

## STOP! SPACES

When you come to a STOP! space, stop your token there even if you have moves left. Each STOP! space is different.

### Graduation STOP!

Take the top two College Career cards from the deck. Choose your favorite, and place it faceup in front of you. That's your job! Return the other card to the deck. Spin again, and move.



### Get Married STOP!

It's your wedding day! Pop a peg in your car—that's your new husband or wife! Spin for cash gifts from everyone. Red? Collect 50K. Black? Collect 100K. Spin again, and move.



### Night School STOP! Choose your path.

#### Night School

If you want to change your Career, pay the bank 100K to go to Night School. Take the top College Career card. If you want to keep it, place it faceup in front of you, and return your other Career card to the deck. Otherwise, keep your current Career card. Spin again, and move.

OR

#### You love your current job!

Keep your current Career card. Spin again, and continue on the Life path.

### Family STOP! Choose your path.

#### Family Path

Spin again, and head this way to have kids!

OR

#### You have other plans!

Spin again, and continue on the Life path.



### Baby STOP!

Spin the spinner to see how many babies you've had. Pop the pegs into your car. Spin again, and move.



### Risky STOP! Choose your path.

#### Risky Road

Spin again, and head this way to win—or lose—big money.

OR

#### Safe Route

Spin again, and head this way to take the Safe Route. No big risks for you!



## Out of money? Get a bank loan!

If you don't have enough money to pay a debt or buy something, you must take out a bank loan.

The banker gives you cash from the bank plus one bank loan certificate for every 50K you need to borrow.

Pay the loan off at any time by returning each certificate to the bank along with 60K in cash.

Any loans you have left at the end of the game will be taken off your final cash count.

## WIN!

### Retirement

When you reach the Retirement space, choose whether to go to the Millionaire Mansion or Countryside Acres. Park your car, kick back, and wait for everyone else to retire. Collect your retirement bonus from the bank.

1st to retire: Collect 400K

2nd to retire: Collect 300K

3rd to retire: Collect 200K

4th to retire: Collect 100K

### The End of the Game

Once everyone has retired, everyone pays their debts and adds up their wealth by doing the following:

#### 1. Sell your houses.

Spin to find out how much they're worth, and collect cash from the bank.

#### 2. Collect 100K for each Action card you have.

#### 3. Collect 100K for each Pet card you have.

#### 4. Collect 50K for each baby you have.

#### 5. Pay the bank 60K for each loan you have.

#### 6. Count your cash! If you have the most, you win!

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AGES  
8+ | 2-4  
PLAYERS

the Game of **LIFE**

## Game Guide

### Object

Hit the road for a roller-coaster life of adventure, family, unexpected surprises, and pets!  
 The player with the most money at the end of the game wins!



### Contents

Gameboard with spinner • 100 cards  
 5 Spin to Win® tokens • 4 cars • 24 people pegs  
 12 pet pegs • money pack

## SET IT UP!

**The first time you play**, carefully remove the pegs from their frame. If needed use an emery board or sandpaper to remove the excess plastic from the pegs. Discard the frame after removing all the pegs.

### 1 Give each player:



1 car and matching Spin to Win® token



1 pink or blue peg



1 pet peg



200K

### 2 Split the cards into five decks, and put them next to the board.



House cards



Action cards



Career cards



College Career cards



Pet cards

### 3 Choose a banker.

The banker gives you your salary when you pass over or land on a Payday space.

If anyone runs out of money, the banker gives them a bank loan. See Out of money? Get a bank loan! for more info.

### 4 Each player, choose your path.

#### Choose College?

You'll be more likely to get a better paying job. Pay the bank 100K in tuition fees immediately.

#### Choose Career?

You'll get paid sooner. Take the top two Career cards from the deck, choose your favorite, and place it faceup in front of you. That's your job! Return the other card to the bottom of the deck.

### 5 Pop your pegs in your car, and tell everyone your pet's name! Now you're ready to start!

## PLAY!

### How to Win

Move your car from start to retirement and experience all sorts of unexpected adventures.

Once everyone's retired, the wealthiest player wins!

### Who Goes First

The youngest player goes first, and play moves to the left.

## On Your Turn

- Spin the spinner, and move that many spaces along the path. On your first turn, start on the career path you chose.



### Payday

If you pass a Payday space, collect the salary on your Career or College Career card from the bank.



### STOP!

When you come to a STOP! space, stop your token there even if you have moves left. Each STOP! space is different. See STOP! SPACES on the back of this guide.

- Where did you land? Check out the Board Spaces section of this guide to see what to do when you land on a space.

- Your turn ends, and the next player may spin!

## THE BOARD SPACES



### Payday Spaces

If you **pass** a Payday space, collect the salary on your Career or College Career card from the bank. If you **land on** a Payday space, collect your salary AND take an additional 100K bonus!



### Action Spaces

When you land here, take the top Action card from the deck, read it aloud, and do what it says. Keep the card until the end of the game. It's worth money!



### Spin to Win® Spaces

- When you land here, all players choose a number on the Spin to Win® wheel and place their token on that number. You get to put a second token (the silver one) on a second number.
- Spin the spinner until a number with a token on it comes up. That player wins 200K!



### Baby Spaces

When you land here, you've had a baby! Add as many pegs to your car as the space tells you.



### House Spaces

When you land here, you may choose to buy a house, sell a house, or do nothing.

*To buy a house:*

Take the top two House cards from the deck. Choose your favorite, and pay the bank the purchase price. Return the other card to the deck.

You may own more than one house!

*To sell a house:*

Spin the spinner. Then look at the center of the spinner to see if your spin is red or black. Collect the sale price for that color, as listed on the House card, from the bank. Return the card to the deck.



### Pet Spaces

When you land here, draw the top Pet card from the deck. Read it aloud, and do what it says. Keep the card until the end of the game. It's worth money!