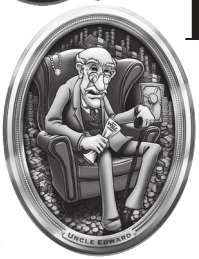
IDEAL®

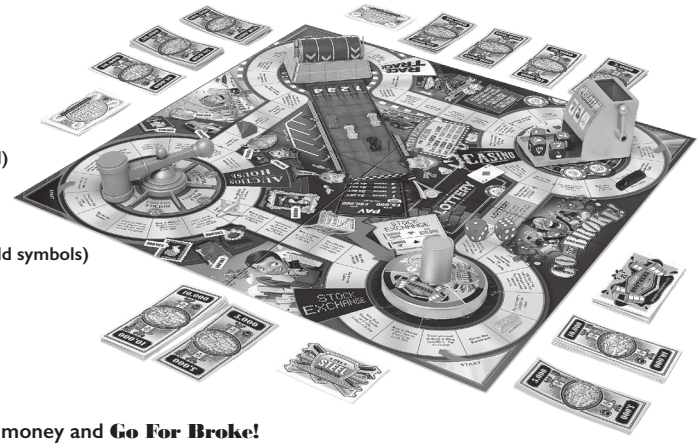
AGES 8+ | 2-4 PLAYERS

GO for BROKE!®

Instructions



Your Great Uncle Edward has popped his clogs and his billion-pound fortune is up for grabs. To get hold of his riches you must accept the challenge set in his will - spend one million pounds faster than any of the other potential inheritors!



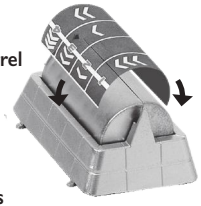
Contents

1 gameboard
1 pack of money
Company share certificates (oil, gas, steel)
2 dice (red with white spots)
4 playing pieces
4 race cars
1 slot machine with 4 dice (black with gold symbols)
1 stock exchange spinner
1 auction house hammer spinner
1 racetrack spinner
Sticker sheet & instructions.

Object Of The Game

To be the first player to spend your money and **Go For Broke!**

Set Up



1. Add the stickers around the barrel of the racetrack spinner, on the face of the slot machine and the top of the stock exchange spinner.
2. Position the game area pieces as follows:
   - The slot machine in the casino corner.
   - The stock exchange spinner in the stock exchange corner.
   - The auction hammer spinner in the auction house corner, by sliding it into the holes in the board.
   - The racetrack spinner in the racetrack corner, by sliding it into the holes in the board.
3. Choose a player to be banker. The banker sorts the company share certificates into three separate piles and also gives each player one million pounds in the following denominations:
   - **6 x £5,000**
   - **7 x £10,000**
   - **6 x £50,000**
   - **6 x £100,000**
4. Each player now picks two shares for free. This will get you started in the stock market.
5. Each player chooses a playing colour (purple, black, gold or silver) and places their coloured playing piece (jewel, jet, limo, gold bar) on the same coloured corner of the board. This is your starting position. Place your race car (the same colour as your playing piece) in the pit lane on the race track ready for race time.
6. All players roll the red dice, the highest roller goes first!

How To Play

Play goes clockwise, and when it is your turn, roll both red dice and move your playing piece that number of spaces around the board. Follow the directions written on the space where you land and don't forget…

1. Pay the bank £100,000 if you roll a double 6!
2. Pay a £10,000 collision fee to a player if you land on a square which is already occupied!

When you reach a fork in the track, you can choose which path to follow.

To enter the casino, racetrack, auction house or stock market, you need to land on that location's entrance with an exact count on the dice.

If you land on a space that sends you to another location, travel clockwise around the board to get there, paying £10,000 to the lottery if you pass it on your way.

If you are instructed to buy a share, pay the bank the value instructed and receive a share certificate for that company. If there are no shares of that particular company available, buy the share from another player of your choice and pay the money to the bank.

Lottery

Each time you pass the lottery, pay £10,000 for tickets and place the money on the space indicated on the board. If the space is empty, pay £50,000 instead. If you land directly on the lottery space or are sent there, collect all the money that is on the lottery space as your winnings. If it's empty, it's your "lucky" day and you don't get anything!



Stock Exchange

When visiting the stock exchange, spin the stock exchange wheel. You must do this even if you don't have shares yourself! When the spinner stops, the arrow on the board will point to the outcome.



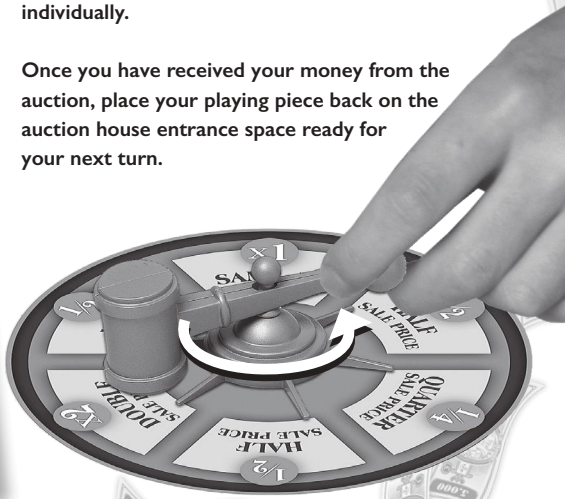
- If it lands on the red segment of a share, then all players pay the bank £20,000 for each share they own in that company.
- If it lands on the black segment of a share, then all players receive £10,000 from the bank for each share they own in that company.

Auction House

When visiting the auction house, place your playing piece on one of the items for auction. These are indicated by pictures around the edge of the auction house. Now pay the bank the purchase value shown on that item's price tag. Spin the auction hammer to see the outcome of the sale. For example, after choosing to auction the car which you bought for £100,000, the auction hammer lands on ¼ (quarter) Price. You would receive £25,000 from the bank.

If instructed to visit the auction house with another player, both players repeat the above process individually.

Once you have received your money from the auction, place your playing piece back on the auction house entrance space ready for your next turn.



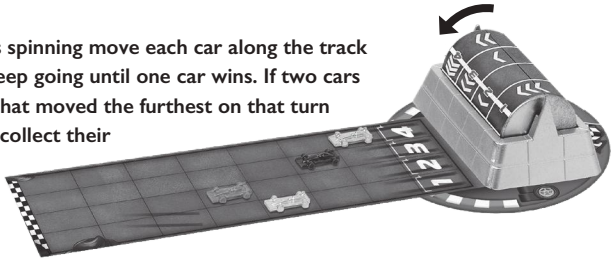
Racetrack

This is a game for all players. The player reaching the racetrack first places a bet on the lane of their choice and places their race car on the corresponding start position. In clockwise order, the other players also choose a lane until all players' race cars are on the starting grid ready for the race.

Next each player places a bet on the outcome of the race. Each bet must be between £5,000 and £50,000. Place your bet in front of you so you know how much money you have riding on this race.

Tip for betting: the car on track 1 is the most likely to win, but as a result you won't win as much. The car on track 4 is the least likely to win, but if it does, you win back four times the amount you bet! Don't forget, you are trying to lose money.

Now spin the racetrack spinner. When it stops spinning move each car along the track the number of spaces shown by the arrows. Keep going until one car wins. If two cars cross the finish line at the same time, the car that moved the furthest on that turn wins the race. The winning racing driver must collect their winnings. The picture on the gameboard shows the amount the winner receives based on the bet they placed. All the bets from the losing players go to the bank.



Snake Eyes

If you are sent to play Snake Eyes, move your playing piece to the Snake Eyes space on the board. Roll both red dice as many times as you dare, keeping count of your running dice roll score as you go. When you decide to end your turn, pay the bank the total of all your dice rolls multiplied by £5,000. However, if you roll a 1 at any point, your turn ends immediately and you receive £50,000 from the bank. If you were unlucky enough to roll snake eyes (double 1) then you receive £100,000 from the bank!



Casino

When you visit the casino you must pay £30,000 to the bank to play the slot machine. Load the 4 black dice into the top of the slot machine and pull down the arm and watch the four dice roll. If there are no matching symbols then you have lost, and receive nothing back from the bank. If however there are any matching symbols, then you have won, and will receive the following amounts from the bank;

- **two matching symbols - you receive £20,000 (for each matching pair)**
- **three matching symbols - you receive £40,000**
- **four matching symbols - you receive £80,000**

If instructed to visit the casino with another player, both players repeat the above process individually.





Winning The Game

The first player unable to complete a required payment has therefore spent all their money and is the winner of the game and receives Uncle Edward's inheritance! CONGRATULATIONS!

Note: Share certificates cannot be sold and their values are disregarded at the end of the game



Quick Play Rules

1. On your turn roll the red dice. Remember to pay the bank £100,000 if you roll a double 6!
2. Move your playing piece clockwise around the board according to the dice roll. Pay a £10,000 collision fee to a player if you land on a square which is already occupied!
3. Follow the instructions on the square you land on, moving your token to a different part of the gameboard if told to do so, for example "Get a hot tip! Go to the racetrack".
4. Try to get spend all of your cash!

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