

Loy Loy

The Savings Game



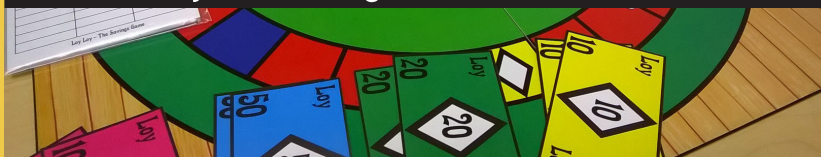
Save together or be shunned forever,
it's a savings group with a dream.

Pay expenses, invest in assets, deal with
life events, and get to the goal
of buying the factory!

4-8 Players

Ages 12+

60-90 Minutes



INTRODUCTION

Loy Loy (which means “Money Money” in Khmer) is an innovative board game that teaches financial literacy in an immersive group environment. The game is inspired by the practices of Cambodian women garment factory workers.

Each player takes on the role of a Cambodian worker who is trying to save up money collectively with other players through a savings group (often known as a rotating savings and credit association or ROSCA).

The end goal of the game is to purchase a garment factory together.

WHAT THIS GAME TEACHES

Loy Loy teaches savings and money management plus other financial literacy concepts: risk management, income smoothing through credit, value return on investment, liquidity, and more!

In Loy Loy you learn about and question your relationship with money and actively gain perspective on the social nature of money that fosters creative thinking, community reasoning and negotiating, and collective resource management skills.

The role playing and interactions within the game provide players with an insight into informal savings practices people adopt to confront everyday economic challenges, often when income and access to formal banking services are limited.

GAME COMPONENTS

Money total: 176 Loy notes totalling 9,000 Loys (500, 100, 50, 20, 10, 5 and 1 Loy notes)

26 red expense cards

26 green asset cards

16 blue event cards

8 purple character cards

8 pink life situation cards

1 die

2 tokens (orange and black)

4 superpower tokens (red, green, blue and yellow)

1 summary card (to explain key game elements)

1 savings box (the game box)

HOW TO PLAY THE GAME

Please read through completely before starting. For the benefit of all players, each player takes a turn in reading out aloud specific parts of the instructions as they go around the table.

1. GOAL

The main goal of the game is to collectively save money as a group to start a garment business after 8 months, *without any one individual in the group going bankrupt*. Players all move together on the board as the orange token and have turns taking money from “the pot”.

If a player in the savings group goes bankrupt, everyone loses. The game is over when 8 months pass or someone in the savings group goes bankrupt. An exception exists if players leave the group. If a player or players leave the group, the target goal remains the same.

The savings target is based on the number of players:

Number of players	Savings target
4	2000
5	3000
6	4000
7	5000
8	6000

WINNING

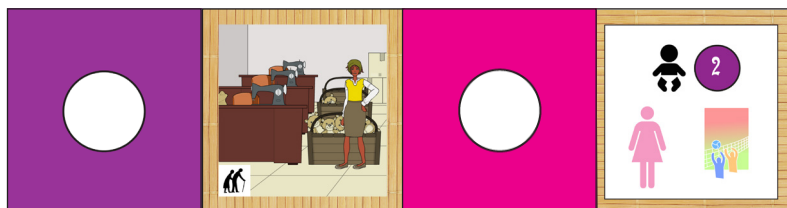
Win by saving enough Loys to buy a factory! That is, the group wins if the savings target is met.

If the savings target is met, the sisters with the most combined money win the largest share of the factory.

(With an odd number of players, the player with no sister doubles their money before counting at the end).

2. SETUP - ESTABLISHING CHARACTERS

Each player draws a **purple character card** and a **pink life situation card** that indicates the number of children, hobby, and household provider situation of the character.



Characters with matching shirt colours on the card are sisters. If there are an odd number of players, there will be a player with no sister.

Note - If there are 4 players, select purple character cards as follows: Player 1 draws a random character card. Player 2 also draws a random character card. Player 3 draws a purple character card until the shirt matches either player 1 or player 2. Player 4 takes the purple character card that matches the shirt of the player not matched by player 3.

Beginning with the last player selecting the cards, each player introduces their character to the group based on the images on the two cards. Here players also have the opportunity to take up different names, or take on a persona and so on. Role playing makes the game more exciting and ensures a unique experience every time you play. So get into character!

Players should identify their sister (if they have one) and if their parents are alive (denoted by the logo on the bottom left). Together sisters should talk briefly about the kind of relationship they share. They also identify their super-power token and place it on the board where it is visible to them.

The nature of sister relationships, absence and presence of dependents like children and elderly parents, and their super powers all have an impact on how the game plays out.

Before starting the game, players must determine who will act as cashier. The cashier is responsible for distributing Loys from the bank plus ensuring players make payments.

All cards in the game are shown openly. We encourage players to stay in character for all of game play - it's fun!

3. BOARD

The board represents approximately one month in time with each square representing one day to make a total of 28 spaces. There are:

13 red spaces

7 green spaces

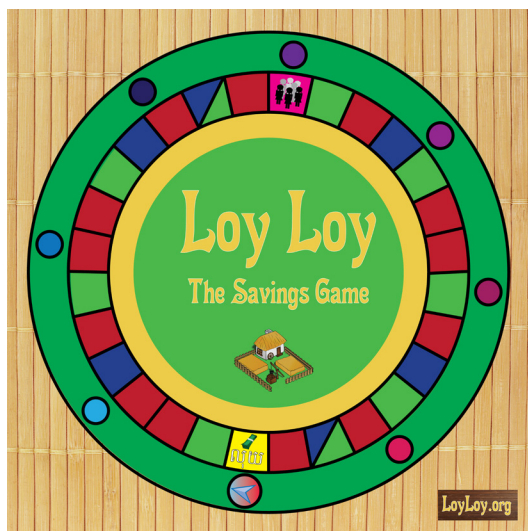
4 blue spaces

2 blue/green spaces

1 yellow space

1 pink space

8 month placeholders (on the outer ring)



4. GAMEPLAY

The **orange token** is used to mark the day. The **black token** is used to mark the month. The **orange token** starts on the day marked by the yellow square and the **black token** starts on the outer ring on the circle with the arrow. The yellow square, “Loy”, represents payday.



Each time the **orange token** lands on or goes past payday, all players receive their monthly income of 100 Loys before drawing their card. After receiving their income, they pay outstanding expenses and then draw the card. The **black token** then moves to the next circle on the outer ring.

The game ends when 8 months have passed and the black token returns to the space where it started.

The cashier begins by distributing the first monthly income of 100 Loys to each player. In each subsequent payday, players also collect income from assets they bought in previous rounds. The cashier takes the first turn rolling the die and moves the **orange token** clockwise the number of spaces rolled. Players pick a card matching the colour of the space on which the orange token lands.

5. CARDS

Red Space - Expense Card

If the expense is in a **red diamond** then it must be paid immediately. If the expense is in an **orange diamond** then it can be paid on the next payday immediately after being paid.

Green Space - Asset Card

The green card shows the cost of the asset in the green triangle and the regular monthly income it provides in the yellow triangle.

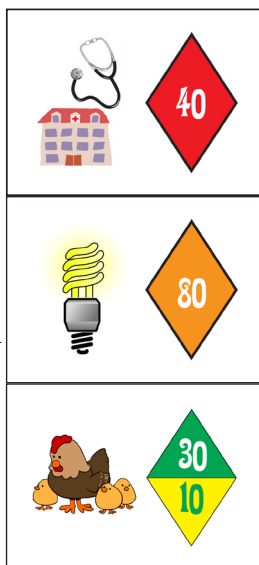
The player who selected the card can decide if they wish to buy the asset (money is paid to the cashier).

If they choose not to buy the asset, it is placed at the side of the board and can be purchased by the other players (only on their turn).

Sisters or players may combine their funds to buy an asset together and share the returns in the subsequent cycles.

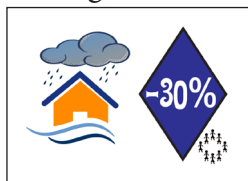
When assets are purchased they provide income on the next payday.

Assets can be sold to the bank at any time on a player's turn for half their cost.








Blue Space - Event Card

The blue card has an event and the percentage of current cash holdings that must be paid or received in the game depending on the players' life situation. Amounts in decimals are rounded down.



Note that there is a symbol at the bottom right of each blue event card:

	cards with a baby only affect players with children (percentage per child, for example: $4 \text{ children} \times 10\% = 40\%$)
	cards with a circle of people affect all players
	cards with parents only affect players with parents
	cards with two figures indicate sisters, and are payable by the player who drew the card <i>and</i> their sister
	cards with one figure are only payable by the player who drew the card

If a player lands on a blue/green space they have the option of picking up either a blue or green card. After blue and red cards are used they are placed face down to one side. Once all cards are used this pile is shuffled and reused.

6. BANKRUPTCY

If any player in the savings group goes bankrupt (meaning they cannot afford to make an expense payment when it is due) then the game is over for everyone in the group and the player who went bankrupt is declared the loser. There are no winners.

The only exception is for players who have been shunned from the savings group. They continue playing outside the group (see part 9).

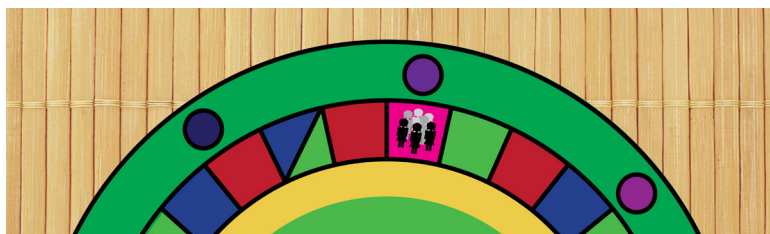
7. SUPER POWERS!

Based on the colour of their matching shirts, each pair of sisters has a shared super power token. **It can only be used once during the turn of one sister and both sisters must agree when to use it.** If a player doesn't have a sister, they can individually choose when to use theirs.

- **Yellow** - **Expenses paid.** One sister does not have to pay expenses for one round.
- **Blue** – **Roll again.** If a sister doesn't like the card she drew, she ignores that card and rolls again to draw another card. For example: roll a 3, then move 3 and don't like it, so roll a 4, and move 4 (for a total of 7).
- **Red** – **Extra asset.** Pick 2 assets if one sister lands on green.
- **Green** – **Bonus payday.** One sister receives a bonus of double the normal amount on a single payday.

8. SAVINGS GROUP MEETINGS

The **pink space** represents savings group meeting day – **ROSCA Day!**



Each time the orange token lands on or passes this space, players **STOP** for the ROSCA meeting, before drawing the card. When the meeting is over, the player who passed the pink space draws the card and the game continues. If the token landed on the pink space, the next player rolls the die and the games continues.

The meeting and bidding

All players need to contribute 40 Loys to the savings box. Then the bidding begins! Bidding starts with the player who landed on the pink space and moves clockwise. Each player, *who has not yet received the pot*, can bid a **higher amount**. If a player does not wish to bid, they say “No bid” and the bidding moves to the next player. *Players who make bids for the pot have to state a reason for wanting the funds.*

Bidding continues until there are no counterbids. The player who bids the highest gets the pot in that round and contributes the bid money on top of 40 Loys to the pot in the next round. If there are no bids, the player who landed on or passed the pink space must take

the pot. If they have already received the pot, then the player to their left has to take the pot and so on.

For example: Player #1 bids 10 Loys but Player #2 has a more urgent need for the pot so they bid 20 Loys. If there are no other bids then Player #2 takes the pot. For the next meeting Player #2 puts in 20 Loys on top of 40 Loys (a total of 60 Loys) only for that round.

Note - the pot is not a loan and is not paid back.

The system is fair because each player gets a turn at taking the money from the savings box. Also note, with less than 8 players anyone can take the pot a second time after every player has taken it.

Why would a player bid?

Players may bid to receive the pot for a variety of reasons. For instance, if a player only has 20 Loys and expenses of 100 Loys that month, they may take the pot to pay off those expenses. Or if a player only has 10 Loys and is on the brink of bankruptcy, they may want the pot as a form of insurance. Also a player may bid (say 20 Loys) to buy an asset that pays a profitable return (say 30 Loys).

9. SHUNNING

If a player decides not to contribute (or cannot afford to contribute) then they and their sister (if they have one) are **shunned by the savings group**. They no longer participate in meetings and can no longer get help from other players (only their sister). If shunned players

go bankrupt they are out of the game completely but the savings group continues and vice versa. **Shunned players aim for the savings target, but only do it as sisters with no group help.**

10. TRANSACTIONS BETWEEN PLAYERS

All transactions between players (who are not shunned) to lend/borrow to each other, buy/sell assets, give/receive gifts or sell assets back to the cashier have to take place **before the roll of the die**. For example, a player cannot roll the die, choose a card then borrow.

Players should plan ahead and not wait to borrow till they are at the brink of bankruptcy.

11. END OF THE GAME

The game ends after 8 months. That is, when the orange token passes the yellow square for the 8th time and the black token returns to the space where it started.

At this point all players sell their assets to the cashier and are paid half their original price and savings are totalled. If the total of a savings group reaches the goal then the savings group is successful! If shunned sisters reach the goal they are also successful!

The winners are sisters with the highest amount of savings combined. Note, if a player has no sister, the player doubles their final amount and win if they have the most money.

Happy Saving!
Go to the Set-Up Card to begin...



IMTFI

INSTITUTE FOR MONEY, TECHNOLOGY
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Ursula Dalinghaus

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