



FREE PRINT & PLAY · AGES 5+ · 2-4 PLAYERS

Jar Quest

A family money game! Earn, split your money into three jars, and race to buy one thing from each jar — while real-life surprise cards keep you on your toes.



SAVE

For BIG goals



SPEND

For fun things



GIVE

For good deeds



First to own ONE item from EACH jar wins!

Print all pages · cut out the cards & money · grab any dice · you're ready to play.



The Rules

Set up:

- Each player takes the 3 **jar mats** (Save , Spend , Give ) and places them in front of them.
- Shuffle the item cards into 3 piles by jar. Flip **one card face-up** from each pile into the middle — a Save item, a Spend item, and a Give item.
- Shuffle the **Action cards** into a face-down pile. Put the **CubBucks** money in the middle as the bank.

-  **Roll & collect**
 Roll the dice and take that many **×\$2** from the bank (roll a 4 = \$8). **Put at least \$1 in each jar**, then split the rest however you like.
-  **Buy an item (if you can)**
 If a jar has enough money, you may **buy that jar's face-up item** — pay the bank from that jar and keep the card as your proof. Flip a new card to replace it. (You can only buy from a jar you haven't completed yet.)
-  **Draw an Action card**
 End your turn by drawing one Action card and doing what it says — you'll gain or lose money from a certain jar. Then it's the next player's turn.

 **The Savings Raid rule:** If a card makes you pay but that jar is short, you *may* take the rest from your **Save jar** — but it costs **\$1 extra** as a penalty! (Raiding your savings is expensive — just like real life.) If you can't pay at all, pay what you can and lose the rest.

 **Strategy:** Don't dump everything into Save! If your Spend & Give jars are empty, you can't buy those items — and Action cards will keep nicking you. Balance all three jars to win.

 **The first player to own one item from EACH jar (Save + Spend + Give) wins!**

SAVE ITEMS

Save Cards

✂ CUT OUT & MAKE A "SAVE" PILE. FLIP ONE FACE-UP.

SAVE



A House

\$35

SAVE



A Car

\$30

SAVE



College

\$32

SAVE



Big Trip

\$28

SAVE



A Computer

\$26

SAVE



Start a Business

\$34



SPEND ITEMS

Spend Cards

✂ CUT OUT & MAKE A "SPEND" PILE. FLIP ONE FACE-UP.

SPEND



New Shirt

\$4

SPEND



Ice Cream

\$3

SPEND



Cool Hat

\$5

SPEND



Comic Book

\$4

SPEND



Art Supplies

\$6

SPEND



Pizza Slice

\$3



Give Cards

✂ CUT OUT & MAKE A "GIVE" PILE. FLIP ONE FACE-UP. (YOU COMPLETE THESE BY GIVING — THEN KEEP THE CARD.)

GIVE

**Animal Shelter****\$12**

GIVE

**Food Bank****\$10**

GIVE

**Plant Trees****\$8**

GIVE

**Books for Kids****\$11**

GIVE

**Help a Neighbor****\$9**

GIVE

**Hospital Toys****\$14**

Action Cards (1/2)

✂ CUT OUT, SHUFFLE TOGETHER WITH PAGE 2, KEEP FACE-DOWN.

PAY

**Flat tire!**Pay **\$3 from Spend** to fix it.

GIVE

**Food drive**Give **\$2 from Give** to the food bank.

REWARD

**Extra chores**Great work! Take **+\$3 to Save**.

REWARD

**You gave back**"Tax refund" — take **+\$2 to Spend**.

PAY

**Treat yourself**Pay **\$2 from Spend**.

FUN

**Payday bonus****Roll again** and collect!

PAY

**Lost umbrella**Pay **\$2 from Spend** for a new one.

REWARD

**Birthday money!**Grandma sends **+\$4** — split into any jars.

GIVE

**Shelter needs help**Give **\$3 from Give**.

REWARD

**Good grades**Take **+\$3 to Save**.

Action Cards (2/2)

✂ CUT OUT, SHUFFLE TOGETHER WITH PAGE 1, KEEP FACE-DOWN.

PAY

**Lost tooth**

Tooth fairy is late — pay **\$2 from Spend...** then take **+\$3!** (net +\$1)

REWARD

**Recycled cans**

Take **+\$2 to Save.**

GIVE

**Community garden**

Give **\$2 from Give.**

PAY

**Party invite**

Buy a gift — pay **\$3 from Spend.**

REWARD

**Lemonade stand**

Your business paid off — **+\$4**, split any way.

FUN

**Swap a card**

Trade one face-up middle item for a new one.

REWARD

**Kindness bonus**

You helped a neighbor — take **+\$3 to Give.**

PAY

**Cracked screen**

Pay **\$4 from Spend** to repair.

REWARD

**Found \$5!**

Lucky you — take **+\$5**, split any way.

PAY

**Pet vet visit**

Pay **\$3 from Spend.**



Jar Mats

PRINT ONE SET PER PLAYER. KEEP YOUR BOUGHT ITEM CARD IN THE SLOT AS PROOF!

SAVE

Keep your money for a BIG goal — a house, car, college...

place your Save
item card here ✓

 my money: _____

SPEND

Money for fun little things.

place your Spend
item card here ✓

 my money: _____

GIVE

Money to help others & do good.

place your Give
card here ✓

 my money: _____



PLAY MONEY

CubBucks

 CUT OUT. PRINT 2-3 COPIES SO THE BANK HAS PLENTY OF EVERY BILL.



What This Game Teaches

Jar Quest turns real money skills into a game your kids will actually ask to play again.

- **Budgeting:** splitting each roll into Save, Spend & Give is hands-on budgeting.
- **You can't hoard:** needing an item from every jar means kids must fund all three — not just chase one.
- **Emergencies cost extra:** the "Savings Raid" \$1 penalty teaches why you keep a cushion in each jar.
- **Generosity is built in:** the Give jar makes helping others part of winning.
- **Good choices pay off:** reward cards reward saving, giving, and earning.

💡 **Make it easier (ages 5-6):** drop the "\$1 in each jar" rule and let them split freely. **Make it harder (ages 9+):** add a 4th **Invest** jar and an Invest item (e.g. "One share of stock \$20") they also must buy to win.

🐻 Loved playing? Kids can do all of this with real money — safely — in the **CubWallet** app: Save/Spend/Give/Invest jars, chores to earn, savings goals, and a parent who approves every step. cubwalletapp.com

