TO START
Choose a Banker. If you like, spin the wheel and toss spin is Banker. The covers the Money and Implement holders are used as Rack. Banker separates Money, folds insurance Policies and Stock Certificates, and arranges them in the Box. Unless stated otherwise, all money is COLLECTED and PAID to the Banker. He gives out cars and pegs: BLUE PEGS for players, and PINK PEGS for female players and baby girls. While the Banker makes it recommended that one person act as Banker and no other may bet or play.

THE SHARE THE WEALTH cards are shuffled, one is dealt to each player, and the rest is 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. Each player has a card, 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 he wants to play a MAN OR INSIDE. Use them as the wheel. Your spin determines number of spaces you move. If the space you land on is open, you may move to another open space. Notice there are four kinds of colored spaces: WHITE, GREEN, RED and BLUE designated by the color of the lettering on the space. For example, white print on black are called white spaces; red on black, red spaces.

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

GREEN SPACES
You must LAND in green space to talk to an opponent.

RED SPACES:
The color 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 OR A RED space you are CHANCE to choose to go to the “Fate of Opportunity” or LOSE CATE 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, $15,000, PRACTICE, $10,000, and GAME, $5,000. Each player will have a salary $8,000 on each PAY DAY. Collect your pay immediately. You cannot collect any money if you have any outstanding bills.

2. If you have more than 2 numbers on the board. If more than one opponent has the color of the number on the Board, you must make a big decision. You must now choose to:
   1. Go on to MILLIONAIRE ACRES (and you may have to make a big decision. You must now choose to:
   2. Try to become a MILLIONAIRE TYCOON (If you have or little, or if you cannot do both)
   3. To go to Millionaire Acres: Spin again and move that many spaces towards MILLIONAIRE ACRES.
   4. To become a Billionaire: Place all your money on one of the numbers, the banker gives you $150,000. When you pass a MILLIONAIRE ACRES, place each $5,000 bill on a different number. For 4, 5, 6 – You collect $500 each $5,000 bill on a different number. You cannot collect after next player spins the dial.

5. At this time you:
   1. BORROW FROM THE BANK
   2. FROM THE BANK
   3. PROMISSORY NOTE
   4. MILLIONAIRE ACRES
   5. MILLIONAIRE ACRES
   6. MILLIONAIRE ACRES
   7. MILLIONAIRE ACRES
   8. MILLIONAIRE ACRES
   9. MILLIONAIRE ACRES
   10. MILLIONAIRE ACRES
   11. MILLIONAIRE ACRES
   12. MILLIONAIRE ACRES

PAY NO ATTENTION TO 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 rule against bigamy. Note: If you are sent back to Start here, you must then follow the “TO BUSINESS” road. However, your salary doesn’t change. Once a doctor, always a doctor.

REVENGEx
Landing on 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 you pay the player $100,000, from, does not have enough money to pay you, he must go back ten spaces.
   3. Send any player to jail. The jail is one of the five jolts, or 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 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.

RECKONING
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 lack the right kind of spin – the Banker pays you 10 times the amount you placed on that number. For each spin, you cannot bet more than $25,000, nor cov- er 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 Luck. Day of Reckoning.

WINNING THE GAME
If there is no Tycoon, the game ends when the LAST PLAYER LANDS IN MILLIONAIRE ACRES. The Poor Farm is only used to help the player gain $20,000. The player who has the most money WINS THE GAME.