

LEMONADE STAND™

The Sunny Day Refreshment Game

For 2 to 4 Players/Ages 4 - 8

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What's the best way to earn some spending money in the summertime? A lemonade stand, of course! In this game you and your opponents each start with a tall, cool pitcher full of lemonade. With a little luck, the weather will be sunny, and lots of customers will buy a glass from you. If you're the first one to sell all of your lemonade, you win the game.

EQUIPMENT

1 game board • 1 perforated sheet with glasses of lemonade and 4 customers • On this platform: 1 spinner • Under this platform: 1 spinner arrow • 4 plastic bases

SET UP

1. Carefully remove the glasses from the sheet. Shuffle the glasses. Then deal them, face down and one at a time, to each player. Even if only 2 or 3 are playing, deal out all of the glasses.
2. Turn the board so that one of the corners is in front of each player. In each corner is a pitcher. The pitcher in front of you is yours. Place your pile of glasses, face down, onto your pitcher.
3. Carefully remove the customers from the sheet. Then fold each one in half and place it, feet first, into a plastic base.
4. Take as your playing piece the customer who matches the color of your pitcher. Then place your playing piece onto the lemonade stand above your pitcher.
5. Carefully remove the spinner from the platform. Assemble it. Then insert the arrow into the center hole.
6. Each player spins the spinner. The player who spins the highest goes first; play then proceeds, in turn, to the first player's left.

PLAYING

On your turn spin the spinner and move your playing piece the number of spaces that you spin. After following the directions of the space you land on, pass the spinner to your left.

1. **Customer Spaces.** When you land on a Customer Space, you may place your top glass onto it if:

- a) there is no glass already on that space; or
- b) the number of your glass is exactly one number above or below the number of the top glass on that space. For example: If your glass is a 2, you may place it on top of a 1 or a 3, but not on top of a 2 or a 4.

If the customer space you land on meets either one of these requirements, place your top glass onto it, face up.

2. **Sun Spaces.** If you land on a Sun Space, you may place your top glass, face up, onto any Customer Space that meets a requirement of Rule #1.
3. **Rain Spaces.** Nobody wants to buy lemonade on a rainy day. So if you land on a Rain Space, you may not place a glass.
4. **Someone Else's Lemonade Stand.** If you land on an opponent's lemonade stand, you must take a glass from that opponent and place it, face down, onto the top of your own pile of glasses.
5. **Your Own Lemonade Stand.** If you land on your own stand, place your top glass, face down, onto the pitcher of any other player.

WINNING

The first player to run out of glasses is the winner.

We will be happy to answer questions about this game.
Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915.
Attention: Consumer Response Department