

**The Official
International
Rules & Regulations
for
THE
MAGNIFICENT
RACE™**

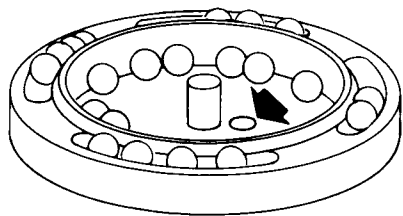
**by Parker Brothers
Racing Committee**

Parker Brothers Trademark for its Vehicle Racing Game Equipment

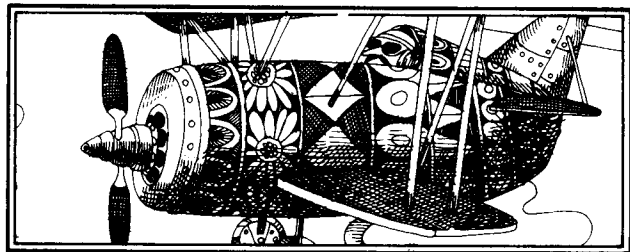
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Pretend that you're back at the turn of the century before anybody ever heard of the jet-set. You've got the money and where-withal to possess your own balloon, steamer, automobile and aeroplane. Just for kicks, you and three friends have decided to get together for a magnificent round the world race, beginning and ending in New York City. But as luck would have it... that rascal Dastardly Dan hears about the fun and he's out to foil your plans. During the game, each player will own four different vehicles and a set of marbles which will represent him in each race. You'll move around the tracks collecting money and buying advantages to add to your power. All races take place in the Racetrack Spinner. When a race is called, each player

throws one marble into the spinner and adds an additional marble for each Advantage point he has on the vehicle to be raced. The Racetrack Spinner is then rotated so that all the marbles spin away from the center. Stop the spinner, letting the marbles roll freely. The marble that comes to rest in the winner's circle is the 1st place winner.



Dastardly Dan will be racing against you every time and has the insidious habit of winning every now and then. So beware!



Object

To be the first player to race around the world – starting and ending in New York.

Equipment

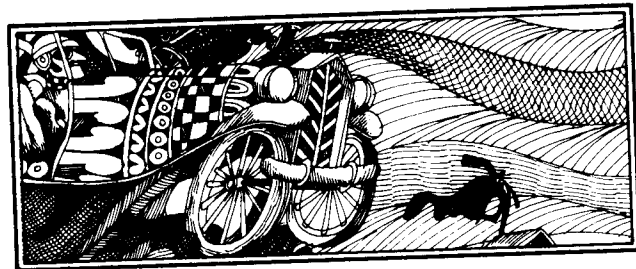
A Magnificent Race spinner • A deck of Advantage cards • 4 Vehicle cards • 4 Arrow Markers • 20 Racing marbles – 5 of Each Color • A “Dastardly Dan” Marble • Play money • A Progress Peg Chart • 5 Pegs • 1 Die • A Race Track Playing Board

Preparation

1. Shuffle the Advantage Cards and place them face down, near the board. Place the Race Spinner on the center of the board. Each player takes an arrow marker, 5 marbles and a Vehicle Card of the same color. Players should place their marbles in the slot located nearest them on the spinner. Place Dastardly Dan's marble in the center of the spinner.

NOTE: Dastardly remains in the spinner at all times. Try as you might, you can't get rid of him and no player may take his role. He's rotten to the core so watch out for him. He'll be competing against you in every race.

2. Select one player to be the Banker. Be-



for the game begins, each player, including Dastardly Dan, receives \$50,000 from the bank. Dastardly's money goes under the side of the playing board marked "Dastardly Dan's Loot."

3. Select another player to keep score on the Progress Chart. The pegs should be put into the appropriate color starting points.

4. High roll of the die determines who will move first. Play then passes to the left.

Play

Place your arrow on any space of the board. The direction in which it is pointing will determine the direction you will move on your turn. During the game you may change the direction of your arrow any time *before* you roll the die for your next turn.

On a turn, a player rolls the die and moves the indicated number of spaces. When a player comes to a junction on the track he may choose the direction he wishes to follow. A player must follow the instructions on the space on which his marker lands.

Spaces on the board

Advantage

When a player lands on this space on one



of the four circular tracks, he may purchase up to 2 Advantage Cards at \$10,000 apiece. He pays the money to the Bank and draws the cards from the top of the deck. These Advantages must be placed on the corresponding space on his Vehicle Card. For example, if a player lands on the Advantage space on the Balloon track, any Advantages he buys must be placed on the Balloon space on his Vehicle Card. Advantage Cards are worth either 1 or 2 points. Each Advantage point entitles a player to an

additional marble in a race. Advantage Cards must be kept with the vehicle to which they were assigned. A player may not have more than 2 Advantage Cards on any one vehicle.

Soar, Motor, Steam or Barnstorm Anywhere

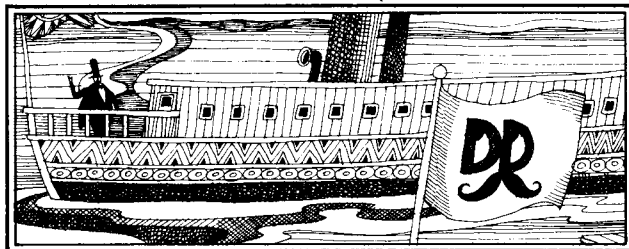
Move your arrow to any space on the board and follow the directions for that space.

Gad Zooks!

You must pay Dastardly Dan \$10,000. If you do not have enough money you must pay him what you have. If you are completely out of money you do nothing on this turn.

Bonanza! Advantage ½ Price

A player landing on this space may pur-



chase up to 2 Advantage Cards at \$5,000 apiece. The cards may be placed on *any* vehicle or vehicles as long as no vehicle ends up with more than 2 cards on it.

NOTE: Each Advantage Card you purchase gives you better odds in a race.

Collect \$20,000, \$10,000, \$5,000

A player landing on these spaces receives the indicated amount from the bank.

Challenge Another Opponent

The player landing here must participate

if he has money. You and one opponent of your choice pick up your marbles and hold them in your hand. Secretly decide how many marbles you will purchase for the race—each marble costs \$5,000. At the count of three, both players drop the number of marbles they wish to purchase into the center of the spinner. Make sure that Dastardly is in there too. It doesn't cost him anything but he could walk away with the winnings. Both players pay for their marbles and put this money off to the side of the spinner. Rotate the spinner and stop it. The player whose marble rests in the Winners Circle (the groove in the spinner) gets all the money.

Challenge Dastardly Dan

The player landing on this space may, if

he chooses, challenge Dastardly Dan for money. A player may wager as much as he chooses, provided his wager does not exceed the amount of money that he or Dastardly holds. Set aside the bet and take an equal amount from Dastardly's bankroll. Place one marble in the spinner alongside Dastardly. To determine the winner, spin once and stop the spinner.

The Race

A race is called each time a player lands on a "Race" space on one of the four circular tracks. The track on which the race is called determines the vehicle that every player must use in the race.

At the start of a race, each player puts one marble in the spinner plus an additional marble for each point on his Advantage

Cards on that vehicle. Players must use all the Advantage Cards they have on the vehicle to be raced.

Let's suppose that the Green player lands on Steamer Race. The chart below shows the numbers on each player's Advantage Cards and the number of marbles each player will put in the spinner.

Player	Points on Advantage Cards	Number of Marbles in Race
Green	2 and 1	4 marbles
Red	1 and 1	3 marbles
Yellow	1	2 marbles
Blue	No Advantage cards	1 marble
Dastardly Dan	on Steamer	1 marble

All Advantage Cards used in a race must be returned to the bottom of the deck as soon as a player has entered his marbles in a race.

The player who landed on the "Race" space rotates the spinner. Stop the spinner as soon as all the marbles spin away from the center. The player whose marble comes to rest in the Winners Circle is declared the first place winner. The winning marble is removed from the spinner and returned to its owner. Now spin for second place, remove the winning marble and spin for third place.

If Dastardly Dan comes in first the race ends and the second and third place spins are cancelled. If he wins second place, the third place spin is cancelled. The winning players are scored accordingly on the Chart.

Crazy Race

A Crazy Race is identical to the other races with the exception that each player may

enter the vehicle of his choice. Count up your Advantages and proceed according to the regular Race rules. Remember, if you do not have Advantage Cards for the vehicle you have entered, you are allowed only one marble in the race. The 1st, 2nd and 3rd place winners are marked on the Chart.

Scoring

All Balloon, Aeroplane, Steamer, Auto and Crazy Races are recorded on the Progress Chart, starting at the top left and working down, around, and up to the right. When a player wins first place, his peg advances 3 spaces on the Chart. The second place winner advances 2 spaces and the third place winner advances 1 space. Any player with at least three marbles in a race could win all three places and advance 6 spaces.

If Dastardly wins 1st, 2nd or 3rd place he advances 3 spaces on the Chart.

The Winner

The first player, including Dastardly Dan, to reach New York is the winner. If Dastardly wins we wish you better luck next time.

We will be glad to answer inquiries concerning these rules. Address: Parker Brothers, Salem, Massachusetts 01970.

