

BARGAIN DAY

TRADE MARK

An Easy and Delightful Shopping Game for Young People

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Famous Originator of Games

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RULES

For Two, Three or Four Players

The Idea of the Game:

Players enter the store in the mad rush of Bargain Day by the throw of seven on the Dice, which represents the early seven o'clock opening. They gather around the Information Desk to receive information regarding purchases they wish to make; then move through the store, making purchases at the least possible expense with the money provided. Having done so, they must call some other member of the family by telephone to assist in carrying home their purchases.

The player who shops most economically; that is, the one who has the most money remaining at the end of the game, is the Winner. As prizes are offered for the fastest shopper, the player who reaches the sidewalk in front of the store (in the company of some other member of the family) is usually the Winner.

Utensils for Play:

This game consists of a Board on which is illustrated a Department Store with a Main Floor and Balcony. There is a Revolving Door at the entrance and there is a Stairway, an Escalator, and an Elevator to the Balcony, or second floor. Counters are shown and each Counter is stocked with a different kind of merchandise. There is an Information Desk at the center of the store.

Each player is provided with two different playing pieces and with five little metal stands, all of the same color. There are Two Dice and there is a pack of Merchandise Cards, on each of which is listed one kind of merchandise which the store has in stock. There is also a pack of Bargain Day Money.

PLAYING THE GAME

Preparation:

Players should first make sure that the Merchandise Cards are shuffled and the pack placed face down on the Information Desk. Each player should then take a Shopping Bag, five small metal stands, and a wooden playing piece, all of the same color. Players should then throw the two Dice in turn and the player throwing the highest total will start the play. This player will also act as Cashier (Banker) throughout the game. The Cashier gives each player, out of the Cash Drawer, 3 pieces of each denomination of Bargain Day Money, or a total of \$558, before the game starts. (The Cash Drawer is kept separate from the money of all the players. All payments for merchandise go into the Cash Drawer.)

To Start:

You must place your Shopping Bags on the sidewalk in front of the door. (Your wooden pieces are placed in the Barber Shop until used later in the game.) The player who had the high throw for first turn now rolls the Dice, trying to throw a total of seven. If you do not do so, the player at your left takes the Dice and likewise tries to throw a total of seven. Play proceeds in turn clockwise, or to the left around the board, until some player does throw a total of Seven. All players, **except the one who threw the Seven**, quickly move their playing pieces (the Shopping Bags) on to any space, marked with a "question", at the edge of the Information Desk, and immediately reach for a Merchandise Card on the pile. As soon as each player has secured a card, in the mad scramble, the pile of cards is straightened up and the **player who threw the Seven is left standing on the sidewalk**. If you are that player you place your Shopping Bag on the Space at the Side Door marked "In" and throw the Two Dice again for your turn, and move in through the Side Door the total shown on the Dice.

(If you throw a total of 6 or more, you can reach the Information Desk, and draw a Merchandise Card, otherwise you must wait to draw a card until you do reach a "Question" space. If you reach by exact count any player who is on one of the "Question" spots, you occupy that spot and send the deposited player's piece back to the sidewalk to start again as you did. The deposited player must put his Merchandise Card back on the bottom of the pile and draw a new one after again moving to the Information Desk.)

The Regular Play:

Now, the players in turn, starting with the next player at the left, look at their card to see what counter to visit, slip the **card drawn** in one of their metal stands, place it on the counter called for, throw the Two Dice, then move the number of spaces equal to their total, **along any aisle** in the store in **any direction** except as noted below under "Special Move".

Doubles:

THE THROW OF DOUBLES GIVES AN EXTRA TURN AT ANY TIME DURING THE GAME.

Special Move: (Back and Forth)

If the total of the throw of the Dice moved along any aisle allows you to reach the counter where you are going, **you must reach it**. If the total is sufficient to take you by the counter, you **must not go by**, but must count back and forth along the aisle in front of the counter until your piece comes to rest on a **space, which is opposite one of the numbered half circles** on that counter. You then pay for your purchase the amount shown on that half circle and take the Merchandise Card and stand, placing it in front of you, off the board on your side of the table.

(NOTE: While you **must** move backward and forward in front of the counter on a single throw of the Dice in order to land on a buying space if you can (see example) that is the **only time during the game when you can do this**. In all other cases you must move the total of the Dice, either forward or backward, in one continuous count.)

EXAMPLE OF MOVE ABOVE: If you are one space from a selected counter and shake a Seven, you **must** move the total of the Dice, and may move any number of spaces back and forth (not exceeding the total of the Dice), but you **must** land your piece at a Buy Space on your selected counter if possible. (At any other place on the board you would have to move a total of Seven forward or back in one direction along the aisle.)

Making Purchases:

After you have made your purchase (by reaching your selected counter, paying for your purchase, and placing the card and stand in front of you) you must return to the **Information Desk**, proceeding along

the Aisles by throw of the Two Dice in the regular way. As soon as you reach **any** (?) Spot at the side of the Information Desk, you draw another card from the top of the pile and place it in a stand on its proper counter. You continue in turn to play as above until you have secured 5 different purchases, which will be shown by the 5 cards on stands in front of you on the table.

Money:

To make purchases as described above you must pay into the Cash Drawer a number of dollars equal to the amount noted in the half circle on the counter opposite the circle in the aisle upon which you stopped. As these amounts vary you may often avail yourself of the Special Move (Back and Forth) to land your piece at a low-priced rather than an expensive buy space at the counter. (Do not forget that the player having the most money at the end of the game wins no matter who finishes first.)

Rewards:

In order to make this Bargain Day Sale successful the Department Store has offered a prize of \$100 for the fastest shopper. The Chamber of Commerce has become interested and has offered a prize of \$50 to the second fastest shopper, and the City News, through its advertising department, ~~has offered a third prize of~~ \$25. These rewards, paid by the Cashier, will, of course, figure in a player's total at the end of the game.

Exchanging Merchandise:

At any time during the game, when you land your piece on that of another **by exact throw**, the player whose Shopping Bag you land on must lift that Shopping Bag and place it on the space marked "Exchange Items" at the lower right hand corner of the board. (Exception: A player's piece is safe on the two Elevator spots, on the Escalator spots, anywhere on the Stairway and around the Information Desk. In these places two or more pieces may remain on the same space at the same time without penalty.)

When your piece is sent to the "Exchange Items Space", you must remove your Merchandise Card and base from the Counter you have been trying to reach, must place the card at the bottom of the Merchandise card pile, draw a new card from the top of the pile, which you insert in one of your bases, and place the base and the new card upon the Counter where the Merchandise noted on the new card is displayed. You then must go and make your next purchase there.

If your piece is landed on when **returning** from the purchase of an item to the Information Desk and you have no card on a Counter on the Board, you must still move your piece to the "Exchange Item" space. You then draw a card from the top of the pile, place it in a base on its proper Counter and do not now have to return to "Information Desk". **In both these cases** you start directly from the "Exchange Item" space along the aisles to make your purchase.

Stairway, Escalator and Elevator

In order to reach the Balcony, or Second Floor, to make purchases, you may make use of **three ways** to ascend.

On the Stairway you simply **count each step** as you would a space in the Aisles, and move up or down by counting stairs equal to the total throw of the Dice.

On the Escalator you need only to shake a number on the Dice sufficient to carry your piece to any place on the Escalator. You then slide your piece **on the same move** to the Dotted Circle at the top or bottom (depending on whether you wish to go up or down). You resume play in the regular way on your following turn.

To use the Elevator you must reach the Dotted Circle at its top or bottom by a throw of the Dice **which need not be exact.** (Example: A player four spaces away may throw eleven on the Dice and stop at one of these spots.) You then wait for your next turn and **without throwing the Dice** move to the circle at the top or the bottom, depending on whether you are going up or down. On your next turn you resume play in the regular way.

Telephoning:

As soon as you have purchased 5 articles, you are ready to leave the store. To do this you must move your piece into the Waiting Room. **You do not have to reach this by exact count, but must stop there when you reach it.** On your next turn, you do not throw the Dice, but move your piece into one of the unoccupied Telephone Booths from which you are supposed to telephone your relative in the Barber Shop to come to your assistance in carrying the bundles.

Use of the Second Piece:

On your next turn after your regular playing piece (Shopping Bag), has moved to the Telephone Booth you throw the Dice and move your **other piece from the Barber Shop along the sidewalk** toward the Revolving Door.

The Revolving Door:

When this second piece (representing the Relative) reaches the Revolving Door it **must** be moved round and round in the door (counter clockwise) until (on that, or a following turn) it lands **by exact throw** on the space facing into the Vestibule. On the next turn it may be moved directly into the Waiting Room **without a throw of the Dice** and placed in front of the booth occupied by the Shopping Bag of the corresponding color.

To Win the Game:

Now, having united your two pieces, move them along the spaces **as one piece**, toward the sidewalk, on your regular throw of the Dice, counting each telephone booth **below** your piece (toward the exit) as one space. The **first player** to move both pieces out the Side Door onto the space on the sidewalk marked "Out" in this way **Wins the Store reward of \$100, the second the Chamber of Commerce reward of \$50 and the third the Newspaper reward of \$25.** (All rewards are paid by the Cashier out of the Cash Drawer.) As soon as all players have left the store they count their money and the one having the most **WINS THE GAME.**

Questions on BARGAIN DAY will be answered gladly if 3¢ stamp is enclosed.

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