or in the bank (cash book)		Money that my business owes to its suppliers (creditors)	
They buy from us Dr They owe us		They pay us Cr		Money in Dr	Money out Cr	We pay them Dr	We buy from them Cr
Date							
Start	12,000			13,000			4,000
1A				11,000			
2B		12,000		12,000			
2F	16,000						
2					4,000	4,000	
5	5,000						

A player across the board then picks up and reads a card from the pile indicated by the number on the die.



If it is a **Decision** or **Dilemma card**, the partners must make a business or ethical decision.



If it is a **Jargon** and **Formula card** either may give the answer.



They both respond to the **Damage** and **Surprise cards**.

Each business to the right in turn follows the same process.

Players should use a timer to limit each turn to a maximum of 3 minutes.



The partners close off each month by totalling up the columns, and below a line, they write their banks', their customers' and their suppliers' month-end balances.

If a business' bank balance falls below 0, the business is broke (bankrupt) and it must stop playing immediately.

After 2 hours of playing, the partners total up all their 'income' and 'expenses' as well as bank, customer's and supplier's accounts and complete their 'year end' Income Statement and Balance Sheet. Company income tax is calculated at 25% of net profit.

The players confirm that their businesses are liquid when they 'close their books'.

The winner is the business that ends with the best profitability ratio. The facilitator may apply to DoBetter.Business for an accomplishment certificate for the winning business.

To be of sufficient value to the players, they should play the game at least four times, ideally at weekly intervals.



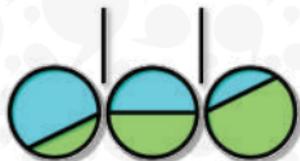
<http://bigbucks.business/>



play@BigBucks.business



BigBucksbiz



DoBetter.Business