TO START
Choose a banker. If you like, spin the wheel and he is banker. The covers from money and im- plement holders are used as racks. The banker takes a separate money, folds insurance policies and other conventions, and arranges them in racks. Unless stated otherwise, ALL MONEY is COLLECTED FROM AND TO THE BANKER. The banker gives out cards and pegs; blue pegs for male players and baby boys, and pink pegs for female players and baby girls.

With this 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 card with a pink or blue peg in it, one $100 bill and three $500 bills. The first player places his card in the space he decides whether or not to buy auto insurance, and spins the wheel. Your spin determines the number of spaces or card area you are occupied, you must move your card 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 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 the same salary to the end of the game.

WHITE SPACES: When you LAND IN OR PASS a white space, you may choose to take advantage of the opportunity there or let it go. Watch for these opportunities 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 BUSI- NESS 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 $6,000 scale. ($6,000 to land on; doctor, $5,000; teacher, $10,000; etc. This profession remains yours through each color of the spaces, you will automatically collect the University Degree (a red space) salary of $8,000 on each PAY DAY. We recommend you collect this money immediately. Otherwise, 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 only if you choose. Use them wisely.

COLLECT CARD: You may give this card to any oppo- nent when he lands in a yellow space and COLLECTS $12,000. Upon presentation of this card, your opponent must give you ONE HALF THE AMOUNT COLLECTED FROM THE BANK in that space. The card is not removed from the bottom of the turn spin.

PAY CARD: You may give this card to any opponent when you land in a yellow space and COLLECT $12,000. When you present this card, your opponent must give you FIVE TIMES THE AMOUNT COLLECTED FROM THE BANK in that space. The card is not removed from the bottom of the turn spin.

EXEMPT CARD: If you have one, give it to an opponent when he is about to go over one of the spaces. You may give only one of each of these cards.

NOTE: Only one card may be given to an opponent in a turn. You may give a player your choice of a card, each of which must be drawn from the deck.

GETTING MARRIED
You must stop by the church in the GET MARRIED space. In this turn you do:
1. ADD YOUR SPOUSE (a pink or blue peg) to your car.
2. COLLECT PRESENTS. Spin the wheel. The amount you collect from each opponent depends upon the number spun. Collect $1,000 or 1, 2, or 3. COLLECT SPOUSE: 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 of the area is colored:
1. ADD a pink or blue peg to your car. If you get more than four of either color, you must crowd them in as you do in real life!
2. Each time you add a child, collect $500 from each opponent. If you add two children, collect $1,000 from each.

MOVING BACK
When you have been sent back, count spaces along the shortest route.
1. In going backward, PAY NO ATTENTION TO RE- VENGE 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 space (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 route. However, your salary remains the same. Once a doctor, always a doctor.

REVENGE
If you LAND IN a gold REVENGE space, you are enti- tled 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 once the second move is made. You cannot use the 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 from each player who crosses after you. However, should you find yourself blocking the bridge, having to go back over the bridge through REVENGE, then the privilege of collecting tolls goes to the second player to cross the bridge.

SETTLE ON THE WHEEL
Here's your chance to place side bets. The numbers and colors of the number strip match those on the board. Here's how it works:
When it is an opponent's turn to spin, you may place bets (up to $200) on any number, either red or black, on the number strip. If you cover both, number and color, you win half the money placed on that number. If you cover either number or color, you win one-third of the money placed on that number. If you cover neither number nor color, you win nothing. The opponent who covered your bet may not spin the number on which you placed your bet. The player who is not the banker may also place bets on the number on which you bet. As the banker, you must place bets on all numbers not covered by any bet. If you lose, you lose the money placed on the number. As the banker, you must place a bet on every number on which you did not bet. If you lose, you lose the money placed on the number. As the banker at the end of the game, you may place bets on all numbers not covered by any bet. If you lose, you lose the money placed on the number.

LUCKY DAYS
When you LAND IN a LUCKY DAYS space and collect $10,000, the banker gives you two $5,000 bills. You may keep the money or speculate in that turn.

To speculate, place each $5,000 bill on a different number in 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 rich man into the bank. When you speculate, no other player may be in that spin.

PLAYING THE MARKET
When you LAND IN OR PASS one of these white spaces, you may want to play the MARKET in that turn. Place your stock certificates 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 banker $30,000.
If it stops on 4, 5, or 6, the market remains steady: no gain nor 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 and lose any part of the bank. If you are not able to pay back the money you have borrowed, you may not borrow the $20,000 or any part of it.

For every $20,000 that you borrow, the bank will also give you a 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 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 $10,000 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 to the MANSIONS. You become a MILLIONAIRE.
2. Try to become a MILLIONAIRE-TCOON. If you have a little or no money, place all that you have (and any more you can borrow) on the number strip. If you win, you become a MILLIONAIRE-TCOON. If you lose, you lose everything 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 MILLIONAIRE.

MILLIONAIRE
You must land an exact spin to reach MILLIONAIRE. If you are the first player to reach MILLIONAIRE, you gain the following:
1. Collect a $12,000 bonus.
2. Collect all number spaces. Spin the wheel and the number spun becomes your lucky number. For the rest of the game, whenever an opponent spins that number, you collect $1,000 from that opponent. Place your card on the lucky number to show that it is yours. Your 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 receive any bonuses that you might receive.

Your opponents may also give you PAY CARD if they choose.

WINNING THE GAME
If there is no TYCOON, the end game and the player reaches MILLIONAIRE, you win the 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!