

Our Game-Spending Agreement

Page 1: Agree before buying | Suggested ages 9-17

A budget of zero is valid. Practice with pretend purchases if you prefer. An adult manages approval.

01 Set the limit

Up to \$_____ from _____ to _____. Money comes from:

02 Decide who approves

Before buying, I show _____ the dollar price and balance left.

03 Pause and check

We wait _____. A countdown does not change our rule.

04 Handle carryover and renewals

Unused money: _____ Who checks renewal dates: _____

05 Plan for mistakes

Tell an adult, save the receipt and review together. Next review date:

Count this money only once in your overall budget. No password or account details belong here.

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Page 2: Translate game money | Suggested ages 9-17

Made-up example: 1,000 gems cost \$10 before tax. An item costs 650 gems. You start with no gems.

01 Try the math together

Price per gem: \$10 divided by 1,000 = \$_____

Value of 650 gems: 650 multiplied by price per gem = \$_____

Cash needed if you must buy the full pack: \$_____

Gems left after the item: 1,000 minus 650 = _____

02 Review a real or pretend choice

Item / date	Cash leaving account	Budget left

What could I choose instead, or enjoy without buying?

Check together: \$0.01 per gem; \$6.50 item value; \$10 checkout cost before tax; 350 gems left. Leftover gems are not cash. Check applicable tax and the actual pack needed before paying.