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You can read the recommendations in the user guide, the technical guide or the installation guide for HASBRO THE GAME OF LIFE. You'll find the answers to all your questions on the HASBRO THE GAME OF LIFE in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

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THE GAME OF LIFE INSTRUCTIONS

2 to 6 Players • OBJECT: Collect money and LIFE Tiles, and have the highest dollar amount at the end of the game.

SETTING UP

Attach the game parts to the gameboard as shown on the Assembly Sheet.

LIFE TILES

Each LIFE Tile carries a secret message: a special achievement, and a dollar amount which counts toward your total cash value at the end of the game.



Carefully remove the LIFE Tiles from the cardboard sheet. Place the LIFE Tiles LIFE-side-up near the gameboard and mix them up. Draw 4 tiles and, without looking at the message on the back, stack them LIFE-side-up at Millionaire Estates. The remaining tiles form the draw pile.

CARDS

Separate the cards into 4 decks: Career Cards, Salary Cards, House Deeds and Stocks. Place each deck face-down near the gameboard.

INSURANCE POLICIES & BANK LOANS

Separate the Automobile Insurance Policies, Homeowner's Insurance Policies and Bank Loans. Place each pile near the gameboard.

MONEY

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

CARS AND PEGS

Carefully twist the pink and blue pegs off their runners, then discard the runners. Choose a car and fit a people peg into the driver's seat (don't forget to buckle up!). All players do the same.

GAME PLAY

All players spin the wheel. Highest spinner takes the first turn. Play then continues clockwise.

WHAT YOU DO ON A TURN

On your turn, spin the wheel. (If the spinner arm says between numbers, spin again.) Then move your car the number of spaces on the spinner.

Always move your car *forward*, in the direction of the arrows. (Just as in real life, you can't go back in time!) If you land on an occupied space, move ahead to the next open space.

Follow the space directions. This ends your turn.

Your first turn is an exception. See *GETTING STARTED*.

GETTING STARTED

On your first turn, decide *either* to start a career, *or* to start college. College offers more career and salary options, but it takes time—and it puts you in debt!

START CAREER

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

Draw a Career Card: Have another player fan out the Career Card deck face-down, while you draw 1 card at random. NOTE: You may not keep a Career Card that says "Degree Required." If you draw one of these cards, draw again!

Draw a Salary card: Now have the same player fan out the Salary Card deck face-down while you draw 1 card.



If you draw these Career and Salary Cards, you'll be a superstar making \$70,000



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Manual abstract:

Attach the game parts to the gameboard as shown on the Assembly Sheet. LIFE TILES All players spin the wheel. Highest spinner takes the first turn. Play then continues clockwise. Each LIFE Tile carries a secret message: a special achievement, and a dollar amount which counts toward your total cash value at the end of the game. Carefully remove the LIFE Tiles from the cardboard sheet. Place the LIFE Tiles LIFE-side-up near the gameboard and mix them up. Draw 4 tiles and, without looking at the message on the back, stack them LIFE-side-up at Millionaire Estates. The remaining tiles form the draw pile. CARDS

WHAT YOU DO A TURN On your turn, spin the wheel.

(If the spinner arm stops between numbers, spin again.) Then move your car the number of spaces on the spinner. Always move your car forward, in the direction of the arrows. @@Follow the space directions. This ends your turn.

Your first turn is an exception. @@Place each deck facedown near the gameboard. INSURANCE POLICIES & BANK LOANS GETTING STARTED On your first turn, decide either to start a career, or to start college. College offers more career and salary options, but it takes time-and it puts you in debt! START

CAREER Separate the Automobile Insurance Policies, Homeowner's Insurance Policies and Bank Loans. Place each pile near the gameboard.

MONEY Choose one player to be the banker. This player is in charge of all money paid to and from the bank. @@@@Draw a Salary card: Now have the same player fan out the Salary Card deck facedown while you draw 1 card. Carefully twist the pink and blue pegs off their runners, then discard the runners. Choose a car and fit a people peg into the driver's seat (don't forget to buckle up!). All players do the same. Place your Career Card and your Salary Card faceup in front of you. Now spin and move as you would on a regular turn. @@Borrow \$40,000 from the bank for tuition (see BANK LOANS). Now spin and move as you would on a regular turn.

@@@@@See the Career Guidance section, below. @@Place your Career Card and your Salary Card faceup in front of you. @@re Here' what the colors mean: s Orange Spaces. Most spaces are orange. Whenever you land on an orange space, you must follow the directions. Blue Spaces. These spaces are optional. Whenever you land on a blue space, follow the directions only if you want to. Green Spaces. These are PAY DAY spaces.

Whenever you land on or pass a PAY DAY space, collect your salary from the bank. Red Spaces. There are 3 of these spaces: JOB SEARCH, 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.

Red spaces have special directions which are explained separately. LIFE SPACES These spaces show pictures of LIFE Tiles, and are all about family activities, community service and good deeds! Whenever you land on a LIFE space, take 1 LIFE Tile from the draw pile. If the draw pile has run out, take 1 LIFE Tile from any opponent. Do not look at the back of the LIFE Tile. Place it LIFE-side-up in front of you.

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 "a e Due" Career Spaces.

@@@@@Players earn money from opponents who land on their Career Spaces. @@@@@@Choose either card for your new career. Or choose neither card, and keep your own Career Card. Do the same with the Salary Cards. @@@@@@Take a LIFE Tile and add 1 people peg to your car.

@@If you don't notice, the "speeder" t pays no penalty. @@On all of these spaces, take a LIFE Tile too! BUYING A HOUSE When you land on either of these spaces, you must trade your Career Card and Salary Card for new ones. Have another player fan out the Career Card deck facedown while you draw 1 card at random.

NOTE: If you're not a college graduate, you may not keep a "Degree Required" Career Card. When you reach this space, stop -even if you have moves left. Draw 1 House Deed at random from the deck. @@If you're short on cash, you must borrow from the bank. @@Then do the following: 1 Repay to the bank any outstanding loans. @@Keep your Stock-you can still collect when players spin your number! @@Otherwise, place your car on Countryside Acres.

@@Pay the banker \$10,000 and take 1 policy. @@Pay the banker the insurance amount shown on your House Deed and take 1 policy. (For example, if you own the Victorian House, pay \$50,000.) You're now protected in case of floods, tornadoes and theft.

STOCKS You may buy 1 Stock at the beginning of any one of your turns. Pay the banker \$50,000 and take 1 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 choose the Number 6 Stock, collect \$10,000 from the bank whenever 6 is spun. You can own only 1 Stock. Exception: If you land on the Stock Market Zooms space, take 1 Stock (at no charge) even if you already own one! @@@@If you retire at Countryside Acres, collect 1 LIFE Tile.

Your LIFE tiles are safe! @@Take 1 or more Bank Loans (each loan is worth \$20,000). The banker gives you the matching amount from the bank. @@The richest player takes the 4 LIFE Tiles at Millionaire Estates. NOTE: In case of a tie for richest player, the tying players split the pile (take 2 tiles each). Now all players turn their LIFE Tiles message-side-up and add up the dollar amounts shown on their tiles.

All players then count up their money, and add the two figures together (LIFE Tile value plus cash value). The player with the highest dollar amount wins!
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