

THE DEMON DOLLAR

➤ Temptation Ladder Printable Game ➤

A mysterious dollar offers bigger and bigger rewards, but each step asks for a deeper compromise.

How long would you keep saying yes?



HOW TO PLAY

- 1 Start at Step 1 and read each offer in order.



At each step, decide:
TAKE THE DEAL or
WALK AWAY.



Circle or check your choice.



After the last step you are willing to accept, stop and discuss why.

➤ TEMPTATION LADDER ➤

1	\$1: Keep the strange dollar instead of turning it in.	☐ Take the Deal ☐ Walk Away
2	\$5: Tell a small lie to avoid trouble.	☐ Take the Deal ☐ Walk Away
3	\$20: Keep money that you know is not yours.	☐ Take the Deal ☐ Walk Away
4	\$50: Publicly embarrass someone for a reward.	☐ Take the Deal ☐ Walk Away
5	\$100: Cheat on an important assignment.	☐ Take the Deal ☐ Walk Away
6	\$500: Steal something small and hope nobody notices.	☐ Take the Deal ☐ Walk Away
7	\$1,000: Help cover up someone else's wrongdoing.	☐ Take the Deal ☐ Walk Away
8	\$10,000: Betray a friend for money.	☐ Take the Deal ☐ Walk Away
9	\$100,000: Frame an innocent person.	☐ Take the Deal ☐ Walk Away
10	\$10,000,000: Take a life for money.	☐ Take the Deal ☐ Walk Away

WHERE DID YOU WALK AWAY?

Which step was your stopping point?

Why did that step feel different from the earlier ones?

Did saying yes to smaller wrongs make the later ones feel easier to imagine?



➤ TALK ABOUT IT ➤

- 1 Why do small compromises often come first?
- 2 How can rationalization make wrongdoing feel acceptable?
- 3 What protects a person from sliding farther down the ladder?
- 4 What does this activity suggest about greed and integrity?



THERE IS NO REFUND.

Inspired by the story "The Demon Dollar" from *New Frontiers*.



Use for classroom discussion, book clubs, or family conversation.

