

# GAME OF LIFE

## INSTRUCTIONS

2 TO 6 PLAYERS

### CONTENTS

1 gameboard, 6 cars, 52 pink and blue 'people pegs' (26 of each colour), 3 mountains, 1 bridge, 7 buildings, 1 label sheet, 1 spinner in 4 parts, money in 5 denominations, 14 insurance certificates, 18 bank loan certificates, 25 Life tokens, 9 Salary Cards, 9 Career Cards, 9 Stock cards, 9 House Deed cards.

### OBJECT

Accumulate wealth by collecting money and Life tokens. The player with the most money at the end of the game is the winner.

### ASSEMBLY

1. Carefully remove the buildings, the bridge and the mountains from the plastic runners. Use safety scissors if necessary.
2. Each building is numbered on the underside. Match the buildings to the numbered areas 1 - 7 on the gameboard. Carefully press out the slots in the gameboard and fit the buildings into place as shown in Figure 1.
3. The mountain and bridge pieces are also numbered. Take the self-adhesive label sheet with the track sections numbered 8 - 11. Peel off the track section marked 8 and carefully apply it to the mountain marked 8 as shown in Figure 2. Apply the other track labels to the remaining mountains and the bridge in the same way. Match the mountain and bridge pieces to the numbered areas on the gameboard. Carefully press out the cardboard slots and fit the plastic pieces into place.
4. Punch out the multi-coloured spinner ring from the cardboard sheet and insert it into the spinner dial as shown in Figure 3. Place the assembled spinner dial onto the peg in the centre of the spinner base. Press the spinner arm into the hole on the spinner rim as shown.
5. Punch out the holes in the centre of the gameboard numbered 12. Fit the assembled spinner into the space.
6. Carefully remove all the pink and blue 'people pegs' from their runners. Use safety scissors if necessary. Discard waste plastic.
7. Punch out all the Life tokens from the cardboard sheet. Discard waste.

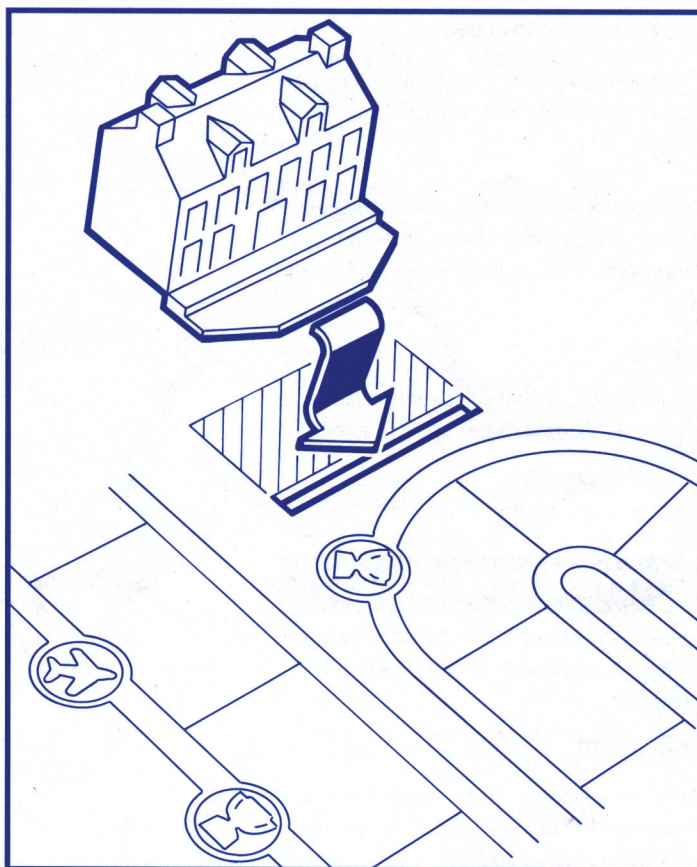


Figure 1

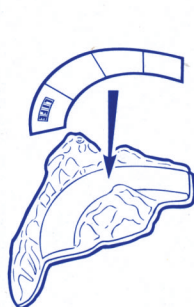


Figure 2

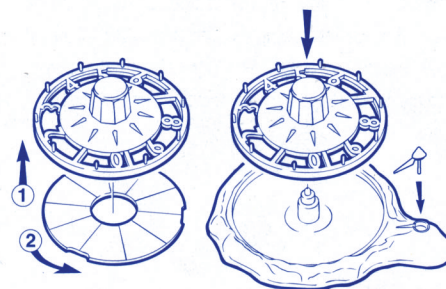
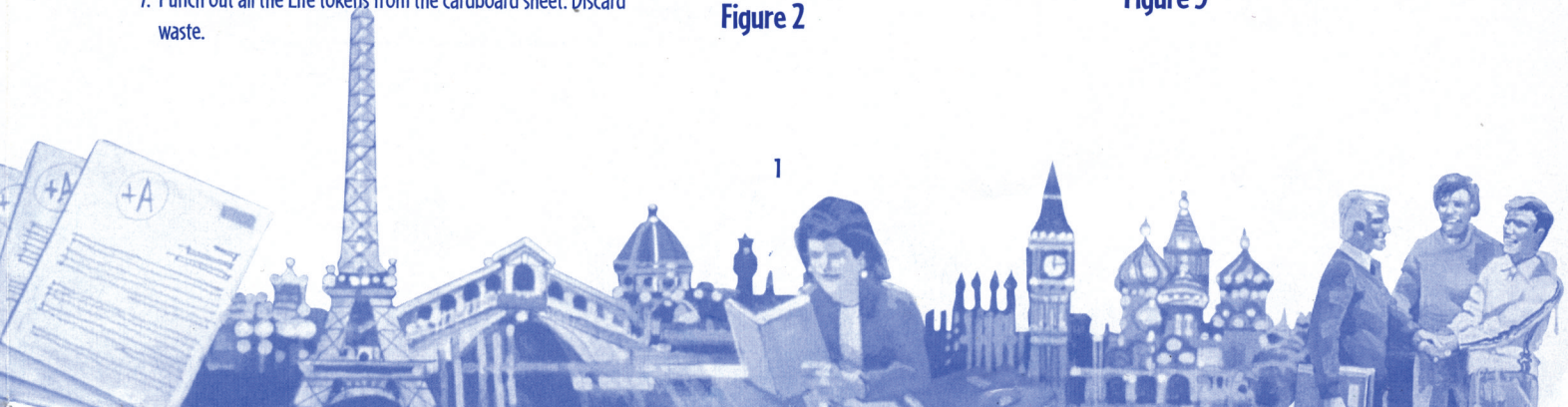


Figure 3

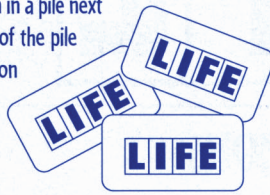




## SET UP

### Life tokens

Mix up all the Life tokens and place them face down in a pile next to the gameboard. Take four tokens from the top of the pile and, without looking at them, place them face down on the gameboard next to MILLIONAIRE'S MANSION. The remaining tokens will form the draw pile.



### Cards

Separate the cards into four decks: Careers, Salaries, House Deeds and Stocks. Place each deck face down next to the gameboard.

### Insurance Policies & Bank Loans

Take the Car Insurance policies, the Home Insurance policies and the Bank Loans and place each pile face up next to the gameboard.

### Money

Choose one player to be banker. This player will be in charge of all the money paid into and withdrawn from the bank. The banker separates the money into piles by denomination, then gives each player 10,000.

### Cars and Pegs

Each player chooses a car and places either a blue or a pink peg in the driver's seat. All players place their cars next to the start spaces.

Now it's time to get on with your life!

## PLAYING THE GAME

To start the game, all players take a turn at spinning the spinner. The player with the highest score starts the game. Play then continues clockwise.

### On your first turn

Decide whether you want to start a career straight away or go to University. University offers more career options, but remember, it takes time and money to get a degree!

### Moving

Spin the spinner. Move your car the number of spaces shown. Always move your car forward, in the direction of the arrows. If you land on a space that is already occupied by another player, move on to the next free space. Follow the directions for the space you land on.

## CAREER PATH

If you decide to start a career, place your car on the START CAREER space and then do the following:

### 1. Draw a Career Card

Another player fans out the Career Card deck, holding the cards face down. Draw one Career Card from the deck. If you draw a card which says 'Degree Required', you must return it to the deck and draw again.

### 2. Draw a Salary Card

Another player fans out the Salary Card deck, holding the cards face down. Draw one Salary Card from the deck.

### 3. Move on

Place your Career Card and your Salary Card face up in front of you. Now spin the spinner and move on.



## UNIVERSITY ROUTE

If you decide to go to University, place your car on the START UNIVERSITY space and do the following:

### 1. Borrow money

Borrow 40,000 from the bank to pay for tuition (see 'Bank Loans' below).

### 2. Career Choice

When you reach the CAREER CHOICE space you must stop, even if you have moves left. Then do the following:

### Draw a Career Card

Draw three Career Cards face down from the deck. Look at the cards, choose any one card and then return the other two cards to the deck. See 'Career Guidance' below.

### Draw a Salary Card

Draw three Salary Cards face down from the deck. Look at the cards, choose any one card and then return the other two cards to the deck.

### 3. Move on

Place your Career Card and your Salary Card face up in front of you. Now spin the spinner and move on.



## CAREER GUIDANCE

How much money you earn depends not only on the amount of your salary, but also on how often players land on your Career Spaces (spaces with symbols that match your Career Card). For example, if you're the Accountant, players must pay you whenever they land on 'Taxes due' Career Spaces. Whether anyone lands on your Career Spaces is pure luck - so choose any career you like! Why not be adventurous and try a different career each time you play!





# SPACES

## Space Colours

As you drive your car around the board, notice the colours of the spaces you land on - they're important! Here's what the colours mean:

### Orange

Most of the spaces are orange. Whenever you land on orange, follow the directions for that space.

### Blue

If you land on a blue space, follow the directions for that space only if you want to.

### Green

These are PAY DAY spaces. Whenever you land on or pass a PAY DAY space, collect your salary from the bank.

### Red

There are three of these spaces: CAREER CHOICE, GET MARRIED and BUY A HOUSE. Whenever you reach a red space, stop - even if you have moves left. Follow the directions, then spin and move again. The red spaces have special directions which are explained separately.

## Life Spaces

These spaces represent achievements and good deeds which could help to make you rich!

Whenever you land on a LIFE space, take one Life token from the draw pile. Do not read the Life token! Place it face down in front of you until the end of the game.

If the draw pile has run out, take one token from another player.

## Career Spaces

The symbols on these spaces match those on the Career Cards. Players earn money from opponents who land on their Career Spaces. When you land on a Career Space, do the following:

If an opponent owns the matching Career Card, pay that player the amount shown on the space.

If you own the matching Career Card, pay nothing.

If no one owns the matching Career Card, pay the bank the amount shown on the space.

For example, the 'Ski accident' space is one of the Doctor's Career Spaces. If you land there, pay 5,000 to the player who owns the Doctor Career Card.

The symbol on this Career Space matches the symbol on the Doctor's Career Card. The Doctor collects 5,000 from any player who lands there.

## Taxes Due Spaces

These are the Accountant's Career Spaces. If you land on a 'Taxes due' space, pay the Accountant the taxes shown on your Salary Card. If you are the Accountant, pay nothing. If there is no Accountant, pay the bank.



## Police Officer

Notice that there is only one Career Space for the Police Officer. That's because any player caught speeding (spinning a 10) must pay the police officer 5,000!



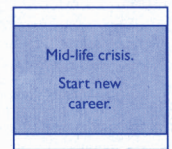
If you're the Police Officer, it's up to you to notice when a player spins a 10. If you don't notice, the person speeding pays no penalty. Note: If there's no Police Officer in the game, there's no penalty for spinning a 10.

## You're Fired & Mid-Life Crisis

When you land on either of these two spaces, you must change careers!



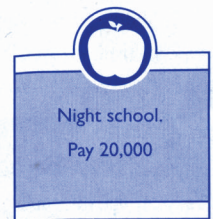
Discard your current Career Card and draw a new one face down from the deck. If you draw a card which says 'Degree Required' and you haven't been to University, you must return it to the deck and draw again.



Do the same to draw a new Salary Card.

## Night School

When you land on one of these spaces, you can change careers and salaries, but only if you want to!



Draw two Career Cards face down from the deck. Choose either card or keep your old Career Card. Do the same thing with the Salary Cards. Then return the unwanted cards to their decks. If you choose to change career, pay the teacher 20,000.

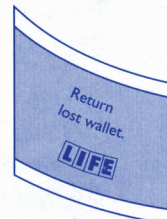
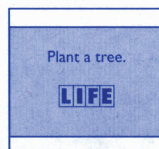
## Pay Day

Whenever you land on or pass a PAY DAY space, collect your salary from the bank before following any other directions. On some turns you may be able to collect more than one salary!



## Get Married

When you reach this space, stop - even if you have moves left. Take a Life token and add a husband or wife (a blue or pink peg) to your car. Then spin the spinner and move on.





## Babies



Whenever you land on a 'Baby boy' or 'Baby girl' space, add a blue or pink peg to your car. And don't forget to pick up another Life token!

## Buy a House

When you reach this space, stop - even if you have moves left. Another player fans out the House Deed deck, holding the cards face down. Draw one House Deed card from the deck and pay the bank the price on the deed (not the insurance amount). If you're short of cash, you must borrow from the bank (see 'Bank Loans' below). Then spin the spinner and move on.



If you draw the Country House, pay the banker 200,000

## INSURANCE, STOCKS AND LOANS

### Car Insurance

You can buy car insurance at the beginning of any of your turns. Pay the banker 10,000 and take one policy certificate. Your car is now protected in case of accidents, damage and theft. During the game you may land on a space which tells you that your car has been damaged or stolen. Without insurance, you'll have to pay the penalty.



### Homeowners Insurance

You may buy homeowners insurance when you buy a house or at the beginning of any of your subsequent turns. Pay the banker the insurance amount shown on your House Deed card and take one policy certificate. For example, if you own the Country House, pay 50,000. You're now protected in case of floods, gales and theft, so if you land on a space which tells you your house has been damaged, you won't have to pay for repairs!



## STOCKS

You may only buy one stock during the game, but you can buy it before any one of your turns. Pay the banker 50,000 and take one stock of your choice from the deck.

When any player (including you!) spins the number on your stock, collect 10,000 from the bank!

If you land on the 'Stock market boom' space, take one stock (you don't have to pay for it) even if you already own one!

If you lose your only stock on a 'Stock market crash' space, you can buy another one on any of your subsequent turns.



If you choose the Number 6 Stock, collect 10,000 from the bank whenever a 6 is spun

## BANK LOANS

You may borrow money from the bank during any one of your turns. Take one or more Bank Loans (each is worth 20,000). The banker gives you the matching amount from the bank.

Repay all loans to the bank (with 5,000 interest each) when you retire, or during any turn before then.



## RETIREMENT

When you reach the RETIRE space, stop - even if you have moves left. Then do the following:

Repay any outstanding loans to the bank.

Place your Career Card, Salary Card, Insurance Policies and House Deed card out of play. Keep your Stock - you can still collect when players spin your number!

If you think you might have the most money, place your car on MILLIONAIRE'S MANSION (any number of players may retire there). Otherwise, place your car on the Country Estate.

Wherever you decide to retire, wait there until all other players have retired.

**WARNING!** If you retire to MILLIONAIRE'S MANSION, your Life tokens are not safe! If the draw pile has run out, players may take tokens from you when they land on LIFE spaces.

If you retire to the Country Estate, collect one extra Life token. Here your Life tokens are safe. If the draw pile runs out, players cannot take tokens from you when they land on LIFE spaces.



## WINNING THE GAME

When all the players have retired, the players at MILLIONAIRE'S MANSION count their money first. The richest player takes the four Life tokens next to MILLIONAIRE'S MANSION. If there is a tie, the two richest players each take two of the Life tokens.

Now all players turn over their Life tokens to reveal their life's achievements! Each player adds up the cash value of their tokens. All players then count up their money and add the two figures together (total value of the Life tokens plus total cash value).

The richest player wins the game!

**MB GAMES**

© 1997 Hasbro International Inc. All rights reserved. Distributed in the United Kingdom by Hasbro UK Ltd, Caswell Way, Newport, Gwent NP9 0YH.



14529GB0398