

MB
GAMES

Game of Life

Skill and chance for all the family—
an exciting journey through life



Object of the Game

To have accumulated the most money on your journey through life after all players have reached either the Country Cottage or Millionaire's Mansion.

Contents

- 1 gameboard
- 3 mountains, 1 toll bridge and 7 buildings
- 1 'Wheel of Fortune' with Lucky Number strip and pointer
- 6 cars with pink and blue pegs
- 2 small flags
- 1 money rack
- Money in denominations of 100,000, 50,000, 10,000, 5,000, 1,000
- Insurance policies, share certificates and promissory notes
- 12 'Share the Wealth' cards
- 18 'Status Symbol' cards
- 1 label sheet
- Instruction leaflet

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.

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 remove, insert the tip of a tableknife under the shape and gently prise it up.
2. All the buildings are numbered on the top of the flat surface projecting from the back of each one. Find building No. 1, insert the numbered surface under the gameboard at the back edge of the cut-out (Fig. 1).

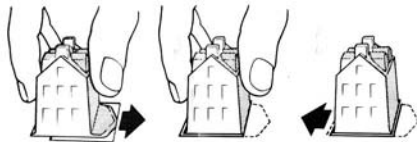


Fig. 1

Fig. 2

Fig. 3

Push the building in as far as it will go (Fig. 2), so that it lies within the card cut-out. Then push it 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.

Mountains and Bridge

There are three 'mountain' pieces marked 8, 9 and 10, as well as a bridge marked 11. Take the sheet with the four printed track sections marked 8-11. Peel the self-adhesive track section number 8 from the backing sheet and stick it to the flat surface of mountain number 8 (Fig. 4).

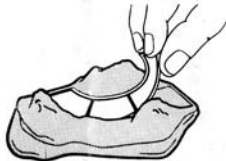


Fig. 4

Complete the other two mountains and the bridge in the same way. Remove the card cut-outs from the gameboard and insert the mountain and bridge sections into the track, pushing the widest projections in first and locking them into place as for the buildings.

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 and the curved Lucky Number strip (Fig. 5).

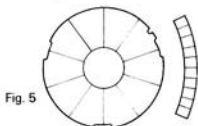


Fig. 5

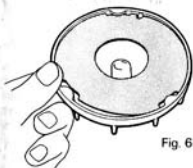


Fig. 6

Separate the white, numbered spinner of the Wheel of Fortune from its mountain base, and turn it upside down. Place the card circle onto the back of the spinner with the printed side face down. Match the notches to the shapes of the wheel and press the disc into place (Fig. 6).

Now fit the base section of the Wheel of Fortune into the gameboard in cut-out 12, and replace the spinner onto its support.

Turn it to see that it spins freely.

Push the pointer into the mountain base as shown in Fig. 7.

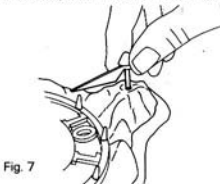


Fig. 7



Fig. 8

Fit the Lucky Number strip, coloured side up, into its place by tucking the ends into the slots (Fig. 8). Put the two flags into the holes at the end of the strip.

Card and Money Holder

Be sure to keep the card and money holder, even if you throw away the main plastic tray.

Use it to display and arrange the money during game play (Fig. 9) and turn it upside down to store cards, bonds and money.

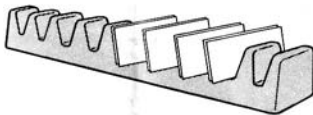


Fig. 9

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

Preparation for Play

1. Decide who will act as banker for the game.
2. Players choose a car, add a blue or pink peg (blue for boys, pink for girls) and place it on Start. Each player receives £3,000 and a car insurance policy.
3. The 'Share the Wealth' cards are shuffled and one dealt face down to each player. The remainder are placed face down next to the gameboard.
4. The 'Status Symbol' cards are shuffled and placed FACE UP next to the gameboard.
5. Each player now spins the wheel. Highest number starts and play continues clockwise.

The Gameboard

Follow the instructions on the yellow and orange spaces when you land on them, but note the following points about these special spaces:

● White Spaces

When you come to **rest on** or **pass over** one of these spaces, you must decide whether or not to profit from the opportunity offered you.

● Red Spaces

When you come to **rest on** or **pass over** one of these spaces, you must obey the instructions.

● Stop Signs

You must stop at the spaces 'Get Married' and 'Day of Reckoning', whether you reach them by exact count or not.

● Toll Bridge

The first player to cross the toll bridge collects £20,000 from each player who crosses after him.

● Starred Spaces ★

When you land on a space marked with a star, (★), you may wish to refer to the rules in this booklet for a fuller explanation of what you must do.

You must always follow the instructions in the sequence in which you pass over the spaces.

Playing the Game

1. Setting Off and Deciding Your Salary

In turn, spin the 'Wheel of Fortune' and move forwards the number of spaces indicated. If you come to rest on a space already occupied, you must move forwards to the next vacant space.

When you come to a split in the track, you decide which way to go after spinning the wheel.

2. BEFORE your FIRST move, however, you must declare which route you will take, i.e.:

- the shortest route to **Business** for a salary of £5,000 (increased to £12,000 later in the game), or
- the chance of a higher salary by taking the longer route through **University**. If, on the University route, you do not land on a 'Profession' square, you will automatically receive a salary of £6,000 for getting a degree. Whatever salary you are awarded after going to University, you retain throughout the game.

3. Pay Day

Every time you **land on** or **pass over** a red Pay Day square you receive your salary. In addition to your salary, every time you **come to rest** on a Pay Day space you receive a 'Share the Wealth' card, but you may never hold more than two at any one time.

4. 'Get Married' space

You must stop on the 'Get Married' space and:

- Add your spouse to your car (blue or pink peg), and
- Receive presents from your opponents by spinning the wheel again. You receive the following amounts from each player:
£2,000 if you spin a 1, 2 or 3
£1,000 if you spin a 4, 5 or 6
Nothing if you spin a 7, 8, 9 or 10.

5. Children

Each time you end your turn on a Boy or Girl space, 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!

6. 'Share the Wealth' cards

These are earned every time you **come to rest** on a Pay Day space. There are three types of 'Share the Wealth' cards. Keep them well hidden from your opponents and use them shrewdly.

- **COLLECT CARDS.** Present this card to a player who lands on a **yellow** space and collects more than £10,000. He must give you half of what he receives from the bank on that space. You cannot, however, present a player with one of these cards if he lands on a 'Lucky Day' space or if he is speculating on the Stock Exchange.
- **PAY CARDS.** Present this card to a player of your choice if you land on a **yellow** space demanding £6,000 or more. He must help you pay the bank, by paying half the bill demanded of you.
- **EXEMPTION CARDS.** Give this card to a player who presents you with a Collect or Pay Card. This card exempts you from paying.

A player can be presented with only one card in a turn. If two or more players want to give a card to the same opposing player, they must each first spin the wheel. The player who spins the highest number, uses his card.

'Share the Wealth' cards cannot be used if a player is buying or selling 'Status Symbols'.

After use, **all** revealed cards are replaced at the bottom of the pile.

7. Sue for Damages

When you come to rest on one of these orange spaces, you can sue for damages any player of your choice for the amount stated. If necessary, he may have to borrow from the bank to pay you.

8. Borrowing from the Bank

You may borrow from the bank in units of £20,000. For every sum of £20,000 borrowed, you receive a Promissory Note from the bank (you will be 'in the red' for that sum).

Along the track when you **land on or pass over** a red Pay Day marked 'Pay Interest Due', you must pay the bank £1,000 for each Promissory Note held at that time.

To repay this loan to the bank, you must give back £22,000 together with each Promissory Note held.

You may pay the money back at any time, even if it is not your turn.

9. Status Symbol Cards



If you come to rest on an 'Option to Purchase a Status Symbol' space, you have the choice of purchasing the top Status Symbol card for the amount stated on the space. Your choice should be governed by the following points:

- 'Status Symbol' cards will only bring you an income once you reach Millionaire's Mansion. They will be of no value if you decide to retire to the Country Cottage.
- The private income you will receive from your Status Symbols, once you reach Millionaire's Mansion, is determined by spinning the wheel. You will then receive the income stated on the card, times the number spun on the wheel. Check that the amount you are paying for the card is worth the income you might receive. This private income will continue until the final player has reached either the Country Cottage or Millionaire's Mansion.
- You **may not hold** more than 3 Status Symbol cards at any one time.

If you do not wish to purchase the Status Symbol offered to you on the top of the pile, it is placed to the bottom of the pack and your turn ends.

10. Lucky Days

When you land on a 'Lucky Day' space, you receive £10,000, which you may keep or gamble on the lucky numbers strip.

If you choose to gamble, place each of the flags beside the two numbers of your choice and spin the wheel. If either of your two numbers comes up, you receive £150,000. Your £10,000 stake is returned to the bank whether you win or lose.

11. Buying Share Certificates

Remember that there is **only one space** on the board offering you the opportunity to buy a share certificate. So, when you pass over or land on it, consider the offer carefully!

12. Speculating on the Stock Exchange

When you **land on or pass over** one of these white spaces you may—if you own a share certificate (see page 9)—decide to 'Speculate on the Stock Exchange'.

To speculate, spin the Wheel of Fortune:

- If the wheel stops on 1, 2 or 3, the stock market is down and you pay £25,000 to the bank.
- If it stops on 4, 5 or 6, the stock market is stable and you neither gain nor lose.
- If it stops on 7, 8, 9 or 10, the stock market is up and you receive £50,000 from the bank.

Always keep your share certificate.

13. Day of Reckoning

You must stop on the 'Day of Reckoning' space and:

- a. Receive £20,000 for each child, and;
- b. Decide either to:
 - i. Move straight into the Country Cottage where you will receive a pension in your turn equal to your salary (this course of action is especially recommended if you have no Status Symbols).
 - or
 - ii. Spin the wheel again and carry on to become a Millionaire and live off your private income obtained from your Status Symbols.

REMEMBER: Play continues until the last player has reached either the Country Cottage or Millionaire's Mansion.

14. Country Cottage

On each of your subsequent turns you receive your salary which you may keep or decide to risk by gambling it on the lucky numbers strip as under 'Lucky Day'. Put the two flags beside the two numbers of your choice and spin the wheel. This time, if you win, you receive five times your salary. If not, you lose it.

15. Millionaire's Mansion

The first player to reach Millionaire's Mansion (you do not have to reach it by exact count) receives a bonus of £100,000. On each of your subsequent turns, you spin the wheel and receive a private income from the bank, equivalent to the number spun, times the total value of your Status Symbol cards, as shown on each card.

NOTE: You no longer receive your salary.

The Winner

The game ends when the last player reaches either the Country Cottage or Millionaire's Mansion. Each player counts up his money. Status symbols, insurance policies and share certificates have no cash value. All promissory notes still held count minus £25,000 each. The player with the most money is declared the winner.

