

# Market Game

**SALE!**  
1 item

**MARKET OPTION**  
Sell 5 bungee balls for half price.

**SALE!**  
1 item

**MARKET OPTION**  
Sell 3 sets of juggling balls and give a 4th free.

**SALE!**  
1 item

**MARKET OPTION**  
Sell 1 hacky sack and give 1 free.

**MARKET OPTION**  
Give a 20% discount on 2 bungee balls.

**SALE!**  
1 item

**MARKET OPTION**  
Sell 2 hacky sacks for half price.

**MARKET OPTION**  
Sell 3 sets of juggling balls for 10% off.

**SALE!**  
1 item

**SALE!**  
1 item

**MARKET OPTION**  
Sell 3 hacky sacks for 20% off.

**MARKET OPTION**  
Sell 3 bungee balls and give a 4th free.

**SALE!**  
1 item

**SALE!**  
1 item

**MARKET OPTION**  
Sell 2 bungee balls for half price.

**MARKET OPTION**  
Sell 4 hacky sacks for half price.

**SALE!**  
1 item

**MARKET OPTION**  
Sell 2 bungee balls for 10% discount.

**SALE!**  
1 item



**Instructions:**

1. Decide on the number of turns you will have or decide on a time limit.
2. Put your counter on **Start**. On each turn, roll the **numbered** dice to see how many spaces you move.
3. When you land on a **Sale!** space, roll the **lettered** dice to see which kind of item you have sold. On your recording sheet, deduct the number sold of that item from your inventory and add the price to your earnings. (If you have run out of that item, do nothing until your next turn.)
4. When you land on a **Market Option** space, you can choose whether to make the sale – but only if you have the items in your inventory!
5. The winner is the person with the most money at the end of the agreed turns/time.

**Inventory:**

Juggling balls: 10 sets  
Hacky sacks: 10  
Bungee balls: 10

**Price List:**

3 juggling balls: \$12  
Hacky sacks: \$5 each  
Bungee balls: \$8 each

Keep track of your inventory and delete one of each item off your sheet as you sell them.