

In addition to earning money during the game, there are additional awards to the top 3 companies for:

1. ~~Farthest Flight~~  
2. ~~Longest (time) Flight~~

3. Most Artistic Aircraft

First prize: $2,000,   
Second prize: $1,500  
Third prize: $1,000

1. Each of your purchases and earnings must be initialed by a teacher.
2. You may only use supplies purchased at the store.
3. Each plane may be tested as often as you wish, but may be flown for earnings only once (in the big gym).
4. You may work together with another company to buy more expensive supplies and plans.
5. You will be fined $25 if you fly an airplane anywhere other than in the test area (the hallway).
6. Any loud noise in the testing area (the hallway) will be fined $50.00
7. Any noise at all between the testing area and the flight deck (the big gym) will be fined $100.00
8. If you damage another company’s aircraft, you will be fined the total cost of that aircraft.
9. Fines #5, #6 and #7 will increase for each subsequent infraction after the first.

The Rules

Your goal is to earn more money than your classmates by using your money wisely and building the best aircraft.   
  
You can specialize in long distance airplanes or long flight time airplanes and perfect your designs over time to earn more and more money.

**You own an airplane company**. You buy the supplies from the store (paper and such) , you build the plane, you test the plane and, when you are satisfied with your design, you fly the plane to get more money. The further your plane flies, **or** the longer it is in the air, the more money you get to buy supplies to build your next airplane.

Lincoln Lutheran’s First Annual Paper Airplane Company Competition

## Finally:

## The contests

## Second:

## How to win

## First of all: How to play

**Airplane**Millionaire

LS

LS

LS

100

100

300

400

300

100

Starting Balance: $200

Initial purchase / earnings (circle one) +/- \_\_\_\_\_\_\_\_\_\_\_\_\_

New Balance:

Initial purchase / earnings (circle one) +/- \_\_\_\_\_\_\_\_\_\_\_\_\_

New Balance:

Initial purchase / earnings (circle one) +/- \_\_\_\_\_\_\_\_\_\_\_\_\_

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New Balance:

Initial purchase / earnings (circle one) +/- \_\_\_\_\_\_\_\_\_\_\_\_\_

New Balance:

Initial purchase / earnings (circle one) +/- \_\_\_\_\_\_\_\_\_\_\_\_\_

**Balance Sheet:** you must keep a running total of the capital (money) that your company has built up. Keep track of the supplies that you purchase and the money that you earn:

|  |  |
| --- | --- |
| **Supplies** |  |
| staples (each) | $50.00 |
| tape (per inch) | $50.00 |
| paperclip (small) | $100.00 |
| paperclip (large) | $300.00 |
| scissors | $1,000.00 |
| hole punch | $2,000.00 |
|  |  |
|  |  |
| **Paper** |  |
| quarter sheet | $100.00 |
| half sheet | $300.00 |
| full sheet | $700.00 |
| double sheet | $1,500.00 |
| card stock (full sheet) | $2,000.00 |
|  |  |
| **Plans** |  |
| The Slice | $200.00 |
| The Count | $300.00 |
| Pirate's Secret | $400.00 |
| The Glider | $500.00 |
| Dragon Ring (tape) | $600.00 |
| Flying Saucer (scissors) | $700.00 |

Example Balance Sheet

Starting Balance: $200

Initial purchase / earnings (circle one) +/- \_\_\_\_\_\_\_\_\_\_\_\_\_

New Balance:

Initial purchase / earnings (circle one) +/- \_\_\_\_\_\_\_\_\_\_\_\_\_

New Balance:

Initial purchase / earnings (circle one) +/- \_\_\_\_\_\_\_\_\_\_\_\_\_

New Balance:

Final Total

Final Balance: $\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Distance Award: $\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Flight Time Award: $\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Artistic Award: $\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Total: $\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Store Prices: