

Directions for Playing GO FOR BROKE®

The Game of Spend A Million For 2 to 5 Players

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- 1 Playing Board
- 54 Spend Cards (Red)
- 54 Receive Cards (Green)
- Millions of Play Money Dollars
- 1 Dice Cup
- 4 Spinners—Roulette, Racetrack, Slot Machine and Stock Market
- 4 Dice
- 5 Pawns
- 5 Matching Markers

OBJECT OF GAME

To be the first player to go broke.

BEFORE THE GAME STARTS:

1. Any person may be the Banker and keep track of the money in the bank, making change and exchanging money. This person may also play the game. The bank may be placed anywhere off the playing area. The Banker gives each player a total sum of \$1,000,000 in the following denominations:
15-\$1,000 Bills—7-\$5,000 Bills—10-\$10,000 Bills—5-\$50,000 Bills—6-\$100,000 Bills.
2. Place the Receive and Spend Cards in space provided on the playing board. Place the pawns of all players on the space marked "Start." Each player takes a matching color round marker and places it off the board in front of himself. Put two dice into dice cup and place on spot marked "CASINO." The remaining two dice will be used in the regular play. Place 4 spinners to one side.
3. Each player rolls the two dice one time. The player throwing the highest number goes first.

THE PLAY:

1. The first player throws the two dice and moves his pawn onto the main path the number of spaces indicated by the total on the dice. Movements on the board are made in a clockwise direction.
2. After the first player has completed his turn, the play passes to the left as players alternate turns. Two or more pawns may rest on the same space at the same time.
3. When a player's pawn comes to rest he must follow directions that may be printed on that space.
4. **THE POOR HOUSE**—During the course of the game players traveling along the main path will pass the road leading to the POOR HOUSE. Each time a player's pawn passes he donates \$1,000 to the POOR HOUSE, by placing this amount on the picture of the POOR HOUSE. When a player is directed to the POOR HOUSE, he places his pawn on the POOR HOUSE and takes all the money that may be there and adds it to the money in his possession. On his next turn he makes his moves down the side road before getting to the main path.
5. **SPEND AND RECEIVE CARDS:** When a player is instructed to take one of these cards, he takes the top card from the deck indicated and follows the instructions printed on the card. Unless instructed to do otherwise, all money spent is given to the Bank and all money to be received is added to the money in his possession. All Cards except Oil, Steel & Utilities stock are returned face down to the bottom of the deck.

obtained either as a free gift from the Receive Deck or by paying \$100,000 to the Bank when drawing one from the Spend Deck. When someone visits the Stock Market he spins the Stock Market spinner. If arrow stops and indicates a specific stock going down, all players with that stock in their possession pay \$10,000 to the Bank for each card of that stock owned. If arrow stops on space indicating a specific stock going up all players with that particular stock receive \$5,000 from the Bank, for each card of that stock owned. If arrow stops at Extra Dividend, all players who own stock receive \$10,000 for each stock owned. If someone is sent to Stock Market at a time when no player owns stock, he places his own pawn at Stock Market but does not spin Stock Market spinner and his turn ends. A person may visit Stock Market even if he himself does not own stock. He may spin the Stock Market spinner with the hope of having his opponents make money on their stock owned.

- b. **RACE TRACK**—When a player visits the Race Track he may place a bet of from \$1,000 to \$10,000 on horse 1, 2, 3 or 4. The visitor places his bet money in the Bank and indicates the horse of his choice. All other players may place bets on any horse other than the visitor's choice. Visitor spins Race Track Spinner. Arrow will indicate winning horse. Person with winning horse is paid off as follows:

No. 1 Horse—Wins back only amount bet, No. 2 Horse—Wins \$2,000 for every \$1,000 bet, No. 3 Horse—Wins \$5,000 for every \$1,000 bet, No. 4 Horse wins \$10,000 for every \$1,000 bet. All money is negotiated through the Bank.

- c. **CASINO**—When a player visits the Casino, he must play all three of the following games. He plays each game once and must move out of the Casino on his next turn.

SLOT MACHINE

Player pays \$5,000 to bank, spins Slot Machine spinner three consecutive times and is paid off as follows:

GO FOR BROKE	GO FOR BROKE	GO FOR BROKE
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3 bars\$200,000

3 bells 160,000	2 cherries & 1 lemon \$40,000
3 plums 120,000	2 cherries & 1 bar 20,000
3 oranges 80,000	2 cherries & 1 bell 20,000
3 cherries 60,000	2 cherries & 1 plum 20,000
3 lemons 40,000	2 cherries & 1 orange 20,000

The above mixed combinations must be spun in the order as indicated. (Example: When 2 cherries are spun first and then 1 lemon, player is paid \$40,000. If 1 lemon is spun first and then 2 cherries, player wins nothing.)

ROULETTE

Player pays \$10,000 to the Bank, picks a number from 1 to 36 and then spins Roulette spinner once. If his number is spun he receives \$150,000 from the Bank.

GO FOR BROKE

Player throws two dice from dice cup and pays to

15-\$1,000 Bills—7-\$5,000 Bills—10-\$10,000 Bills—
5-\$50,000 Bills—6-\$100,000 Bills.

2. Place the Receive and Spend Cards in space provided on the playing board. Place the pawns of all players on the space marked "Start." Each player takes a matching color round marker and places it off the board in front of himself. Put two dice into dice cup and place on spot marked "CASINO." The remaining two dice will be used in the regular play. Place 4 spinners to one side.
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THE PLAY:

1. The first player throws the two dice and moves his pawn onto the main path the number of spaces indicated by the total on the dice. Movements on the board are made in a clockwise direction.
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5. **SPEND AND RECEIVE CARDS:** When a player is instructed to take one of these cards, he takes the top card from the deck indicated and follows the instructions printed on the card. Unless instructed to do otherwise, all money spent is given to the Bank and all money to be received is added to the money in his possession. All Cards except Oil, Steel & Utilities stock are returned face down to the bottom of the deck. (For stock instructions see Rule 7a.)
6. **REAL ESTATE**—When a player's pawn lands by direct count on a spot showing the sale price and rent of a particular Hotel, that player has the option to buy or not. If he wishes to buy the Hotel, he pays the price to the Bank, and he marks his ownership by placing his colored marker on the said Hotel. When opposing players by direct count land on owned property, the rental price is paid to the owner. Rents are ignored if property is unowned. Players may buy only one Hotel during the course of the game.
7. **STOCK MARKET, RACE TRACK and CASINO**—During the course of the game players will encircle the board along the main path and have the option of either passing these spots or visiting them. An exact count is not needed but enough count on the dice is needed to at least reach the space connecting these areas. He immediately makes a play in this area and on his next turn must move out and continue on the main path.
 - a. **STOCK MARKET**—All players drawing Stock Cards (Oil, Steel or Utilities) must keep these Stock Cards face up in front of themselves. These cards are

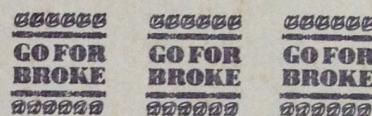
horse 1, 2, 3 or 4. The visitor places his bet money in the Bank and indicates the horse of his choice. All other players may place bets on any horse other than the visitor's choice. Visitor spins Race Track Spinner. Arrow will indicate winning horse. Person with winning horse is paid off as follows:

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GO FOR BROKE

Player throws two dice from dice cup and pays to the Bank in thousands the total shown on the dice providing none of the dice turns up a one. He may continue throwing or declare his turn at this game is at an end. Example: (If a five and two come up on the dice he pays \$7,000 to the Bank. This money is NEVER returned to the player.) He may continue throwing and keep paying to the Bank providing none of the dice turns up a one.

If a one comes up on any one of the dice, the player disregards the total and receives \$10,000 from the Bank and his turn ends. Example: (If a six and a one come up on the dice, he DOES NOT pay \$7,000 to the Bank but receives \$10,000 instead.) All money given to the bank during a player's turn is never added to money received.

If, however, a one comes up on two dice, he receives \$50,000 from the Bank and his turn ends.

8. **COLLISION**—If a player's pawn comes to rest in a space on the main path which is occupied by an opponent's pawn he must pay \$10,000 damages to that opponent.
9. **END OF GAME**—The game ends when a player is unable to complete payment for something he is required to pay for. This player is declared the winner.