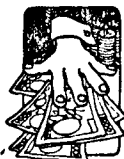


LIFE®

For two to eight players, ages 9 to adult

TO START

Choose a banker. If you like, spin the wheel and low man is banker. The covers from money and implement holders are used as racks. The banker separates money, folds insurance policies and stock certificates, and arranges them in racks. Unless stated otherwise, ALL MONEY IS COLLECTED FROM AND PAID TO THE BANKER. He gives out cars and pegs; blue pegs for male players and baby boys, and pink pegs for female players and baby girls.



With five or more players it is recommended that one person act as banker and not play the game.

The share the wealth cards are shuffled; one is dealt to each player, and the rest placed face down in a pile. The number strip is placed beside the game board.

PLAYING THE GAME

Spin the wheel. High number starts first; others take turns going clockwise. The banker gives each player, including himself, a car with a pink or blue peg in it, one \$1,000 bill and three \$500 bills. The first player places his car in the start space, decides whether or not to buy auto insurance, and spins the wheel. Your spin determines the number of spaces you move. If the space is occupied, you must move your car forward to the first open space. Notice there are four kinds of colored spaces:



YELLOW SPACES: Reward or penalty takes place when you LAND IN a yellow space.

GOLD SPACES: You must LAND IN a gold space to take revenge on an opponent.

RED SPACES: The reward or penalty takes place whether you LAND IN OR PASS red spaces. One exception is the space marked University Degree. If you already have a higher salary as a doctor, lawyer, etc., you continue on with that salary to the end of the game.

WHITE SPACES: When you LAND IN OR PASS a white OPTION space, you may choose to take advantage of the opportunity there or to let it go. Watch for these opportunities. You can only buy ONE stock certificate and ONE of each kind of insurance policy.

PAY DAY

At the start of the game, before you spin the dial, decide if you wish to take the shorter route to BUSINESS at a salary of \$6,000, or whether you wish to take the UNIVERSITY route, the first turn to the right, and follow the longer way around. If you take the UNIVERSITY route, your salary will be designated on the yellow space you land on; doctor, \$25,000; teacher, \$10,000; etc. This profession remains yours throughout the game. Each time you LAND IN OR PASS a red PAY DAY you will always collect the specified amount of your chosen profession. If, however, you do not land on one of the five profession spaces, you will automatically collect the University Degree (a red space) salary of \$8,000 on each PAY DAY. Collect your pay immediately. You cannot collect after the next player spins the wheel.

PAY DAY — INTEREST DUE: when you LAND IN OR PASS one of these spaces, you must pay the bank \$500 interest for each \$20,000 promissory note you owe, after receiving your salary.

SHARE THE WEALTH CARDS

When you LAND IN a PAY DAY space by exact count, you not only collect your salary, you also draw a SHARE THE WEALTH card. There are three kinds. When you have one or more of them, keep them face down so only you will know what they are. Use these cards when you choose. Use them wisely.

COLLECT CARD: You may give this card to any opponent when he lands in a yellow space and COLLECTS \$12,000 or more. Upon presentation of this card, your opponent must GIVE YOU ONE HALF THE AMOUNT COLLECTED FROM THE BANK in that space. The card is then placed at the bottom of the pile.

PAY CARD: You may give this card to any opponent when you land in a yellow PAY space demanding \$6,000 or more. Your opponent is thus forced to PAY YOU HALF THE AMOUNT YOU PAY TO THE BANK in that turn. Return the card to the bottom of the pile.

EXEMPTION CARD: This card entitles you to ignore either a COLLECT or PAY card when an opponent gives you one. Show this card to your opponent and return it, with the pay or collect card, to the bottom of the pile.

NOTE: Only one card may be given to an opponent in a turn. If two or more players wish to give an opponent a card, each of you must spin the wheel. If you spin the highest number, only you give your opponent a card.

You may not give a card to a player landing in a LUCKY DAY space or to one playing the market.

GETTING MARRIED

You must GET by the church in the GET MARRIED space. In this turn you:

1. ADD YOUR SPOUSE (a pink or blue peg) to your car.
2. COLLECT PRESENTS. Spin the wheel again. The amount you collect from each opponent depends upon the number spun. Collect \$1,000 for 1, 2, or 3. Collect \$500 for 4, 5 or 6. Collect nothing for 7, 8, 9 or 10.
3. GO ON HONEYMOON. Spin the wheel once more and advance that number of spaces.



SONS AND DAUGHTERS

When you LAND IN one of the spaces where a child is born:

1. Add a blue or pink peg to your car. If you get more than four children, just crowd them in as you do in real life!
2. Each time you add a child, collect \$500 from each opponent. If you add twins, collect \$1,000 from each.



MOVING BACK

When you are sent back, count spaces along the shortest route.

1. In going backward, PAY NO ATTENTION TO REWARDS OR PENALTIES as you pass over or land in any space.
2. If the space is occupied, move back to the first open one.
3. PENALTIES AND REWARDS TAKE PLACE WHENEVER YOU MOVE FORWARD, no matter how many times you go over a stretch of road. There are three exceptions: the "get married" space (there's a law against bigamy!), the insurance spaces (you can only have one of each kind) and the space that asks "if you want stock."

NOTE: If you are sent back to START, you then must follow the BUSINESS road. However, your salary remains the same. Once a doctor, always a doctor.

REVENGE

If you LAND IN a gold REVENGE space, you are entitled to ONE of the following choices:

1. Collect \$120,000 from any player.
 2. Send any player back 10 spaces.
- NOTE:** If you decide to take \$120,000 from a player who does not have that much money, then that player must go back the ten spaces. You can not change your mind and choose someone else to take REVENGE on. You cannot take REVENGE on a player waiting in the MILLIONAIRE space (the last space of the game).

TOLL BRIDGE

If you are the first player completely across the TOLL BRIDGE, collect \$24,000 toll from each player who crosses after you. However, should you find yourself at BANKRUPT or having to go back over the bridge through REVENGE, then the privilege of collecting tolls goes to the second player to cross the bridge.

BETTING ON THE WHEEL

Here's your chance to place side bets. The numbers and colors on the number strip match those on the wheel. When it is an opponent's turn to spin, you may place up to \$24,000 on one, or divided between two, numbers on the strip. If you have covered the number that your opponent spins, the banker pays you 10 times the amount you placed on that number. Whenever another player places money on the same number you've covered, you should each tell the banker how much you've placed there. After paying off any winners, the banker puts all the money placed on the strip into the bank. The player spinning cannot bet except on LUCKY DAYS.



LUCKY DAYS

When you LAND IN a LUCKY DAY space, collect \$10,000. The banker gives you two \$5,000 bills. You may keep this money or speculate in that turn.



To speculate, place each \$5,000 bill on a different number. Spin the wheel. If it stops on either of the numbers, the banker gives you \$150,000. After paying off your winnings (if any), the banker puts the money you placed on the strip into the bank. When you speculate, no other player may bet in that spin.

PLAYING THE MARKET

When you LAND IN OR PASS one of these white spaces, you may, if you own stock, wish to PLAY THE MARKET in that turn.

Place your stock certificate over numbers 4, 5 and 6 on the number strip; then spin the wheel.

If it stops on 1, 2, or 3, the market is down. You pay the bank \$30,000.

If it stops on 4, 5 or 6, the market remains stable; no gain or loss.

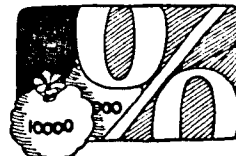
If it stops on 7, 8, 9 or 10, the market is up. You collect \$60,000 from the bank.

The stock certificate remains your property and you are still a stockholder.

When you PLAY THE MARKET, no other player may bet on the wheel.

BORROWING FROM THE BANK

You may borrow any amount that you need from the bank in units of \$20,000. There are two exceptions: you may not borrow for side bets on the wheel, and, if someone takes REVENGE on you, you may not borrow the \$120,000 or any part of it.



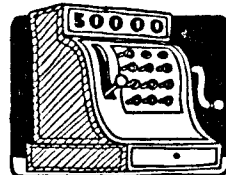
For every \$20,000 that you borrow, the banker will also give you a red PROMISSORY NOTE (you are in the red by that much money).

To repay the loan, give \$20,000 with each PROMISSORY NOTE back to the bank. To avoid paying \$500 interest, try to repay the loan as soon as possible (see the last section under PAY DAY).

DAY OF RECKONING

You must STOP in the DAY OF RECKONING space:

1. Receive \$24,000 for each child.
2. Pay back any PROMISSORY NOTES at the rate of \$25,000 for each \$20,000.



In this turn you also have to make a big decision. You must do ONE of the following:

1. Go on to become a MILLIONAIRE. If you think you have enough money to win, spin again and move that many spaces towards MILLIONAIRE.
2. Try to become a MILLIONAIRE TYCOON. If you have little or no money, place all that you have (your car if you're broke) on ONE number on the number strip. Spin again. If you're number comes up, you have become a MILLIONAIRE TYCOON, the WINNER and the game is over. If you lose, the bank takes your money, and you sit out the rest of the game at BANKRUPT.

As long as there is no TYCOON, the game continues with players becoming either BANKRUPT or MILLIONAIRES.

MILLIONAIRE

You do not need an exact spin to reach MILLIONAIRE. If you are the first player to reach MILLIONAIRE, you gain the following:

1. Collect a \$120,000 bonus.
2. Collect lucky number fees. Spin the wheel and the number spun becomes your lucky number. For the rest of the game, whenever an opponent spins that number, collect \$12,000 from that opponent. Place your car on the lucky number to show that it is yours. This number may still be used by your opponents for side bets on the wheel.

As a MILLIONAIRE, you may still make bets on the wheel, collect bridge tolls if this is your privilege, and use any SHARE THE WEALTH cards that you might have. Your opponents may also give you PAY cards if they choose.

WINNING THE GAME

If there is no TYCOON, the game ends when the last player reaches BANKRUPT or MILLIONAIRE. Count your money. Stock certificates are worth \$60,000 and life insurance has a cash value of \$4,000. The player with the most money WINS THE GAME!

