

# THE GAME OF

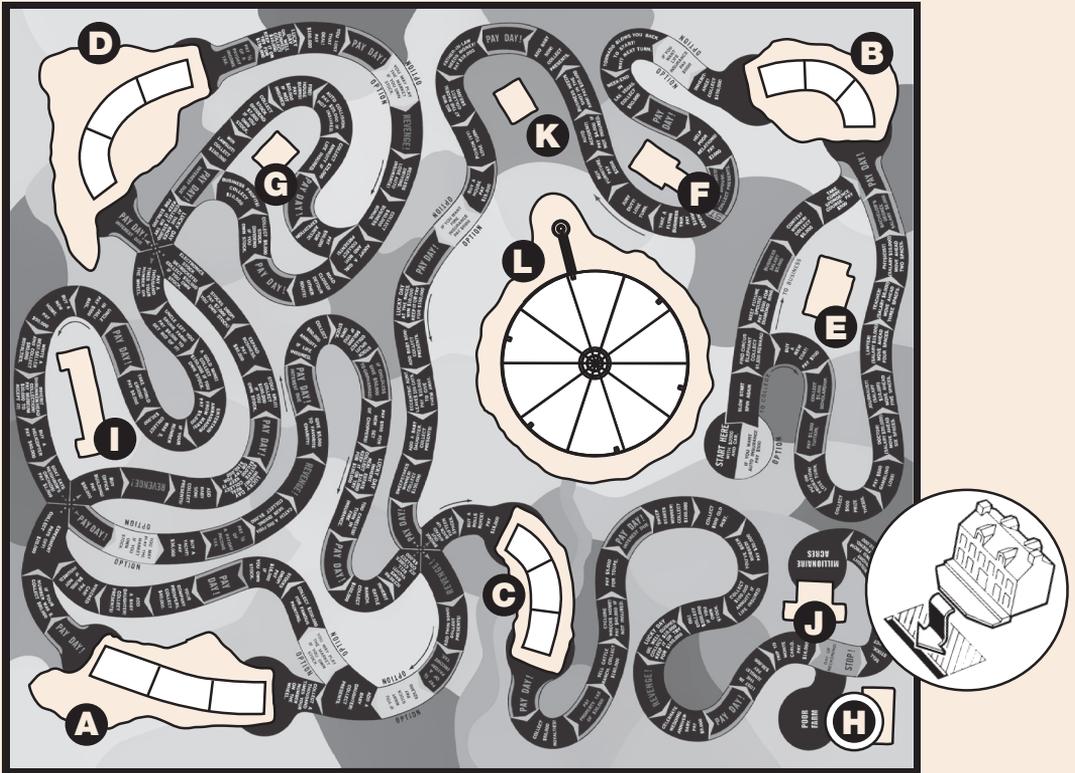
# L I F E<sup>®</sup>

INSTRUCTIONS  
AGES: 9 and up  
For 2 to 6 players

## CONTENTS

- Linen box with storage tray
- Nostalgic-themed gameboard
- Plastic spinner
- 3 mountains, bridge and 7 buildings
- 6 plastic car pawns
- People pegs
- Stack of play money, insurance policies, stock certificates and promissory notes
- Deck of 24 cards
- Betting board
- Instructions

## SETTING UP



### Attach Buildings, Mountains, Bridge and Spinner

Punch out the small cardboard slots in the gameboard. Insert the buildings, mountains, bridge and spinner by matching the circled letters in the plastic pieces to the letters on the gameboard. Slide each piece into place as shown above.

Note: You'll need to detach the buildings, mountains, bridge and spinner before storing all of the components back in the box after gameplay.

## TO START

Choose a banker. (If you like, spin the wheel and the player with the lowest spin becomes the banker). The banker sorts money into separate piles by denomination and also forms separate piles of insurance policies, stock certificates and promissory notes. All of the above are placed near the gameboard, easily accessible to the banker. For, unless otherwise stated, **ALL MONEY IS COLLECTED FROM AND PAID TO THE BANKER**. The banker also gives out cars and pegs. (Carefully twist the pink and blue pegs off their plastic runners and discard runners.)

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 facedown in a pile.

The **BETTING BOARD** is placed beside the gameboard.

## PLAYING THE GAME

Spin the wheel. High number starts first; others take turns going clockwise. The banker gives each player, including himself, a car with a pink or blue peg in it and four \$500 bills. The first player places his car in the **START HERE** space, decides whether or not to buy auto insurance, and spins the wheel. Your spin determines the 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 SPACES:

Reward or penalty takes place when you **LAND ON** a white space.

### GREEN SPACES:

You must **LAND ON** a green space to take revenge on an opponent.

### RED SPACES:

The reward or penalty takes place whether you **LAND ON** or **PASS** red spaces. One exception is the space marked **BACHELOR'S DEGREE**. If you already have a higher salary as a doctor, lawyer, etc., you continue on with that salary to the end of the game.

### BLUE SPACES:

When you **LAND ON** or **PASS** a blue **OPTION** space, you may choose to take advantage of the opportunity there or to let it go. Watch for these opportunities. You can only buy **ONE** stock certificate and **ONE** of each kind of insurance policy.

## PAY DAY

At the start of the 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 TO 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 by the white space you land on; doctor, \$20,000; teacher, \$8,000; etc. This profession remains yours throughout the game. Each time you LAND ON or PASS a red PAY DAY you will 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 (a red space) salary of \$6,000 on each PAY DAY. Collect your pay immediately. You cannot collect after the next player spins the wheel.

PAY DAY – INTEREST DUE: when you LAND ON or PASS 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 ON a PAY DAY space by exact count, you not only collect your salary, you also draw a SHARE THE WEALTH card. There are three kinds. When you have one or more of them, keep them facedown so only you will know what they are. Use these cards when you choose. Use them wisely.

**COLLECT CARD:** You may give this card to any opponent when he lands on a white space and collects \$10,000 or more. Upon presentation of this card, your opponent must GIVE YOU ONE HALF THE AMOUNT COLLECTED FROM THE BANK in that space. The card is then placed at the bottom of the pile.

**PAY CARD:** You may give this card to any opponent when you land on a white PAY space demanding \$5,000 or more. Your opponent is thus forced to PAY YOU HALF THE AMOUNT YOU PAY TO THE BANK in that turn. Return the card to the bottom of the pile.

**EXEMPTION CARD:** This card entitles you to ignore either a COLLECT or PAY card when an opponent gives you one. Show this card to your opponent and return it, with the pay or collect card, to the bottom of 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, each of you must spin the wheel. The player with the highest number then gives his opponent their card.

You may not give a card to a player landing on a LUCKY DAY space or to one PLAYING THE MARKET.

## GETTING MARRIED

You must stop by the church on the GET MARRIED ADD SPOUSE, COLLECT PRESENTS space. In this turn you:

1. ADD YOUR SPOUSE (a pink or blue peg) to your car.
2. COLLECT PRESENTS. Spin the wheel again. The amount you collect from each opponent depends upon the number spun.  
Collect \$1,000 for 1, 2, or 3.  
Collect \$500 for 4, 5, or 6.  
Collect nothing for 7, 8, 9, or 10.
3. HONEYMOON. Spin the wheel once more and advance that number of spaces.

## ADD A BABY BOY OR GIRL

When you LAND ON one of the spaces:

1. Add a blue (boy) or pink (girl) peg to your car. If you get more than four children, just crowd them in as you do in real life!
2. Each time you add a child, collect \$500 from each opponent. If you add twins, collect \$1,000 from each.

## MOVING BACK

When you are sent back, count spaces along the shortest route.

1. In going backward, PAY NO ATTENTION TO REWARDS OR PENALTIES as you pass over or land on any space.
2. If the space is occupied, move back to the 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. There is one 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 remains the same. Once a doctor, always a doctor.

## REVENGE

If you LAND ON a green REVENGE space, you are entitled to ONE of the following choices:

1. Collect \$100,000 from any player.
2. Send any player back 10 spaces.

NOTE: If you decide to take \$100,000 from a player who does not have that much money, then that player must go back the 10 spaces. You cannot change your mind and choose someone else to take REVENGE on. You cannot take REVENGE on a player in MILLIONAIRE ACRES.

## TOLL BRIDGE

If you are the first player completely across the TOLL BRIDGE, collect \$20,000 toll from each player who crosses after you. However, should you find yourself in the POOR FARM or having to go back over the bridge through REVENGE, then the 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 betting board match those on the wheel. When it is an opponent’s turn to spin, you may place up to \$20,000 on one, or divided between two, numbers on the betting board. If you have covered the number that your opponent spins, the banker pays you 10 times the amount you placed on that number. Whenever another player places money on the same number you’ve covered, you should each tell the banker how much you’ve placed there. After paying off any winners, the banker puts all the money placed on the betting board into the bank. The player spinning cannot bet except on LUCKY DAYS.

## LUCKY DAYS

When you LAND ON a LUCKY DAY space, 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. 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 betting board into the bank. When you speculate, no other player may bet in that spin.

## PLAY THE MARKET

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

Place your stock certificate over numbers 4, 5, and 6 on the betting board; then spin the wheel.

If it stops on 1, 2, or 3, the market is down. You pay the bank \$25,000.

If it stops on 4, 5, or 6, the market remains stable; no gain or loss. If it stops on 7, 8, 9, or 10, the market is up. You collect \$50,000 from the bank.

The stock certificate remains your property and you are still a stockholder.

When you PLAY THE MARKET, no other player may bet on the wheel.

## BORROWING FROM THE BANK

You may borrow any amount that you need from the bank in units of \$20,000. There are two exceptions: you may not borrow for side bets on the wheel, and if someone takes REVENGE on you, you may not borrow the \$100,000 or any part of it.

For every \$20,000 that you borrow, the banker will also give you a red PROMISSORY NOTE (you are in the red by 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 the section under PAY DAY). Any unpaid notes held on the DAY OF RECKONING will cost more (\$5,000).

## DAY OF RECKONING

You must STOP on the DAY OF RECKONING space:

1. Receive \$20,000 for each child.
2. Pay back 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 do ONE of the following:

1. Go on to MILLIONAIRE ACRES. If you think you have enough money to win, spin again and move that many spaces toward MILLIONAIRE ACRES.
2. Try to become a MILLIONAIRE TYCOON. If you have little or no money, place all that you have (your car if you're broke) on ONE number on the board. Spin again, if your number comes up, you become a MILLIONAIRE TYCOON, the WINNER and the game is over. If you lose, the bank takes your money, and you go to the POOR FARM to sit out the rest of the game.

As long as there is no TYCOON, the game continues with players going to either 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 lucky number fees. Spin the wheel and the number spun becomes your lucky number. For the rest of the game, whenever an opponent spins that number, collect \$10,000 from that opponent. Place your car on the lucky number to show that it is yours. This number may still be used by your opponents for side bets on the wheel.

Any player reaching MILLIONAIRE ACRES may still make bets on the wheel, collect bridge tolls if this is your privilege, and use any SHARE THE WEALTH (Collect and Exemption) cards that you might have. Your opponents may also give you PAY cards if they choose.

## WINNING THE GAME

If there is no TYCOON, the game ends when the last player reaches the POOR FARM or MILLIONAIRE ACRES. Count your money. Stock certificates are worth \$50,000 and life insurance has a cash value of \$3,000. The player with the most money WINS THE GAME!

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