

Game of Life

Skill and chance for all the family—an exciting journey through life! for 2-8 players

Rich man, poor man, beggarman . . . how will you end up after playing 'Game of Life'? It all centres round the Wheel of Fortune.

On Life's Highway you'll meet with success and failures; good luck and bad. There'll be lots of surprises, just as in real life, and plenty of decisions to make. For instance, three times on your journey you must choose which route to follow at a fork in the road. Do you choose the longer route which will offer the greatest rewards, but also the greater penalties? The choice is yours!

Will you become a Millionaire and retire in luxury, or wind up Destitute and living on Social Security? Only 'Game of Life' can tell you.

Beginning the game

To choose the Banker, spin the wheel. The player spinning the lowest number will be Banker. He uses the game accessory tray as a rack, and arranges the money, Insurance policies and Share certificates into it. He receives and pays out all money and gives out the cars and pegs (blue pegs for boys, pink pegs for girls). If there are five players or more, we recommend that the Banker runs the Bank but does not play. The Banker shuffles the 'Share the Wealth' cards and gives one to each player. The others are stacked face down on the table. The NUMBER BOARD is placed beside the game board.

Each player spins the wheel. The one with the highest number begins the game and play continues clockwise. The Banker gives each player including himself a car, with a pink or blue peg and four \$500 bills. The first player puts his car on the START space, decides whether or not to buy Car Insurance and spins the wheel. He moves forward the number of spaces shown on the wheel. If a player lands on a space occupied by another player, he moves forward to the next nearest empty space.

Playing the game

You will notice that the spaces are four colours: YELLOW SPACES: when you LAND on one of these, you pay or receive the money indicated.

ORANGE SPACES: when you LAND on one of the orange 'Sue for Damages' spaces, you sue the player of your choice.

RED SPACES: when you LAND ON or PASS one of these, you pay or receive the money indicated. A special rule applies to the University Degree square; if you have already attained a higher salary as a Doctor, Journalist, etc., you may continue through the game with that salary. A STOP sign is marked at the two spaces 'Marriage' and 'Day of Reckoning', where you must stop.

WHITE SPACES: when you LAND ON or PASS one of the white OPTION spaces, you decide whether or not to profit from the opportunity offered you. Remember, you only have the right to ONE Insurance policy of each type and ONE Share certificate.

Pay day

At the beginning of the game, before spinning the wheel, you must decide whether you will take the shortest route to Business at a salary of 5,000, or if you wish to go to University. University offers you the greatest gains, but also the greatest risks. Your salary will be indicated on the space where you land (Doctor, Business, etc.). You keep the same profession throughout the game, and receive your salary EACH TIME YOU LAND ON or PASS a 'Pay Day' space.

If you do not stop on any of these five yellow profession spaces, you will automatically receive a University Degree and a salary of 6,000 on each 'Pay Day'.

N.B.: The Banker must pay you before the following player spins the wheel in his turn.

'PAY DAY' - 'PAY INTEREST DUE': When you LAND ON, or PASS, one of these spaces, you must pay the bank 500 in interest for each 20,000 Promissory Note that you hold. You will pay this *after* receiving your salary.

Share the wealth cards

Each time you end your turn on a 'Pay Day' space, as well as your salary, you receive a 'Share the Wealth' card. There are three kinds

of these. You place them on the table in front of you, face down, so that only you know what they are. Learn how to use them shrewdly.

'COLLECT' CARD: give this card to the player who lands on a yellow space and wins 10,000 or more. He must give you half what he would have received from the Bank on that space.

'PAY CARD': give this card to the player of your choice if you land in a yellow space demanding 5,000 or more. He must give you half the sum you owe to the Bank.

EXEMPTION CARD: give this card to the player who gives you a winning or losing card. This card exempts you from paying.

N.B.: A player can only receive one card in a turn. If two or more players want to give a card to the same opposing player, they first spin the wheel and the one who spins the higher number uses his card. A player cannot receive a card if he is on a Lucky Day space, or if he is speculating on the Stock Exchange. After use, ALL revealed cards are always replaced at the bottom of the stack of cards.

Marriage

You must stop on the 'Get married' space and:
1. ADD YOUR SPOUSE (blue or pink peg) to your car.
2. RECEIVE PRESENTS: spin the wheel again, and receive from EACH player: 1,000 if you spin a 1, 2 or 3; 500 if you spin a 4, 5 or 6; nothing if you spin a 7, 8, 9 or 10.
3. HONEYMOON: spin the wheel again and go forward that number of spaces.

Children

If you end your turn on a BOY or GIRL space:
1. Add a blue or pink peg to your car. If you have more than four children, just crowd them in as you do in real life!
2. Receive 500 from each opposing player every time you have a child. If you adopt two children, or have twins, you receive 1,000 from each player.

Moving back

When you are sent back, go by the shortest route.

1. In going backward, PAY NO ATTENTION TO REWARDS or PENALTIES indicated on the spaces.
2. If the correct space is occupied, move back to the nearest free one.
3. When you go forward again, you must pay or receive the money on the spaces you pass. There are three exceptions: the 'Marriage' space (there is a law against bigamy); the 'Buy Insurance' (you can only have one of each sort); and 'Buy Shares' spaces.

NOTE: If you are sent back to the Start, you must follow the Business route, but your salary does not change. Once a Doctor, always a Doctor.

Suing for damages

If you LAND on an orange 'Sue for Damages' space, you have the right to demand OF THE PLAYER OF YOUR CHOICE:

1. that he give you 100,000, or
2. that he move back 10 spaces.

NOTE: If the player from whom you demand 100,000 does not have enough money to pay you, he must go back 10 spaces instead. You can neither change your mind and choose another player, nor take your revenge on a MILLIONAIRE (who is living on his private income) or DESTITUTE (living on Social Security).

Toll bridge

The first player to cross the bridge collects 20,000 toll from each player who crosses after him. However, if he becomes DESTITUTE, or if he has to go back over the bridge through 'Sue for Damages', then his privilege passes to the second player to cross the bridge.

Betting on the wheel of fortune

You can bet on a number at any time during the game by placing money on the NUMBER BOARD (the numbers and colours match those on the wheel), WHEN AN OPPOSING PLAYER IS SPINNING THE WHEEL. If you have picked the right number — the one where the wheel stops — the Bank pays you ten times the amount you placed on that number. The maximum stake is 20,000 spread over one or two numbers on the board. If several players put a stake on the same number, each one must tell the Banker the amount he has placed as a stake. The Banker pays the eventual winners, and puts all the money placed on the board in the Bank. The player who spins the wheel is not entitled to bet, unless he is on a 'Lucky Day' space.

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Lucky days

When you LAND on a LUCKY DAY space, you receive 10,000 (2 notes of 5,000 each). You can either keep them, or speculate: i.e. STAKE THEM AND RISK ALL TO WIN ALL. You could win 150,000, or lose everything!

To speculate, put each 5,000 note on the NUMBER BOARD. Then spin the wheel. If it stops on one of these numbers, the Banker pays you 150,000. The Banker pays you your winnings, and returns the two notes to the Bank. When you speculate, NO OTHER PLAYER can bet on the wheel.

Speculating on the stock exchange

When you LAND ON or PASS one of these white spaces, you can — if you own shares — decide to SPECULATE ON THE STOCK EXCHANGE.

You must place your Share certificate (lengthways) on the numbers 4, 5, 6 on the NUMBER BOARD, then spin the wheel. If it stops on 1, 2 or 3, the market is down, and you pay 25,000 to the Bank.

If it stops on 4, 5 or 6, the market is stable and you neither gain nor lose. If it stops on 7, 8, 9 or 10, the market is up, and you receive 50,000 from the Bank. Always keep your Share certificate. When you speculate on the Stock Exchange, no other player can bet on the wheel.

Borrowing from the bank

You may borrow the money you need from the Bank (in units of 20,000) to meet your obligations. But there are two exceptions. You may not borrow money in order to bet on the wheel, and you may not borrow the 100,000, or a part of that sum, if someone sues you for damages.

For any sum of 20,000 that you borrow, you will receive a red PROMISSORY NOTE from the Banker (you will be 'IN THE RED' for that sum).

To repay this loan, give 20,000 with each PROMISSORY NOTE to the Bank. To avoid paying 500 in interest due, try to repay the loan as soon as possible (see under rules for PAY DAY).

Day of reckoning

You must STOP on the DAY OF RECKONING space and:

1. receive 20,000 for each child;
2. pay for all the Promissory Notes you hold: i.e. 25,000 for each bill of 20,000.

In this turn, you must also make an important decision. You must decide:

1. whether you think you can win the game, as you are rich enough to live on your private income on reaching the MILLIONAIRE space (in this case, you must believe you have more money than each of the other players), or

2. whether to venture a spin on the wheel and try to become MILLIONAIRE TYCOON. This is advisable if you only have a little money, or none at all.

To get to the last space, spin the wheel again and go forward that number of spaces. If you spin four or more, go straight to the Millionaire space. However, if another player lands on, or passes you, on one of the three spaces before you reach the Millionaire space and has more money and assets than you, you will be declared Bankrupt and Destitute. If, however, *he* has less money and assets than you, *he* must go to the Destitute space.

To become Millionaire Tycoon, put all your money (or, if you have none left, your car) on a single number on the NUMBER BOARD. Then spin the wheel. If your number comes up, you are Millionaire Tycoon and YOU HAVE WON the game. But if your number does not come up, the Bank takes your money and you are declared Destitute and Bankrupt and have lost the game.

While there is no Millionaire Tycoon, the game continues. The players either reach the MILLIONAIRE or the DESTITUTE space.

Millionaire

In order to live on your private income, and reach the last space, you do not need to spin the exact number on the wheel. If you are the first player to reach the last space, you will receive:

1. a bonus of 100,000;
2. rights to the Lucky Numbers. You spin the wheel, and the number you obtain becomes your Lucky Number. After that, and until the end of the game, you will receive 10,000 from any player who spins that number on the wheel. Place your car on this number to show that it is yours. This number can still, however, be used for bets on the wheel.

The winner

When there is no Millionaire Tycoon, the game ends when the LAST PLAYER arrives either in the MILLIONAIRE or the DESTITUTE space. Each player then counts up his money. A Share certificate is worth 50,000, and a Life Insurance 3,000. The player with most money wins the 'Game of Life'.

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Game of Life

Assembly Instructions

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GAMES

Assembly Instructions

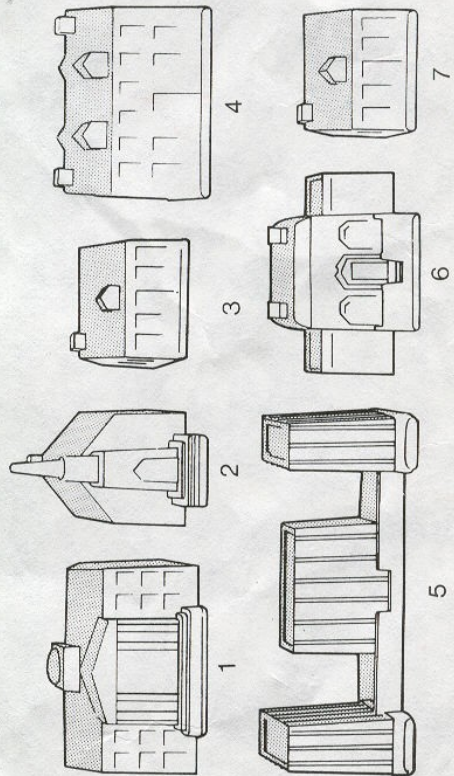
Before playing 'Game of Life', there is some simple assembly needed to create the three-dimensional gameboard. The board does not need to be dismantled after each game. It is hinged so that it can be folded and stored in the box. The main plastic parts tray may then be discarded. If you prefer to dismantle the board, always store the separate parts in the parts tray. Follow the assembly instructions carefully and you will soon be ready to play 'Game of Life'.

NOTE:

The illustration on the cover of the box shows all of the pieces in their correct locations. Refer to it in case of difficulty.

Buildings

1. Open the gameboard. There are 12 pre-cut numbered shapes to be removed from the board. Find shape No. 1 and lift out the card. If it is difficult to move, insert the tip of a tableknife under the shape and gently pry it up.



2. All of the buildings are illustrated above. Find building No. 1 and insert the large surface under the gameboard on the back edge of cut-out as in (Fig. 1).

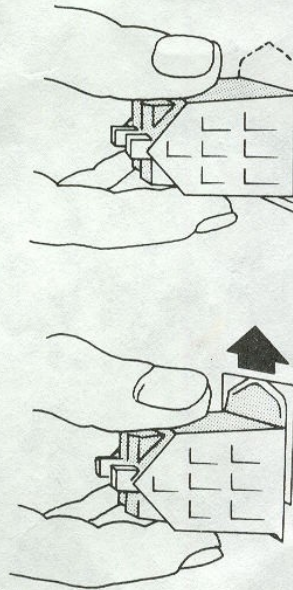


Fig. 1

Fig. 2

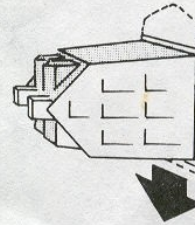


Fig. 3

Push the building in as far as it will go (Fig. 2), and the building will lie within the card cut-out. Push the building in the opposite direction (Fig. 3) so that the shorter front projection slips under the gameboard and locks the building in place. Buildings can be removed by reversing the assembly instructions.

3. Fit all buildings (1-7) in the same way.
Note: buildings 3 and 7 are identical.

Mountain and Bridge

There are three 'mountain' pieces, small, medium and large, as well as a bridge (Fig. 4).

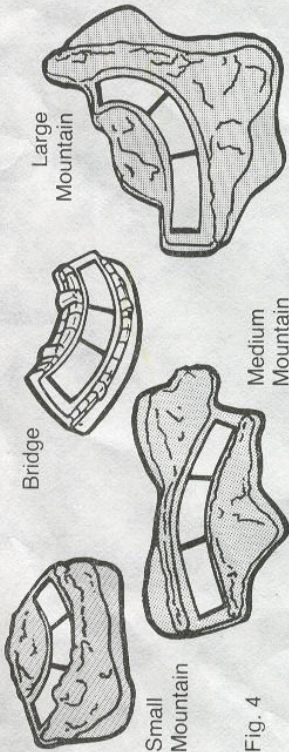


Fig. 4

The road on the gameboard runs over these parts and needs to be attached. To apply the road to these sections, take the sheet of four printed road sections marked 8-11. Begin with the small mountain and road section 8, peeling the self-adhesive road section from the backing sheet. Stick the road to the flat surface of the mountain (Fig. 5).

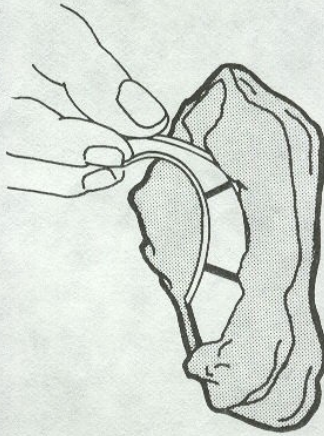


Fig. 5

Complete the other two mountains and the bridge in the same way. Apply road section 10 to the medium mountain, road section 9 to the large mountain and road section 11 to the bridge. Remove the card cut-outs and insert the mountain and bridge sections into the road, pushing the widest projections in first and locking them into place as before.

Wheel of Fortune

The Wheel of Fortune fits into the section marked 12 on the gameboard. Remove the entire card cut-out from this section and keep only the centre coloured wheel (Fig. 6).

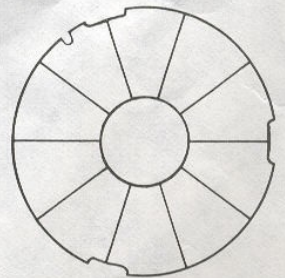


Fig. 6

Separate the white, numbered section of the Wheel of Fortune from its mountain base, and turn it upside face down. Place the card circle on to the disc with the printed side down. Match the notches to shapes cut out of the wheel (Fig. 7).

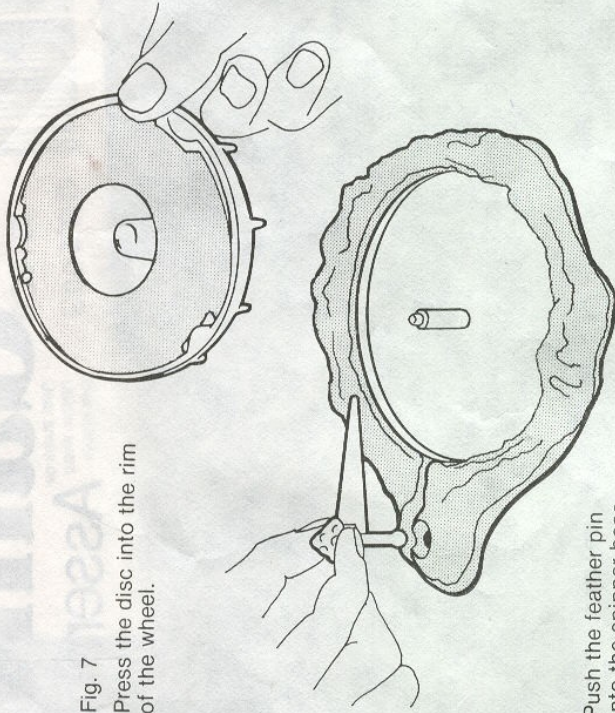


Fig. 7
Press the disc into the rim of the wheel.

Push the feather pin into the spinner base.

Now fit the base section of the Wheel of Fortune into the gameboard in cut-out 12, and replace the numbered part onto its support. Turn it to see that it spins freely.

NOTE

Card and Money Holders

Be sure to keep the card and money holders, even if you throw away the main plastic section. Use them to display and arrange the money during game play (Fig. 8) and turn them upside down to store cards, bonds and money.

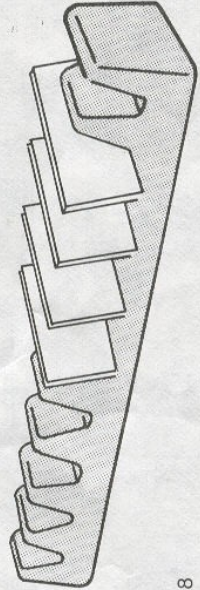


Fig. 8

The gameboard is now complete and ready to play 'Game of Life'.