

J. & H. GAME DESIGN CORP.

Introduces BLACK MONDAY



Positive Factors:

- Variety of ages can play.
- Black Monday (Lundi Noir) - well-known title, programmed title business masses and enterprise; advertisement without payment.
- Product has recognition, creativity and art substance.
- Allowing the game to be publicized through systematic response of the masses good enterprise.
- Product cover, board, pieces and rules play can allow retail success, eye appealing.
- Children understand calculated process; how it works; basic creative fun.
- Board speaks international language
- Colorful art pieces - organized symbolically.
- More than one way to win the game.
- Capture major money exchanges with provocative thinking.
- Game never grows old - longevity status through the growth of economic times.
- Power plays evident children and adults like power plays.
- Game is thought provoking without being difficult
- Game deals with basic needs and strategy
- Shelf product allows objectivity image and programming.
- You beat the average and your opponent and collect towers and points.

New Game of the Century

Ages 8 and up

Number of players 2 to 6

Approximate playing time one hour

Playing pieces: 3 Black Dice

1 30-second timer

25 Red Bulls with 7 colour coordinated towers

25 Green Bears with 7 colour coordinated towers

25 Blue Bells with 7 colour coordinated towers

BLACK MONDAY the ultimate chase for power, attacks opponent's position like no other game. Placing and forming imaginary lines of defense and offense. Victory is achieved by the number of exchanges occupied and the majority of towers owned. Now enter the Black Monday zone.

Suggested Retail Price 21.95

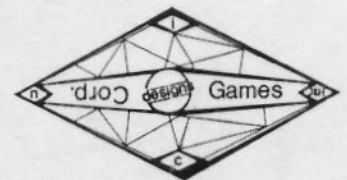
For Product Purchase

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BLACK MONDAY RULES

Ages: 8 to adult

1. PLAYERS

- (2) player game - each player is awarded 2,000 points
- (3) player game - each player is awarded 1,250 points

2. PLAYING PIECES

There are three sets of playing pieces - one bull, one bell and one bear. Each set consists of 27 wooden discs and 7 towers. The discs are used to move with and block; the towers are used to claim a captured bear or bull exchange. Each player chooses a set to play.

Each player has one die to roll.

3. OBJECT OF GAME

The object of the game is for each player to make their way out of the center sphere to the outside perimeter Bull and Bear exchanges using the playing pieces - bear, bull or bell - a player's turn consist of as many rolls of the die possible in thirty (30) seconds. More than one playing piece may be moved from the center sphere on any turn. Players alternate turns.

4. PLAY

An even roll (2, 4, 6) allows you to move your playing piece forward along the path of the insertive circles towards the outer sphere, the number rolled. You can remove your opponents' defensive blocking pieces only if you land on them on an exact roll. You can not pass through them or jump over them.

An odd roll of (1) or (3) allows you to place blocking pieces. With a roll of (1) you may place one of your pieces in front of your opponent's playing piece to create a block; with a roll of (3), you may place three of your pieces to block your opponent - one in front, one to the left and one to the right of your opponent's playing piece.

If a player rolls an odd roll of (5) they must return one playing piece (of their choice) back to the center sphere. Existing pieces in the center sphere cannot count as the playing piece of their choice; playing pieces already in the exchange are not affected.

If a player's piece lands on a "hot spot" (pink area) they are awarded a fifty (50) point bonus! Only one playing piece at a time can enter the "hot spot".

5. ALL PLAY

Entry into an outside green triangular exchange must be accomplished by an exact roll of the die. This exchange may be closed after capturing two of the three green triangles. Upon closing this exchange, place a tower on the bear or bull exchange outside the circle to the immediate right.

6. TO WIN

The game ends when all the Bear and Bull exchanges have been closed and towers placed. Players total the points of all the Bear and Bull exchanges they have captured. Remember, all Bear and Bull exchanges do not have the same point value.

7. POINT VALUES

BULL exchange = Prosperity point value = 400 points
BEAR exchange = Pessimism point value = 350 points
BEAR-BULL exchange = point value = 500 points

Any playing pieces left on the board in the circles are worth one point each.

Players add the total points from the captured exchanges and the total points from the playing pieces left on the board to get their grand total. The player with the highest points wins.

Good luck and my the best broker win!

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Enclosed please find a new set of rules for the game,
'Black Monday'.

We took into consideration the feedback of the general public on their interpretation of the rules on the first run of the 'Black Monday' game. We, therefore, made a conscious decision to rewrite the rules for easier play. Future production of 'Black Monday' games will contain the new rules.

If you have any questions, please feel free to contact:

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