

Game Rules and Player Guide

HOW TO WIN

The strategy in winning the game is to stay on the game board the longest. That means, by landing on colors that move you back places. Also, by landing on classes repeatedly can let you win the game.



CHROME DOHM & COMPANY

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OBJECT

The objective of the game is to get as many good grades as possible. Ending the game first does not necessarily mean that you won the game. The winner has the highest amount of points according to the grades earned as follows.

- **A = 6 points**
- **B = 5 points**
- **C = 4 points**
- **D = 3 points**
- **F = 2 points**



Poway Life



The Rules

1. At the beginning of the game all players are students and one player must take on the additional responsibility of being the principal. The principal is responsible for managing all grades, days off, and vacations. Additionally he/she makes sure each player receiving a penalty follows through on their punishment. If the principal decides anytime during the game that they do not want to act as principal, they may give up their responsibility to another at the cost of 6 grades higher than a 'C' or all they have collected.
2. All players role the dice. The highest number wins the first turn or play. Play then continues clockwise. The next player is order clockwise of how he/she rolled the die.
3. On a turn, move the amount of spaces as indicated by the role of the dice. Always move your piece forward. If you land on an occupied space, move ahead to the next space. This ends your turn. If you do not want to take your turn, you can give it to another if they are behind in grades only. Giving turns to players that have accumulated over 6 grades is forbidden.
3. Landing on a class (green space) lets you role one die for a grade.

- A = 6**
- B = 5**
- C = 4**
- D = 3**
- F = 2**
- 1 = Loose a Turn**



4. Landing on a red space is a penalty and lets you role the die for a fine.

- Expulsion = 6 (go to start)**
- ISS = 5 (move back 5 spaces)**
- Referral = 4 (loose a grade)**
- Truant = 3 (loose a turn)**
- Detention = 2 (go back 1 space)**
- Talking in Class = (nothing)**

5. Landing on a yellow space lets you collect a vacation or day off of school for good behavior. Role a die and collect as many vacations or days off indicated on the die. A day off or vacation day can be used for extra spaces during a move for a players turn. A player may use up to six vacation days or days off during a turn. Vacation days and days off are equivalent. They each are equivalent to one space on the board.
6. At the end of the game all the players count up their grades to see what their GPA (grade point average) is. A GPA can only be calculated by 6 grades or less. In the case of a tie, a student that has more vacation days or days off can add .01 to their GPA for each day off or vacation day that they posses at the end of the game. If there is still a tie the principal gives the tied student a spelling quiz to offset the tie and announce a winner. Give as many spelling quizzes as possible to end the game and have a winner.
7. The winner becomes the principal of the next game and the first to role the die to see who goes first.
8. An immediate loss of a grade for any student that complains, is disrespectful or unkind to any player.