

BARGAIN HUNTER™ GAME

For 2 to 4 players

It's the smart-shopping game that challenges you to furnish an apartment in the most economical fashion possible. Start out with \$1,000 in cash, move your pawn along the game path visiting Furniture Stores, Department Stores and yes, even a Pet Shop to buy specific items on a shopping list. Purchase bargain-priced items if you can. Avoid such budget-crunching red penalty spaces as Auto Repairs, Restaurant, Gift Shop, and others. If you run low on cash, use your plastic credit card which allows you to charge up to \$1,000 (you'll love operating the "it-really-works" plastic credit card machine). Complete your shopping list first and owe nothing on your charge account and you'll win the game. Have fun!

OBJECT:

Be the first player to complete your shopping list and owe nothing on your charge account.

CONTENTS:

- plastic credit card machine (to be assembled) with spinner
- gameboard
- 4 plastic pawns
- 4 plastic credit cards
- a pad of shopping lists
- deck of 54 cards
- paper money
- label sheet

HOW TO SET UP THE GAME:

1. Open up the gameboard on a flat surface so it's accessible to all players.
2. Place assembled credit card machine on the big red Bargain Hunter space in the center of the gameboard (see inside box cover for how to assemble credit card machine).
3. Separate the 17 brown Bargain-Finder cards from the rest of the card deck, shuffle them and place them **facedown** on the Bargain-Finder Cards space on the gameboard.
4. Separate the 17 pink Events cards from the rest of card deck, shuffle them and place them **facedown** on the Events Cards space on the gameboard.
5. Sort out the 20 Store cards and separate them into 5 piles of 4 cards each, in the following manner: 4 dark green Department Store cards; 4 purple Department Store cards; 4 blue Furniture Store cards; 4 light green Furniture Store cards; and 4 yellow Pet Shop cards. Place each pile **faceup** (so its top item list is visible) on its matching color and store label on the gameboard.
6. Choose a pawn to move. Every player does the same. Place pawns on the light green Payday space on the gameboard.
7. Pick a Plasticard, a plastic credit card that matches the color of your pawn. Every player does the same.
8. Every player is given a shopping list. There are two lists on one side of a sheet. Cut sheets in half and give one to each player. Every player needs a pen or pencil (not included) to check off purchased items on their shopping list.
9. **THE MONEY:** every player is given \$1,000 at the start of the game... one \$500 bill, three \$100 bills, two \$50 bills, three \$20 bills, two \$10 bills and four \$5 bills.

HOW TO PLAY THE GAME:

1. Everyone spins the spinner on the plastic credit card machine. Whoever spins the highest number is the banker. The banker is responsible for collecting money, giving out money and making change.
2. The banker plays first. Play proceeds clockwise, to the left.
3. On your turn, spin the spinner and move your pawn the number of spaces the spinner arrow indicates. Then you **may** take advantage of the landed on space.
4. **HOW TO MOVE:** here are the how to's of moving your pawn:
 - A. Always move your pawn the full count shown on the spinner.

- B. Always move your pawn clockwise around the outside of the path unless otherwise directed by a space or a card.
- C. To shop in any of the 5 stores, you must enter a store through its **ENTRANCE SPACE** (the brown space labeled with its store name). Then move your pawn counter-clockwise around the loop path of the store by spinner count.
- D. You always leave a store through the pink Exit space that says "Go Back to any Space in This Store Or Draw An EventsCard".
- E. Once you leave a store, you must continue to move your pawn clockwise around the board on the outside path.
- F. More than one pawn can be on the same space at the same time on the outside path and on the inside store paths.
5. **THE FACEUP PRICE CARDS:** the 5 faceup card piles on the gameboard list the items and their prices available in each store.
6. **HOW TO BUY AN ITEM:** when you land on an item space on a store path (for example, the TOASTER space in the Department Store), you **may** purchase the item. To do so, do the following.
- A. Find its price from the faceup Price Card of the store you're in.
- B. Pay the bank the amount it costs from your \$1,000.
- C. Cross off the purchased item from your shopping list in the box provided.
- IMPORTANT**, be extra careful to check off all purchased items on your list for it's your only written record of the transaction.
- D. **PLEASE NOTE**, you can only buy one of each item on your list. You must buy 19 different items.
- E. **BUYING PETS:** you must buy two different pets to complete your shopping list. When you purchase a pet, be sure to mark down on your list what kind of animal you bought so you will not purchase a duplicate pet. Note the **yellow "Your Choice" space in Pet Shop:** land in this space and you can buy any pet of your choice. But remember, you still **cannot** buy two of the same kind.
- VERY IMPORTANT:** you **do not** have to purchase an item when you land on an item space. . .the choice is yours!
7. **HOW TO IDENTIFY A BARGAIN:** remember, the object of the game is to buy 19 items and owe nothing on your charge account, so try to buy bargain-priced goods. Here's how to spot a bargain.
- A. Bargain items in stores are identified by a slightly darker colored brown space. For example, compare the price of a bed in the Furniture Store that has a dark brown bed space with the price of the bed in the Furniture Store that has a light brown bed space. As you can see, the store with the dark brown space always has the lowest price. . .**the bargain!** Always try to shop the stores with the dark brown spaces and buy your items there.

- B. Also do comparison shopping. Throughout the game, the faceup Price Cards will change. . .new Price Cards will be turned up with new prices (see **SALE! SPACES** in Rule 10., for more details). Sometimes it's more advantageous to wait for new prices than to purchase items quickly at the start of the game. . .you'll have to decide what strategy is best. Just check out the top, faceup Price Card prices often during the game.
8. **BARGAIN-FINDER CARDS:** there are 17 of these useful cards.
- Here's how you collect them:**
- A. Draw one every time you purchase a bargain-priced item on a darker brown space.
- B. Also draw one when you land on a brown space on the outside path that says "Take A Bargain-Finder Card.
- C. Each player can own only 3 Bargain-Finder cards at one time. If you draw a 4th Bargain-Finder card you must immediately discard one of your cards facedown to the bottom of the Bargain-Finder card pile.
- D. Keep your Bargain-Finder cards facedown in front of your playing area ready **to be used at an opportune time**.
- Here's how to use them:**
- A. Bargain-Finder cards can be used **only** when your pawn is on the inside store paths or on the brown ENTRANCE SPACE (the space with the store's name). Bargain-Finder cards can **never** be used to move back and forth on the outside path. Nor can Bargain-Finder cards be used to land on or move from a Pink Exit space (see Rule 11., Section D., for details about Pink Exit Spaces).
- B. Some of these cards are **move** cards used to move your pawn back and forth along the store path **instead of spinning** (for example, the cards that say "Go Ahead 2 Spaces" or "Go Back 3 Spaces", etc.). Use these cards wisely to land on a specific item. After using such a card to move, the item may be bought immediately.
- C. Some of these cards are **Discount** cards (for example, the ones that say "Special Sale! \$100 Off Any Item", etc.). Use these cards to defray the cost of high-priced items. For example, if you want to buy a kitchen set for \$650 and you have a Bargain-Finder card that says "Special Sale! \$50 Off Any Item", use such a card to make the purchase and pay only \$600 for the kitchen set.
- D. It is possible to use two Bargain-Finder cards in one turn. For example, use one **move** card to move your pawn to a specific item space within a store instead of spinning; use another **Discount** card (a "Special Sale" Bargain-Finder card) to buy the item on that

space at a discount. **IMPORTANT:** you **cannot** use two "move" Bargain-Finder cards in one turn, (for example, you cannot combine "Go Ahead 1 Space" card with a "Go Back 3 Spaces" card); you also **cannot** combine two "Discount" Bargain-Finder cards in one turn (for example, you **cannot** use the "Special Sale! \$50 Off Any Item" card with a "Special Sale! \$200 Off Any Item" card to take \$250 off any item).

E. Once a Bargain-Finder card (or cards) is played, it is returned facedown to the bottom of the Bargain-Finder deck.

9. **EVENTS CARDS:** there are 17 of these cards. Here's how to collect them and use them:

A. Draw one when you land on the big pink "EVENTS" corner space on the gameboard or when you land on the smaller pink Exit spaces.

B. Most Events cards when drawn must be read aloud and played immediately...like "Send any opponent back to Restaurant" or "Advance to Tag Sale". Just follow the directive on the card.

C. Some Events cards when drawn may be held and played later. Keep them facedown in front of you so other players don't know what the cards say. These "holdable" cards are three in number and are: "Cancel An Opponent's Payday" and the two "Car Insurance - Free Auto Repairs" cards. A player can keep more than one of these "holdable" cards at one time.

10. **PURPLE "SALE!" SPACES:** these spaces are on both the inside store paths and the outside path. When you land on such a space, you may change the prices of items in all, some or none of the stores you wish by taking the top faceup Price Card (or cards) and putting it faceup at the bottom of its pile to expose a new faceup Price Card (or cards) with a whole new set of prices. Here's some important facts about "Sale!" spaces:

A. There's no peeking at other Price Cards in the pile before you decide to change the top card.

B. Only the top card of each pile may be changed during a "Sale!".

C. You may refuse to change any Price Cards during a "Sale!".

D. Even if you were in a store and were ready to purchase an item at the old price before the "Sale!", the new sale price for an item always applies.

11. **OTHER SPACES ON THE OUTSIDE PATH:** most of the spaces along the outside path are self-explanatory. If you land on one, follow its instructions. Below are a few of those spaces that may need further explaining:

A. **WINDOW SHOPPING.** These spaces are outside of every store. When you land on such a space, nothing happens and your turn is

over. You could also be sent to a Window Shopping space by an Events Card. In order to be sent to a Window Shopping space by an Events card, you must be on an inside store path (and the Window Shopping space you are sent to is always the one directly outside the store you are in).

B. **RED PENALTY SPACES:** the bright red Restaurant, Auto Repairs, Doctor's Office, Charity and Gift Shop spaces should be avoided. When you land on one, you must spin the spinner and pay the bank the figure the space directs. For example, if you land on Auto Repairs, spin the spinner. Multiply whatever number the spinner arrow points to by \$50. The resulting amount is what you must pay to the bank. On all other red penalty spaces, multiply the number spun by \$10...this figure is the amount you must pay to the bank.

C. **TAG SALE:** the purple Tag Sale space is a special space. If you land on it, you will be able to buy an item on your shopping list for a minimum amount of money. For example, if you still have to purchase the highly priced kitchen set and you land on the Tag Sale, just spin the spinner and multiply the number spun by \$10. The resulting amount (as little as \$10 and as much as \$80) would be the price you would have to pay for a kitchen set that ranges in price from \$450 to \$700. After you purchase the item, your pawn remains on the Tag Sale space until your next turn.

D. **THE PINK EXIT SPACES:** there are 5 of these spaces on the gameboard. They say the following...either "Go Back To Any Space In This Store" or "Draw An Events Card". When you land on such a space, you have a choice of doing one of the above options, not both. If you decide to go back to any item space in the store, you may buy that item immediately on your turn.

12. **PAYDAY SPACE:** the green Payday space is the start space...it is also an important game play space. Do the following in the order stated when your pawn passes or lands on Payday:

A. First, collect \$300 in salary.

B. Then pay the bank 10% interest on any outstanding loan (see "PAYING INTEREST", Rule 15.).

C. Pay back all or part of the loan to the bank, if you want to (see "Paying Back Money You Charged", Rule 14.).

13. **HOW TO USE YOUR CREDIT CARD:** during the course of play, your pawn will have to circulate the outside path and pass Payday many times before you complete your shopping list. The \$300 you collect each time you pass Payday will probably not provide you with all the cash you need to purchase all 19 items on your list...if you run low

on cash, you may use your Plasticard credit card to obtain the cash you need. Here's how you use your card:

A. On your turn, if you need more cash to buy an item, to pay a debt or interest charge or just to stockpile some money, announce how much cash you need. The amount must be a multiple of \$100 from \$100 to \$1,000.

B. **IMPORTANT**, you have a credit line of \$1,000. No one can borrow over \$1,000 on his or her credit card. For example, if you have borrowed \$200 (and not yet paid it back), and you wish to borrow more, the most you can charge up is \$800.

C. After you announce the figure you wish to borrow, insert your credit card label-side up over the window of the plastic credit card machine. Slide the machine's handle back and forth over the card. Then remove the card and read what the window says. . .it will either say "Credit Approved" or "Credit Not Approved".

if your credit is approved, take the approved amount in cash from the bank and use the money as you wish. **Be sure to mark the amount you borrowed on your shopping list in the space provided or add it to a previously charged amount** (remember, you are not to exceed \$1,000).

if your credit is not approved, your turn is over. Your pawn does not move nor do you get any money. Wait there until your next turn and instead of spinning to move, try to use your credit card again. Or wait there until your next turn, spin and then move on. **IMPORTANT:** if you land on a Red Penalty space or if an interest due card is drawn and you must pay the bank a sum of money that you don't have, use your credit card in the machine. If your credit is approved, pay off the debt immediately. You are then free to spin and move on your next turn. If your credit is not approved, you must remain on the space until your next turn and use your credit card again. You cannot spin and move on until your credit is approved. **PLEASE NOTE:** you only get to use the credit card machine once per turn!

14. **PAYING BACK MONEY YOU CHARGED:** you may pay the bank back all or part of the money you charged only when you land or pass the Payday space. If paying back part of the debt, your payments must be in multiples of \$100. Be sure to keep account of how much you've paid on your debt in the place provided on your shopping list.

15. **PAYING INTEREST:** there are two times when you must pay interest on the amount of money you charged. They are:
A. when you land on or pass the Payday space.

B. and when any player draws the pink Events card that says "Interest Due! Everyone who owes money on their charge accounts must pay now".

Interest rates: your interest rate is always 10% of the money you owe. To easily calculate the interest you must pay, just drop the last zero of the amount you owe. For example, if you owe \$100, you must pay \$10 in interest; if you owe \$300, you must pay \$30 in interest, etc.

16. **FINANCIAL DISASTER:** during the course of play, you may not intentionally borrow more than \$1,000 in cash. The situation may arise, however, when you are forced into borrowing more to either pay a bill or an interest due charge. . .if this happens, you are in **Financial Disaster** and must do all of the following:

A. Immediately, the bank lends you the amount needed (always in multiples of \$100 dollar bills). You do not have to use your credit card for credit approval.

B. Pay the amount due on the bill or interest due payment that put you over your \$1,000 limit.

C. Give your shopping list to an opponent to hold.

D. Your opponent adds the new charge to the previous loan on your shopping list on the space provided.

E. **IMPORTANT**, the new charge (anything over \$1,000) must be paid back to the bank before you can **enter** a store or **buy** an item. As a player in Financial Disaster, you may spin the spinner on your turn and move your pawn along the outside track only. You **do not** have to pay any penalty payments if you land on Auto Repair, Restaurant, Charity, Doctor's Office or Gift Shop spaces. You **do have** to pay interest charges at Payday and when the "Interest Due" Event Card is drawn.

F. When you pay off the new charge (anything over \$1,000) your shopping list is returned to you and you may play a normal game.

PLEASE NOTE: players can avoid Financial Disaster by getting money from generous opponents for money loans can be made between players. . .players **cannot** trade or sell cards, pets or any items they have already purchased. If you are in Financial Disaster, it usually takes several trips around the board, passing Payday many times before a player can pay back the new charge.

HOW TO WIN THE GAME:

Be the first player to buy all 19 items on your shopping list and owe nothing on your charge account and you win the game.

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