

# THE GAME OF LIFE®

A True to Life Game for Two to Six Players

You too can be a Millionaire in this game of Life. That's the object of the game. It all centers around the Wheel of Fate. You start out on Life's highway, just out of high school, with a car and \$2,000. As you travel you'll meet with success, failure and revenge. Your luck – your decisions – may give you more than one chance to make good. You may get revenge on the player who may be a sure winner. Fate plays a large part, but your decisions are also very important. For example, at the first fork in the road, you

must decide whether to go into business or take the longer way through college with a chance for a larger salary. You will come to other forks in the road. In each instance the longer way offers greater rewards, but also greater penalties. The choice is yours! Along the way, you'll get married; maybe have a family. You'll know what it is to have really big money. Your banker will have over \$7,500,000 to start the game. You may become a Millionaire and retire in luxury, or wind up broke at the Poor Farm.

## TO START

Choose a Banker. If you like, spin the wheel and low spin is

Banker. The covers from Money and Implement holders are used as Racks. Banker separates Money, folds Insurance Policies and Stock Certificates, and arranges them in Racks. Unless stated otherwise, all money is COLLECTED and PAID to the Banker. He gives out cars and pegs:

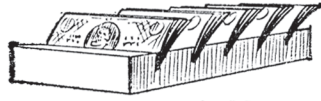
BLUE PEGS for male players and baby boys.

PINK PEGS for female players and baby girls.

With five or more players it is recommended that one person act as Banker and not play the game.

The SHARE THE WEALTH cards are shuffled, one is dealt to each player, and the rest are placed face down in a pile.

The NUMBER BOARD is placed beside the gameboard.



## PLAYING THE GAME

Spin the Wheel. High number starts first, others take turns going clockwise. Banker gives each player, including himself, a car with a Pink or Blue peg in it and four \$500 bills. First player places his car in the START HERE space, decides whether to buy AUTO INSURANCE, and spins the Wheel. Your spin determines number of spaces you move. If the space is occupied, you must move your car forward to the first open space. Notice there are four kinds of colored spaces: WHITE, GREEN, RED AND BLUE designated by the color of print appearing on the black highway. For example, white print on black are called white spaces; red on black, red spaces, etc.

**WHITE SPACES:** Reward or penalty takes place when you LAND IN white space.

**GREEN SPACES:** You must LAND IN green space to take Revenge on an opponent.

**RED SPACES:** The reward or penalty takes place whether you LAND IN or PASS red spaces. One exception is the one near the College – Bachelor's Degree – if you already have a higher salary as a Doctor, Lawyer, etc. you continue on with that salary to end of game.

**BLUE SPACES:** When you LAND IN or PASS a BLUE OPTION space, you may CHOOSE to take advantage of the opportunity there or let it go. Watch for these opportunities. You can only buy ONE STOCK CERTIFICATE and one of EACH KIND of INSURANCE POLICY.

## PAY DAY

1. At the start of a game, before you spin the wheel-, decide if you wish to take the shorter route "TO BUSINESS" at a salary of \$5,000, or whether you wish to take the "College" route, the first turn to the right, and follow the longer way around. If you take the "TO COLLEGE" route your salary will be designated on the white space you land on, DOCTOR, \$20,000, TEACHER, \$8,000, etc. This profession would be yours throughout the game. Each time you LAND IN or PASS a red PAY DAY space you always collect the specified amount of your chosen profession. If, however, you do not land on one of the five profession spaces, you will automatically collect the "BACHELOR'S DEGREE" (printed in red) salary \$6,000 on each PAY DAY. Collect your pay immediately. You cannot collect after next player spins the dial.

2. PAY DAY - INTEREST DUE; when you PASS or LAND IN one of these spaces you must pay the bank \$500 interest for each \$20,000 promissory note you owe, after receiving your salary.

## SHARE THE WEALTH CARDS

When you LAND IN a Pay Day Space by EXACT COUNT, you not only collect your salary – you also DRAW a SHARE THE WEALTH card in that turn.

There are three kinds. When you have one or more of them, keep them face down so only you will know what they are. Use these cards when you choose. Use them wisely!

1. COLLECT CARD: This card may be given to any opponent when he lands in a white space and COLLECTS \$10,000 or more. Upon presentation of this card, the opponent must give you one half the amount he collects from the bank in that space. He then places this card at the bottom of pile.

2. PAY CARD: This card may be given to any opponent when you land in a white PAY space demanding \$5,000 or more. Opponent is thus forced to pay YOU half the amount you pay to the bank in that turn. Card is then put at the bottom of the pile.

3. EXEMPTION CARDS: This card entitles you to ignore either a Collect or Pay card when an opponent gives you one. Show this card to opponent and return it, with his Share the Wealth card, to the pile.

Note: ONLY ONE CARD may be given to an opponent in a turn. If two or more players wish to give an opponent a card, they spin the wheel – player with highest number then gives opponent his card.

A card may not be given to a player landing in a LUCKY DAY space, or to one PLAYING THE MARKET.

## GETTING MARRIED

You must stop by the church in the GET MARRIED ADD

SPOUSE (wife or husband), COLLECT PRESENTS space. IN THIS TURN YOU;

1. ADD SPOUSE, a pink or blue peg to your car.

2. COLLECT PRESENTS – you spin wheel again. The amount you collect from each opponent depends upon the number spun.

For 1, 2, 3 – You collect \$1,000

For 4, 5, 6 – You collect \$500

For 7, 8, 9, 10 – You collect nothing

3. HONEYMOON – Spin the wheel once more and advance that number of spaces.



## ADD A BABY BOY OR GIRL

When you LAND IN one of these spaces you:

1. Add a Blue (Boy) or Pink (Girl) Peg to your car.

2. If you get more than four children, just crowd them in as you do in real life!

3. Each time you add a child you collect \$500 from each opponent. If you add Twins, collect \$1,000 from each!



## MOVING BACK

When you are sent back, you count spaces ALONG THE SHORTEST ROUTE.



1. In going backward, you PAY NO ATTENTION TO REWARDS OR PENALTIES as you pass over them or to the one you land in.

2. If space is occupied, you move back to first open one.

3. PENALTIES AND REWARDS TAKE PLACE WHENEVER YOU MOVE FORWARD – no matter how many times you go over a stretch of road, with this exception: The "Get Married" space. There's a law against bigamy! Note: If you are sent back to Start Here, you then must follow the "TO BUSINESS" road. However, your salary doesn't change. Once a doctor, always a doctor.

## REVENGE

Landing in a GREEN REVENGE SPACE entitles you to one of these choices.

1. Collect \$100,000 from any player you choose, or

2. Send any player back 10 spaces.

Note: If the player you want to take \$100,000 from, does not have enough money to pay you, he must go back ten spaces. You cannot change your mind and choose another player to take Revenge on.

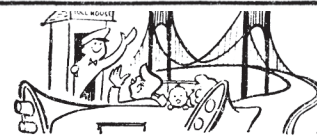
You cannot take Revenge on a player in Millionaire Acres.



## TOLL BRIDGE

The first player completely across the Toll Bridge collects

\$20,000 toll from each player who crosses after him. However, should this player find himself in the Poor Farm or have to go back over the bridge through Revenge, then his privilege of collecting tolls goes to the second player to cross the bridge.



## BETTING ON THE WHEEL

Here's your chance to place side bets. The numbers and colors on the Board match those on the Wheel. You place the amounts you want to bet, on one or more numbers on the board, when it is your opponent's turn to spin. If you pick the right number – the number spun – the Banker pays you 10 times the amount you placed on that number. For each spin, you cannot bet more than \$20,000, nor cover more than 2 numbers on the board. If more than one player puts money on the same number, each should tell the Banker how much he has placed there. After paying off the winners, (if there are any), the Banker puts all the money placed on the board into the Bank.

The player spinning CANNOT bet except on Lucky Days.

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## LUCKY DAYS

When you LAND IN a LUCKY DAY space, you collect

\$10,000. The banker gives you two \$5,000 bills. You may keep this money or SPECULATE, in that turn.

To SPECULATE, place each \$5,000 bill on a different number (2 numbers). Then you spin the wheel. If it stops on either of the numbers, the banker gives you \$150,000.

After paying off your winnings (if any) the Banker puts the money you placed on the board into the Bank. When you Speculate, no other player may bet in that spin.



## PLAY THE MARKET

When you LAND IN or PASS one of these blue spaces, you may, if you own stock, wish to PLAY THE MARKET in that turn.

To do this you must place your Stock Certificate (the long way) over the numbers 4, 5, and 6 on the board, then spin the wheel.

For 1, 2, 3 – The market is down, you Pay bank \$25,000.

For 4, 5, 6 – The market remains stable, no gain or loss.

For 7, 8, 9, 10 – The market is up, you Collect \$50,000 from the bank.

The stock certificate remains your property and you are still a stock holder. When you PLAY THE MARKET no other player may bet on the wheel.

## BORROWING FROM THE BANK

You may borrow from the bank any amount you need (in units of \$20,000) to meet your obligations. There are two exceptions: You may not borrow for side bets on the wheel. You may not borrow the \$100,000 or any part of it, if someone takes "Revenge" on you.

For every \$20,000 that you borrow, the Banker will also give you a Red PROMISSORY NOTE (you will be in the RED that much money).

TO repay the loan, give \$20,000 with each PROMISSORY NOTE back to the bank. TO avoid paying \$500 interest, try to repay the loan as soon as possible. (See rule 2 under PAY DAY). Any unpaid notes held on the DAY OF RECKONING will cost still more (\$5,000).



## DAY OF RECKONING

You must STOP in the DAY OF RECKONING SPACE. At this time you:

1. Receive \$20,000 for each child.

2. Pay up any Promissory Notes at the rate of \$25,000 for each \$20,000.

In this turn you ALSO have to make a big decision. You must now choose to:

1. Go on to MILLIONAIRE ACRES (if you think you have enough money to win the game)... OR

2. Try to become a MILLIONAIRE TYCOON (if you have little or no money)... YOU CANNOT DO BOTH.

3. To go to Millionaire Acres: Spin again and move that many spaces towards Millionaire Acres.

4. To become a Millionaire Tycoon: Place all your money (your auto if you're broke) on ONE number on the Board. Spin the wheel. If your Number comes up, you have become a Millionaire Tycoon, the WINNER, and the Game is over. If you lose, the Banker takes your money, and you go to the Poor Farm to sit out the rest of the game.

5. As long as there is no Tycoon, the game continues with players going either to the POOR FARM or MILLIONAIRE ACRES.



## MILLIONAIRE ACRES

You do not need an exact spin to reach Millionaire Acres. If you are the first player to reach Millionaire Acres you gain the following:

1. Collect a \$100,000 bonus.

2. Collect the Lucky Number fees. You spin the wheel and this number becomes your LUCKY Number. From now until the end of the game, every time an opponent spins this number, you collect \$10,000 from him. Place your car on the number to show that it is yours. This number may still be used for side bets on the wheel.

ANY player reaching Millionaire Acres may make bets on the wheel, collect bridge tolls if this is his privilege, and use SHARE THE WEALTH (Collect and Exemption) Cards he possesses. An opponent may also give him a Pay card if he chooses.

## WINNING THE GAME

If there is no Tycoon, the game ends when the LAST PLAYER reaches the Poor Farm or Millionaire Acres. Everyone counts his money. A Stock Certificate is worth \$50,000 and a Life Insurance Policy has a cash value of \$3,000. The player with the most money WINS THE GAME.



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