

Relationality™

The Amazingly Real-to-Life Game about Relationships

Quick Start Instructions

Relationality™ is a valuable tool in teaching students the realities of life and how their choices directly affect their life fulfillment. Students learn relationship facts in a very non-threatening way, all while having fun.

Relationality™ Quick Start allows you to introduce Relationality™ to your class with minimal preparation and instruction.

Each class period begins with brief instructions to the class. Day One is played using minimal game components. Each subsequent game session uses more game components, adding more learning and fun. *Students benefit from each day of play.* By Day 4, your class can play the entire game with little instruction and assistance.

You can opt to have your class play Day One or Day Two several times, if desired, before moving on to the next “Day” and adding more game components. However, your students will look forward to adding more game components each time they play. Each Day adds more reality, depth, learning, and fun to the game.

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Quick Start Instructions FOR IMMEDIATE PLAY

DAY ONE

TEACHER PREP

1. Print and cut Role Play Cards. Place in a container.
2. Remove any Option Cards that are inappropriate for your setting (i.e. cards regarding sex).
3. Arrange desks so 6 students can play at a game.
4. Set the following items on the desks (per game):
 - Option Cards: Single, Living Together, Married, and Children (keep in separate decks);
 - Picture Cards (houses, cars, etc.);
 - RRs (“Relationality Riches” tokens. Whoever has the most in the end wins!);
 - Dice (*leave all other items in box*).

CLASS PREP

1. Students draw their Role Play Cards from container one at a time. If a student draws a Married Team or Living Together Team Role Play Card, another student is selected to play with them on their team as their spouse or partner. (Can be same or different gender.)
2. Based on their Role Play Cards, all teams take their specified Picture Cards (house, cars, etc.) and set them face up in front of them on the table. (Do not collect money; Day 1 does not use money.)
3. Distribute RRs:
 - Single Teams: 5 RRs;
 - Married Teams: 5 RRs (players share RRs);
 - Living Together Players: 5 RRs each (players keep their RRs separate).

INSTRUCT CLASS

- Turns are taken by each team, not by each player.
 - “Player” refers to one student playing the game.
 - “Team” is either:
 - one student playing the game as a Single Team;
 - two students playing as a Living Together Team (romantic partners); or,
 - two students playing as a Married Team.
 - Team with highest roll goes first. Play continues clockwise.
 - On its turn, team receives an option from its corresponding deck (ie. Single Teams receive a Single Option Card, etc.) *A player from another team draws the card* from the top of the deck and reads the option (but not the consequences) aloud. Show example.
 - Team answers the question from the Option Card.
 - Living Together and Married Teams: Discuss the option with their teammate and must agree on their answer. If they cannot agree within a reasonable time, they give up 5 RRs and their turn is over.
 - The consequences to the team’s answer are read and the team receives or gives up RRs as stated.
 - Ignore monetary consequences.
 - Facts at the bottom of the cards (shown by a heart) are read aloud.
 - *Teams w/children* (specified on their Role Play Cards): Roll dice at the beginning of their turns.
 - Odd number: receive a Children Option Card;
 - Even number: receive a card from their regular corresponding deck;
 - When Living Together Teams receive Children Option Cards, the card applies to both players.
- Each player gives or receives the specified number of RRs.
- *Teams w/Sexual Abstinence Cards* (specified on their Role Play Cards): Receive 1 RR when their Option Card is about sexual activity (since they are free from dealing with these difficult life issues). Their turn is then over.
 - On Day One, players cannot: change their relationship status; have more children; earn more education; or buy or sell cars or houses.

PLAY!

At the end of class, all teams count their RRs. Living Together Teams combine their total RRs and put half of their total RRs back (since they began the game with 10 RRs total). Then, the team with the most RRs wins!

DAY TWO

TEACHER PREP

Steps 1-4 from Day One, **and add new cards:** Event Cards, Children Event Cards, and Fun Cards.

5. Draw on the classroom board: 2-6 = Option Card; 7-10 = Event Card; 11-12 = Fun Card.

CLASS PREP

Steps 1-3 from Day One.

INSTRUCT CLASS

All instructions from Day One still apply. (Can review, if desired.)

NEW for Day Two:

- *Option Cards*: require teams to make decisions about common real-to-life situations;
- *Event Cards*: random life occurrences over which teams (people) have little to no control;
- *Fun Cards*: activities that players do with their date, partner, spouse or family.
- On its turn, team rolls the dice.
 - 2-6: receives an Option Card from its corresponding deck;
 - 7-10: receives an Event Card;
 - 11-12: receives a Fun Card ;
 - All cards are drawn and read by a player from another team.
- *Teams w/children* (specified on their Role Play Cards): when they roll a 2-10 (therefore drawing either an Option Card or an Event Card), they note whether they rolled an odd or even number:
 - Odd number: receive a Children Option Card or Children Event Card;
 - Even number: receive a card from their regular corresponding deck.
- *Living Together Teams*: when they receive Fun Cards, Children Event Cards, or Children Option Cards, the card applies to both players. Each player gives or receives the specified number of RRs.
- *Event Cards*: For Living Together and Married Teams, when the event is clearly for one player, both players roll one die; the event and consequence applies to the player with the highest roll.
- *Relationality Rollers*: (found within the Event Cards) are random life occurrences over which teams may have some control due to their current relationship status. All teams will roll one die to see if this particular event happens to them. If teams roll the die within the specified range on the card, then these teams receive or give up RRs as stated.
- *Fun Cards*: A player reads the card aloud as is appropriate for the receiving team: Single Team hears “date”; Living Together Team hears “partner”; Married Team hears “spouse”; teams with children hear “family.”
- On Day Two, players cannot: change their relationship status; have more children; earn more education; or buy or sell cars or houses. This will come on Day Three!

PLAY!

At the end of class, all teams count their RRs. Living Together Teams combine their total RRs and put half of their total RRs back (since they began the game with 10 RRs total). Then, the team with the most RRs wins!

DAY THREE

TEACHER PREP

Steps 1-4 from Day One, **and add new items to the game:**

- Game board (set the 7 card stacks on their corresponding spaces on the board);
 - Money;
 - Rings;
 - Instruction Cards (*leave Budget Cards in box*).
5. Select one “I’m Pregnant” Instruction Card to use and keep the other in the box.
(One “I’m Pregnant” Instruction Card includes abortion as an option and the other does not.)
6. Note to instructor: *Have your students play this version only one time. By using money without the Budget Cards, there are no long-term monetary consequences to having children and other significant life events.*

CLASS PREP

Steps 1-3 from Day One, and teams collect money: “Annual Balance minus expenses” (specified on their Role Play Cards).

4. Each Player chooses a ring.
- Married Teams connect their two rings together and move around the board together.
 - Living Together Teams move around the board together but do not connect their rings.
 - Place all rings on the Budget Day board space to begin play.

INSTRUCT CLASS

General instructions from Day One and Day Two still apply.

- On its turn, team rolls the dice and moves around the board, following the instructions on the board space on which it lands.
- When a team lands on an “Option Card,” “Event Card,” or “Fun Card” board space, a player from another team draws the card from the top of the deck and reads the card aloud...
- *Teams w/children* (specified on Role Play Cards): when they land on an “Option Card” board space or an “Event Card” board space, they note whether they rolled an odd or even number:
 - Odd number: receive a Children Option Card or Children Event Card;
 - Even number: receive a card from their regular corresponding deck.
- Monetary consequences are now in play. Ignore references to Budget Cards.
- *Living Together Teams*: when they receive Fun Cards, Children Event Cards, or Children Option Cards, the card applies to both players. Each player gives or receives the specified number of RRs and the team decides how to divide the monetary payment or reward, if any.
- Refer to Instruction Cards as necessary.
- *Teams with Sexual Abstinence Cards* (specified on their Role Play Cards): Receive 1 RR when landing on the “Pregnancy,” “STD,” and “Baby or Birth Control?” board spaces and when their Option Card or Event Card is about sexual activity. Their turn is then over.
- Players may divorce, move out, ask another player to marry or move-in with them, and buy or sell houses or cars at the beginning of their turn. See appropriate Instruction Cards. This is the team’s entire turn.

PLAY!

At the end of class, all teams count their RRs. Living Together Teams combine their total RRs and put half of their total RRs back (since they began the game with 10 RRs total). Then, the team with the most RRs wins!

DAY FOUR

Use entire game. (Add Budget Cards.) Refer to Rules Booklet and Instructor’s Guide as necessary. Role Play Cards are optional.

LIVING TOGETHER TEAM

Apartment
2 Junker Cars
No Education Degrees
1 Full-Time Job each
No Babies
Car Insurance
No Health Insurance
2 Pets

Annual Balance after expenses:
\$10,900 per partner

LIVING TOGETHER TEAM

Apartment
2 Used 4-Door Cars
1 Education Degree each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance
1 Pet

Annual Balance after expenses:
\$16,250 per partner

LIVING TOGETHER TEAM

Apartment
2 New 4-Door Cars
2 Education Degrees each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance
1 Pet

Annual Balance after expenses:
\$23,500 per partner

LIVING TOGETHER TEAM

Apartment
2 Junker Cars
No Education Degrees
1 Full-Time Job each
1 Baby in childcare
No Car Insurance
No Health Insurance

Annual Balance after expenses:
\$8,250 per partner

LIVING TOGETHER TEAM

Apartment
2 Junker Cars
1 Education Degree each
1 Full-Time Job each
2 Babies in childcare
No Car Insurance
Health Insurance

Annual Balance after expenses:
\$9,000 per partner

LIVING TOGETHER TEAM

Apartment
2 Used 4-Door Cars
2 Education Degrees each
1 Full-Time Job each
1 Baby in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$20,250 per partner

LIVING TOGETHER TEAM

2-Bedroom House
2 Used 4-Door Cars
1 Education Degree each
1 Full-Time Job each
1 Baby in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$12,250 per partner

LIVING TOGETHER TEAM

3-Bedroom House
2 Used SUVs
2 Education Degrees each
1 Full-Time Job each
1 Baby in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$16,250 per partner

LIVING TOGETHER TEAM

3-Bedroom House
2 New SUVs
3 Education Degrees each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance
2 Pets

Annual Balance after expenses:
\$26,000 per partner

LIVING TOGETHER TEAM

3-Bedroom House
2 New Sports Cars
3 Education Degrees each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance

Annual Balance after expenses:
\$26,000 per partner

LIVING TOGETHER TEAM

3-Bedroom House
1 New Minivan & 1 Used SUV
3 Education Degrees each
1 Full-Time Job each
3 Babies in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$15,250 per partner

LIVING TOGETHER TEAM

4-Bedroom House
2 New Sports Cars
4 Education Degrees each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance

Annual Balance after expenses:
\$30,500 per partner

MARRIED TEAM

Apartment
2 Junker Cars
1 Education Degree each
1 Full-Time Job each
No Babies
No Car Insurance
No Health Insurance
2 Pets

Annual Balance after expenses:
\$38,000

MARRIED TEAM

Apartment
2 Used Sports Cars
1 Education Degree each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance
1 Pet

Annual Balance after expenses:
\$28,500

MARRIED TEAM

Apartment
2 Used 4-Door Cars
2 Education Degrees each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance
1 Pet

Annual Balance after expenses:
\$48,500

MARRIED TEAM

Apartment
1 Junker Car
No Education Degrees
1 Full-Time Job each
1 Baby in childcare
No Car Insurance
No Health Insurance

Annual Balance after expenses:
\$26,500

MARRIED TEAM

Apartment
2 Junker Cars
1 Education Degree each
1 Full-Time Job each
2 Babies in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$17,800

MARRIED TEAM

3-Bedroom House
2 Used 4-Door Cars
2 Education Degrees each
1 Full-Time Job each
2 Babies in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$40,500

MARRIED TEAM

2-Bedroom House
2 Used 4-Doors
1 Education Degree each
1 Full-Time Job each
1 Baby in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$24,500

MARRIED TEAM

4-Bedroom House
2 Used SUVs
2 Education Degrees each
1 Full-Time Job each
1 Baby in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$25,500

MARRIED TEAM

3-Bedroom House
2 New 4-Door Cars
3 Education Degrees each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance
2 Pets

Annual Balance after expenses:
\$57,000

MARRIED TEAM

3-Bedroom House
2 Used Sports Cars
3 Education Degrees each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance

Annual Balance after expenses:
\$56,000

MARRIED TEAM

3-Bedroom House
1 New Minivan & 1 Used SUV
3 Education Degrees each
1 Full-Time Job total
3 Babies (no childcare)
Car Insurance
Health Insurance

Annual Balance after expenses:
\$8,000

MARRIED TEAM

4-Bedroom House
2 New Sports Cars
4 Education Degrees each
1 Full-Time Job each
No Babies
Car Insurance
Health Insurance

Annual Balance after expenses:
\$61,000

SINGLE TEAM

Apartment w/roommate
Junker Car
No Education Degrees
1 Full-Time Job
No Babies
Car Insurance
No Health Insurance
2 Pets

Annual Balance after expenses:
\$10,400

SINGLE TEAM

Apartment w/roommate
Used 4-Door Car
1 Education Degree
1 Full-Time Job
No Babies
Car Insurance
Health Insurance
1 Pet
Sexually Abstinent

Annual Balance after expenses:
\$16,000

SINGLE TEAM

Apartment w/roommate
New SUV
2 Education Degrees
1 Full-Time Job
No Babies
Car Insurance
Health Insurance
1 Pet

Annual Balance after expenses:
\$20,500

SINGLE TEAM

Apartment w/roommate
Junker Car
No Education Degrees
1 Full-Time Job
1 Baby in childcare
No Car Insurance
No Health Insurance

Annual Balance after expenses:
\$5,000

SINGLE TEAM

Apartment w/roommate
Junker Car
1 Education Degree
1 Full-Time Job
2 Babies in childcare
No Car Insurance
No Health Insurance

Annual Balance after expenses:
\$6,500

SINGLE TEAM

2-Bedroom House
Used 4-Door Car
2 Education Degrees
1 Full-Time Job
1 Baby in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$10,500

SINGLE TEAM

2-Bedroom House
Junker Car
1 Education Degree
1 Full-Time Job
1 Baby in childcare
No Car Insurance
Health Insurance

Annual Balance after expenses:
\$3,500

SINGLE TEAM

3-Bedroom House
Used SUV
2 Education Degrees
1 Full-Time Job
1 Baby in childcare
Car Insurance
Health Insurance

Annual Balance after expenses:
\$4,000

SINGLE TEAM

3-Bedroom House
New 4-Door Car
3 Education Degrees
1 Full-Time Job
No Babies
Car Insurance
Health Insurance
2 Pets
Sexually Abstinent

Annual Balance after expenses:
\$20,000

SINGLE TEAM

Apartment
Motorcycle
1 Education Degree
1 Full-Time Job
No Babies
Car Insurance
No Health Insurance

Annual Balance after expenses:
\$13,200

SINGLE TEAM

Apartment
Junker Car
1 Education Degree
1 Full-Time Job
2 Babies in childcare
No Car Insurance
No Health Insurance

Annual Balance after expenses:
\$1,000

SINGLE TEAM

4-Bedroom House
New Sports Car
4 Education Degrees
1 Full-Time Job
No Babies
Car Insurance
Health Insurance

Annual Balance after expenses:
\$19,000