

any two or three of them. For example: He **cannot** pay \$24,000 and receive 20 hearts at the "Yacht Harbor."

K. The Paymaster, if he is also playing, must keep his own funds separate from the Bank. He personally does not keep any fines or money which should go into the Bank.

L. Whenever the word "MAY" appears on the gameboard, players are not required to follow the directions unless they so wish.

17. PARTNERSHIP GAME — This variation of the regular game can be played by two or three couples; each couple is a partnership and plays as a team. In this game the following rules apply:

A. A single Success Formula of 120 points is used.

B. The "Salary Level" and "Experience Record" of each partner is scored separately.

C. All fame, happiness and money points which are earned by either partner are scored on one sheet against the same Success Formula.

D. Money which is earned as well as Experience and Opportunity cards which are acquired, are held by the partnership rather than by the individual. Thus one partner may use the money, Experience and Opportunity Cards earned by the other partner. Penalties are paid from the common fund of the partners.

*Questions on this game will be answered gladly
if proper postage is enclosed.*

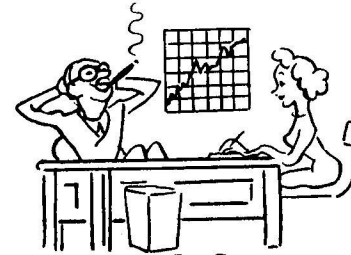
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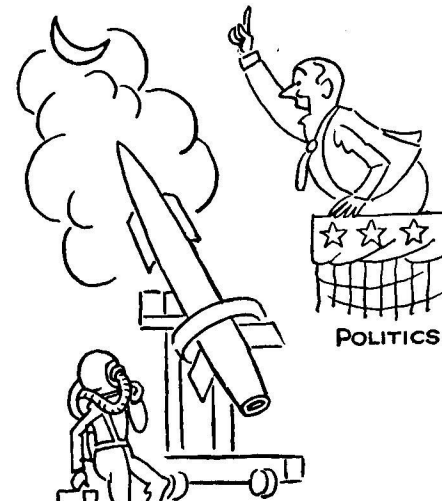
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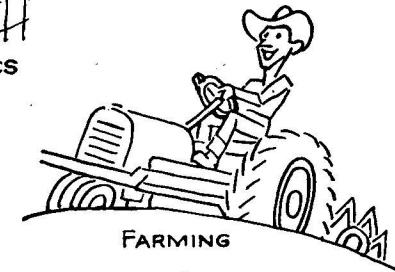
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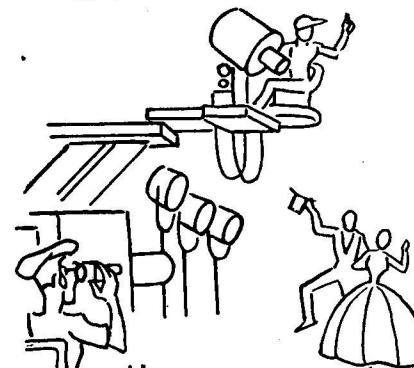
POLITICS



**GOING
TO SEA**



FARMING



HOLLYWOOD



COLLEGE

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as a fame point, or \$1000 in money, and vice versa. Some examples of Success Formulas are:

$$\begin{array}{rclclcl} \$20,000 & + & 20 \star\text{s} & + & 20 \heartsuit\text{s} & = & 60 \text{ points} \\ \$60,000 & + & 0 \star\text{s} & + & 0 \heartsuit\text{s} & = & 60 \text{ points} \\ \$ 5,000 & + & 50 \star\text{s} & + & 5 \heartsuit\text{s} & = & 60 \text{ points} \\ \$11,000 & + & 31 \star\text{s} & + & 18 \heartsuit\text{s} & = & 60 \text{ points} \end{array}$$

Each player is given a score pad on which he must write down his Success Formula **before play begins**. One formula is as good as any other formula as far as chances of winning are concerned, but each player must be certain that his formula equals 60 points. Formulas should be concealed from other players by folding the flaps over them.

When only two are playing, a Success Formula of 100 points makes a good game.

5. SCORING — Fame Points are represented by orange \star s on the playing board. When a player lands on a square which gives a certain number of \star s, he writes this number in the " \star " column of his score pad. It is best to keep a running total. Each time a player earns new \star s, he adds them to the \star s already earned, writing down the new total and crossing out the old.

Happiness Points are represented by red \heartsuit s which are scored in the " \heartsuit " column of the score pad in the same manner as fame points. **Happiness points and fame points may not be sold or traded.**

Money Points are the number of 1000's of dollars in cash that a player has on hand. Therefore, a player's money score **at any time** is simply the amount of money, in thousands of dollars, he has in his possession. For example: any sum of money from \$9000 to and including \$9950 is equal to 9 money points. In playing, it is necessary to understand the difference between **salary** and **cash on hand**. **Salary** refers only to the money which the player is entitled to collect from the Paymaster each time he passes Payday. When a player collects his salary, the money he receives becomes part of his **cash on hand**.

If a player has a Success Formula of \$20,000, plus 20 stars, plus 20 hearts and if he has reached 20 stars or 20 hearts, he should continue to add any additional ones which he gets. It makes no difference if he exceeds any part or parts of his Success Formula, for the game

is won the moment a player **reaches or exceeds** his entire formula. As an example: If, under the above formula, a player has 29 stars and 50 hearts, he wins the game as soon as he has \$20,000 or more on hand — provided, of course, that no other player has reached his Success Formula first.

6. PREPARATION — Shuffle each of the two packs of cards separately (The yellow "Opportunity Cards" and the orange "Experience Cards"), and put them face down in the spaces printed at the center of the board. Sort out the play money by denominations. Place one token for each player on the Payday square. Give each player a score pad, a playing token and a \$1000 bill. Each player decides on and writes down his Success Formula. Appoint one player to act as Paymaster. The Paymaster is in charge of the bank money and pays all Salaries and collects all bills, taxes, etc. If, however, the Paymaster also wishes to be a player in the game, **he must be careful to keep his personal funds separate from the bank funds which he handles as Paymaster**. Throw the dice to determine which player is the first to play. Play in turn in a clockwise order around the board, starting with the player throwing the highest number.

7. THE PLAY — Make sure each player has **written down his Success Formula before the play begins**. The players move in a clockwise direction around the outside track on the board according to the throw of **both** dice. They move through the Occupation paths by throwing **one die only**. To move from Payday at the start of the game, or from any other outside square during the game except when entering an occupation path, **THROW BOTH DICE AND MOVE THE INDICATED NUMBER OF SQUARES AROUND THE OUTSIDE TRACK. EACH THROW IS ONE MOVE**. Doubles **do not** entitle a player to an extra turn.

If a player lands on a **white square** he may enter the occupation leading from it on his next turn by throwing one die if he can meet **one** of the requirements listed. If he lands on a **square marked "Opportunity Knocks,"** he draws a yellow Opportunity card from the deck. Opportunity cards should be read immediately for they may be used on the same turn on which they are drawn. If a player lands on a **pink square**, or a **corner square**, he follows the printed directions on the square.

8. ENTERING OCCUPATIONS PATHS — To enter an Occupation path, a player must first land on or move to the white entrance square by **exact throw of the dice** or by use of an **Opportunity Card** or an **Experience Card**. (He does nothing further on that turn.) On his next move he must meet one of the requirements listed on the entrance square. For example, if a player wishes to enter Uranium, he must give the Paymaster \$4000, unless he has an Engineering degree, or unless he has Prospecting experience. (He would have the latter only if he had **completed** this occupation one or more times previously. A player who has **completed** an occupation once never has to pay an entrance fee for that same occupation for the remainder of the game.) On this same turn, he **THROWS ONE DIE ONLY AND MOVES THE INDICATED NUMBER OF SPACES ALONG THE OCCUPATION PATH**. Each throw is one move. (Note: One die is used on the turn on which a player enters an Occupation path. A player continues to use **one die until he completes the occupation and can start a move on the outside track**.) A player may enter any one or as many different occupations as he wishes during a game provided that he lands on the Entrance Square by throw of the dice or by using an Experience or an Opportunity Card and provided further that he can meet one of the necessary requirements for each Occupation path he enters.

If a player cannot meet at least one requirement for an occupation, he cannot enter and must continue around the outside path. He need not enter any occupation unless he has moved to its Entrance Square by means of an Opportunity Card. Then he must enter. Players should score all stars, hearts, and salary increases or decreases on their score pads as they earn them.

9. COMPLETING OCCUPATIONS — To receive credit for completing an occupation, a player must pass all the way through the path. When completing any occupation except College, he checks his Experience in the "Occupation Record" column of his score pad on the line for that occupation. The first time he completes a given occupation, he checks it under the column headed "1st," and collects one Experience Card. The second time through that same occupation, he checks it under "2nd" and collects two Experience Cards. The little arrows on the board remind players of this, but the arrows **do not**

count as spaces. A player may go through an Occupation path as many times as he wishes during the course of a game, but if he goes through the same one more than three times, he is permitted to draw only three Experience Cards each time.

When completing College, a player does **not** draw an Experience Card; **instead** he scores an automatic salary increase of \$2000, and selects a degree as he leaves. If he is the first player to pass through College, he selects any degree from the specialized degrees offered, and checks it in the "Education" column of his score pad. However, each degree may be awarded only once. Thus, if he is the second player to graduate from College, and the first graduate selected the Science Degree, his choice is limited to the remaining three, and so on for the first four players. If he is the fifth or sixth player to pass through College, he may not score any of the specialized degrees, but does score the regular College Degree and the normal salary increase of \$2000. Any College Degree, specialized or regular, may be used for entering Big Business. A player selecting a degree in medicine becomes a Doctor. He receives payments from players in the Hospital; he does not have to pay when he lands in the Hospital and may move out of this space on his next turn. (Note: If the Doctor is instructed to go to the Hospital he must go immediately even though he does not follow the instructions printed on the square when he gets there.) **No player may go to College more than once.**

10. OPPORTUNITY CARDS — These cards are used for moving to the Entrance Square of the occupation specified. Every time a player lands on a space marked "Opportunity Knocks," he draws one Opportunity card from the top of the pile. Whenever a player uses one of these cards, he moves in a **clockwise direction around the board**. If, by so moving he passes Payday, he is entitled to collect the salary which is checked on his score pad at the time.

When a player draws an Opportunity card he may do one of three things with it. (1) He may use it **immediately** by moving to the entrance square of the occupation specified **on the same turn that the card was drawn**. (Whenever a player uses an Opportunity Card he **MUST** return it face down to the bottom of the deck.) (2) He may save it and use it later in place of one whole turn of play . . . that is,

as a substitute for throwing the die or dice. If he saves it, he **must** keep it face up so that other players can see what opportunities he has. (3) He may sell it at any time to another player at any price agreed upon between the two, or he may use it to make a trade of any kind with another player.

A player may use an Opportunity Card to move from any space on the inside path or from any space on the outside track except the Hospital or Park Bench. (Exception: A player holding the Doctor's Degree may use an Opportunity Card to leave the Hospital.) However, if he uses one while in an Occupation path, he does not get credit for completing the occupation which he leaves, and he does not collect any Experience Cards.

If a player uses an Opportunity card, he **MUST**, on his next turn, enter the occupation to which he has moved. Hence, before using an Opportunity card a player **MUST** be certain that he can meet one of the requirements printed on the entrance square of the occupation to which he plans to move. A player need not pay an entrance fee if he can meet some other requirement. No entrance fee should ever be paid except on the turn on which a player is actually going to enter an occupation. (Note: A player cannot use an Opportunity card to move completely around the board to the same space from which he started.)

11. EXPERIENCE CARDS — A Player may earn Experience Cards by completing occupations or by landing on special spaces in the Occupation paths which direct him to take one or more cards. These cards are saved and may be used in place of throwing the die or dice on any turn. They may be played on either outside or inside squares. A player may buy, sell or trade his Experience cards with another player at any time during the game.

Experience Cards **cannot** be used on the same play on which they are drawn because they take the place of the throw of the die or dice. A player may **not** use them to leave either of the two penalty squares (Hospital or Park Bench) unless he first pays the required Penalties, with the exception of the Doctor, who may use an Experience Card to move from the Hospital. He may **not** use more than ONE Experience card on any one turn.

12. BUMPING — When a player lands on **any** square (except the Hospital or Park Bench) already occupied by another player on the outside path or the inside paths, he **must either** "bump" that player to the Park Bench or bargain with him and collect a fee, or some other compensation, for letting him stay where he is.

The player who is bumped and is not willing to bargain **must go directly** to the Park Bench square; that is, he does not pass Payday and **does not** collect his salary. If he is on an Occupation path, he does not get credit for completing that occupation.

13. SALARIES — A player's salary is the amount of money he collects from the Paymaster each time he passes the Payday square by throw of the dice, or by use of Opportunity, or Experience Cards. During the course of a game a player's salary will change. Everyone's starting salary is \$1000. (This amount is already checked as the first entry under "Salary Level" on the score pad.) Salaries will **increase or decrease** depending on what spaces are landed on in the various occupations. When a player completes College he gets an automatic salary increase of \$2000. When a player is instructed to increase his salary he does not collect any money until he passes Payday. For example, if a player starts with \$1000 and earns a \$1000 increase, he places a checkmark alongside the space marked \$2000, but does not collect this amount until he passes Payday. If he is later told to cut his salary in half, he erases the checkmark beside the \$2000 mark and uses the check beside the \$1000 mark, etc. A player's salary may not always be in even thousands, in which case he writes in the exact amount. **A player's salary never changes except when he lands on a space on which the word "Salary" appears.** When a player passes Payday he collects his salary and this money becomes part of his cash on hand. It is not held separately.

14. BANKRUPTCY — Any player **may** declare "Bankruptcy" at any time by turning in all of his cards and cash and starting over again from the Payday square with a \$1000-bill, a \$1000 starting Salary, and a clear score pad. He may **not** change his Success Formula, but in all other respects he starts over again.

A player **must** declare Bankruptcy if he lands on a square requir-

ing a payment he cannot make. However, he may first try to raise the necessary cash by selling any Experience or Opportunity cards he might have, or by borrowing from other players.

15. RETIREMENT — Retirement is a privilege which a player earns once he has completed any one occupation 3 times. When a player earns the privilege of retiring, he may on any turn (except when his piece is in the Hospital or Park Bench or already on the Florida Vacation Square) go directly to the Florida Vacation space without throwing the dice. That is, he may, in place of doing anything else, move his piece to the corner square marked Florida Vacation. He may do this as often as he wishes. If he passes Payday, he collects his salary. Note: Once on the Florida Vacation square, he must follow the instructions printed on that square.

The advantage of this move is the opportunity to move quickly around the board and collect salary and to earn happiness points.

16. SPECIAL NOTES — Sometimes situations arise which are not directly covered by the rules. Here are some of the most common:

A. If a player is told to lose $\frac{1}{2}$ of his Fame when he has no fame points — he loses nothing.

B. If a player lands on "Shopping Spree" and throws a "1" and has \$13,150 in cash, 10% of which is \$1,315, he pays only \$1300 as the smallest change the Paymaster has is \$50. The Paymaster always takes the loss when exact change cannot be made.

C. Players may make any agreements with each other involving selling, borrowing, trading, etc. However, **NO PLAYER MAY SELL, LOAN OR GIVE AWAY, HIS FAME POINTS, HIS HAPPINESS POINTS, OR HIS OCCUPATION EXPERIENCE** which he has accumulated on his score pad. Players may buy, sell and trade Opportunity and Experience Cards.

D. A player landing on the Stock Market may, if he wishes, invest (put money in the bank) his capital (cash on hand) in amounts of \$3000 or multiples thereof. For example: A player who has in his possession \$11,000 may invest, at once, \$3000, \$6000, or \$9000. This money is put into the Bank. If he has invested \$3000 (bought one

block of stock) he rolls one die once and sells out for \$1000 times the number thrown. Thus, if he rolls a (5) he gets back from the Bank a total of \$5000. If he rolls a (2) he gets back only \$2000, etc. If he has invested \$6000 (bought two blocks of stock) he rolls one die twice, adds together the amount shown on each roll, and multiplies the total by \$1000. Hence, if he rolls a (2) and a (6) he gets back \$8000 on his \$6000 investment. If he invests \$9000 he rolls one die three times and adds together the amount shown on each roll, etc. However, a player must decide upon landing on the Stock Market just how much he wishes to invest and put that money in the Bank before rolling the die. No player is required to do anything on this space if he does not wish to.

E. Any time a player is sent to the Hospital or Park Bench he must go directly there and he does NOT collect his salary. If he is sent to either of these places from an Occupation path he does not get credit for completing that occupation and does not draw any Experience Cards. When a player gets out of the Hospital or the Park Bench spaces, he does not return to the occupation from which he was sent. He can re-enter that Occupation path only by roll of the dice or the use of Experience or Opportunity cards.

F. A player who goes to the Moon does not collect his salary on the way out because he does not pass over the Payday square. Sorry, but this is the price of adventure.

G. If a player lands on the Park Bench and has no money (cash on hand), he goes out free immediately on his next turn. One half of nothing is nothing.

H. A player's salary is not raised or lowered by any expenses he has during the game. A player's salary goes up or down only if so instructed when going through the various Occupation paths.

I. If a player lands on the space marked "Art Gallery" and gives the Paymaster \$3000 he rolls one die and collects as many stars as are shown on the die. If he gives the Paymaster \$6000, he rolls one die twice and is entitled to as many stars as the total of the two rolls.

J. When a player lands on "Yacht Harbor" or "Statue in the Park," he **may** buy only one of these selections. He cannot combine