

THE ALLOWANCE GAME

GOALS

1. HAVE MOST \$
2. POLLUTION CARDS (P) = ALLOWANCE CARDS (A)

RULES

1. START WITH \$15,000; 10 POLLUTION; 10 ALLOWANCE
2. ROLL DICE, MOVE AROUND BOARD, GAIN AND LOSE P & A
3. OPEN MARKET → (A) TRADING → (B)
ROLL . . . IF 1, 2, 3 – GIVE UP
ALLOWANCE TO BIRNEY SCHOOL /
RETIRE
4. BEFORE TURN → BUY ALLOWANCES
FROM EPA FOR
5. CANNOT FINISH UNLESS P = A
6. GAME ENDS WHEN TIME CALLED,
(END OF YEAR FOR PEPCO)
7. AT END OF GAME, IF MORE
POLLUTION THAN A ALLOWANCE →
EPA FINE