

player does not spin or move his piece for the second throw of doubles. If he has no articles or equipment in his house, he must pay the BANKER \$500. as an installment on his house and obtain a receipt. If he does not throw doubles a second time, he moves as on a regular turn.

PAYING FOR A HOUSE:

A player may pay an installment of \$500. on his house at any time during the game. It is usually unwise, however, to buy any receipts from the bank except when required until the player has his house completely furnished and enough money to win the game, BECAUSE RECEIPTS MAY NOT BE SOLD BACK TO THE BANK AT ANY PRICE.

Every time a player lands on START, he must pay the bank \$500. as an installment on his house. If he passes START without landing on it, he does not have to pay.

EVERY \$500. PAYMENT ON HOUSE ENTITLES PLAYER TO ONE RECEIPT.

When a player holds TEN receipts indicating full payment of \$5,000., he is relieved from making further payments towards the purchase of his house. Whenever thereafter his spin ends on a vacant space, he is privileged to spin the dial a second time to see if he can end his spin on an article for sale. If his spin again ends on a vacant space his turn ends.

THE SPINNER:

If at any time during play the pointer of the dial comes to rest on a line, the player must spin again.

RAISING ADDITIONAL CASH:

If a player runs short of cash and is unable to meet his obligations, (such as Taxes or the purchase price of articles, etc.) he must sell back to the BANK at half price one or more of the articles he owns. If he cannot raise enough money to pay what he owes, he is forced out of the game. He then removes his playing piece from the board. His money is returned to the Bank and all the articles he has in his house and as surplus are returned to the board.

THE WINNER:

The first player to pay for his house in full, and to furnish it completely by filling in all five spaces on his house card, and to obtain at least \$1,000. cash additionally — Wins the Game.

Question on "LET'S FURNISH A HOUSE" will be answered gladly if a 3¢ stamp is enclosed.



DIRECTIONS FOR PLAYING

"Let's Furnish a House"

Trade Mark

A GAME
FOR THREE OR FOUR PLAYERS

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OBJECT OF THE GAME:

The object of this game is to become the first player to buy a house, furnish it and secure \$1,000. additional for a savings account.

EQUIPMENT:

Equipment for this game consists of the following items: a circular board containing a spinning dial, two dice, a bank containing round cash counters, four receipt books and receipts, four moving pieces, four House Cards and four sets of house furnishings — bed, sofa, etc.

(Note — The furnishings are die-cut in their proper places on the House Cards and must be pushed out before starting the game.)

PREPARATION:

Place the board, with the dial attached, in the center of the table.

Select a Banker. He will give to each player including himself a playing piece and cash in the amount of \$5000. as follows: two \$1,000. counters, five \$500. counters, five \$100. counters.

With four players the Banker will take all the cardboard furniture and equipment required to furnish the House Cards and place it for sale in the cut-out sections of the circular board, directly over the corresponding pictures. When less than four play use the same number of House Cards and sets of articles as there are players.

The Banker will then give each player one receipt book and he will take charge of the receipt slips and all of the money remaining in the Bank.

TO START:

The banker begins the play by selling each player, including himself, one House Card for a down-payment of \$500. for which he gives each player one receipt slip. The total cost of the house is \$5,000. Each time a player makes a payment on his house to the Banker he should get a receipt for the payment from the banker and place it in his receipt book.

Each player now places his House Card in front of him and his playing piece on the START space. The banker rolls the dice and moves his own piece from START around the circular track of the board, in a clockwise direction, the number of spaces indicated by the dice unless doubles are thrown (see WHEN DOUBLES ARE THROWN). He must follow the instructions printed on any space on which his piece comes to rest.

THE PLAY:

If the space the player lands on reads PAY he follows the instructions and pays the Banker. The same rule applies to the COLLECT spaces.

If a player is lucky enough to stop on a space indicating an article of furniture or equipment, he must buy it and pay the Bank the amount printed on the space. He then takes the purchased article and places it in his House Card in the proper cut-out space.

If a player lands on a space entitling him to buy an article which he needs for his house and there is none available, the nearest player to his left to hold this surplus article must either sell it to the other player at a price to be agreed upon between them, or sell it back to the Bank, either at half price for cash or at full value for receipts (see SELLING SURPLUS ARTICLES). If it is sold back to the BANK, the player resting on the space may not buy the article on that turn but must wait until on a later turn he reaches that space again by the count of the dice or becomes entitled to buy it by a spin of the dial.

ALL ARTICLES ARE IMMEDIATELY RETURNED TO THE BOARD WHEN SOLD TO THE BANK.

If a player lands on a space indicating an article which he does not need and the space is vacant he must spin the dial once and see if he can end his spin on some article that is for sale. If his spin ends on a Vacant space, he must pay the Banker \$500. as an installment on his house and obtain a receipt.

The BLACK SECTION above Start is not considered a vacant space and does not require a payment.

Surplus articles may be used to pay for the installments on the house instead of paying \$500. cash (see SELLING SURPLUS ARTICLES).

Each player follows in turn clockwise around the board.

SURPLUS ARTICLES:

Only one article of a kind is required for each house. If a player lands on a space containing an article that he already owns, he must buy it at the printed price and it is surplus.

SELLING SURPLUS ARTICLES:

Surplus articles may be sold to other players at any time, at any price agreed upon, or they may be sold to the bank for cash at half price, or turned in for receipts for house payments at full value. If turned in for receipts, however, no change in cash may be received from the bank.

For example: A player may turn in an automobile valued at \$1200. and \$300. cash for three receipts (\$1500.) or may turn just the automobile in for two receipts (\$1000.) but in this case does not receive any change from the bank. The \$200. must be considered a loss.

WHEN DOUBLES ARE THROWN:

A throw of doubles offers the player the choice of spinning the dial or moving his playing piece the amount thrown. If a player spins and the arrow stops at an article he must buy it. If it is one which he can use he places it in his house, if surplus he may sell it as stated above. If the arrow stops at a cut-out space that is Vacant he must pay the banker \$500. towards the price of his house and obtain a receipt.

After the first throw of doubles the player has another turn but if on the second turn he again throws doubles, he must immediately sell one of the articles he owns back to the BANK for cash at half price. The

