

game at a certain hour; say, a sixty-minute time limit. The Richest Player at that time is the Winner. In determining the Richest Player, property values are figured on the larger of the two amounts printed under them according to business conditions prevailing at the end of the game; that is, whether the conditions are **NORMAL, BOOM, OR BUST.**

### AUCTIONS:

Some players may prefer to use the **AUCTION** feature which is described below.

If a player lands on a property **WHICH IS NOT OWNED**, and he does not choose to buy this particular property at the printed price, it must be put up at Auction by the "Banker-Auctioneer." All players may bid, including the Banker, and the player who landed on the space. The property is sold by the Bank to the highest bidder. No player may bankrupt himself out of the game by bidding more money than he can pay. (If no one bids, the Property remains unowned.) The Player who buys the Property pays the Bank in **CASH** the price he bid and receives an Ownership (T) card of his color. The player whose Playing Piece landed on the space remains on the space without paying rent until after his next turn. He is liable for Rent should he land on that space on a later turn.

### BARGAIN OPTION PRICES

*Effective ONLY during BUST cycle to the player landing on the space reading BARGAIN OPTION.*

BLACK ROCK COAL MINING COMPANY . . . . .	\$ 35,000.00
BUSY BEE MANUFACTURING COMPANY . . . . .	25,000.00
FORESIGHT INSURANCE COMPANY . . . . .	150,000.00
LONGHAIR'S BARBER SHOP . . . . .	1,200.00
MAKEREADY PRINT SHOP . . . . .	4,000.00
MY BEAUTY SHOP . . . . .	2,000.00
NEVER-RUN BUS COMPANY . . . . .	35,000.00
NIBBLE AND MUNCH RESTAURANT . . . . .	4,000.00
OWL NIGHT CLUB . . . . .	4,000.00
PALACE MOVIES . . . . .	5,000.00
SMART REALTY COMPANY . . . . .	4,000.00
SOFT STEEL HARDWARE STORE . . . . .	2,500.00
SPARKEL JEWELRY . . . . .	4,000.00
STAR DEPARTMENT STORE . . . . .	10,000.00
TAKE-IT AWAY MARKET . . . . .	15,000.00
TRI-STATE RAILROAD . . . . .	75,000.00

Questions on the rules for BOOM OR BUST will be answered gladly if 3c stamp is enclosed.

# The Amusing Game of BOOM or Bust

*A Parker Trading Game*

Best for 3 or 4 players

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*Parker Brothers Inc.*  
SALEM, MASSACHUSETTS  
NEW YORK CHICAGO  
MADE IN U.S.A.

### HOW THE GAME IS PLAYED:

Players move around the Board according to the throw of Dice. Properties such as Beauty Parlor, Department Store, etc., are bought and sold at prices that rise and fall quite unexpectedly depending on whether the conditions are **NORMAL, BOOM** times, or **BUST** (depression times). The game is quick moving and amusing. The game ends when all but one player becomes bankrupt and this surviving player **WINS THE GAME**. If the players prefer, a time limit may be set at the end of which time the player owning the greatest amount of property and cash (when added together) **WINS THE GAME**.

### EQUIPMENT:

The Equipment consists of an illustrated game field with a track of "spaces" (2 spaces to each property — either one is effective) running directly underneath pictures of the Properties, dice, moving pieces or tokens of different colors, cards cut in the shape of a "T" which identify each property owner, money, and a unique removable panel printed **BOOM** on one side and **BUST** on the other side.

### A SUGGESTION:

Before play actually begins, it is suggested that all players become thoroughly familiar with the **GAME FIELD** and the other interesting features. For example, note how the **BOOM-BUST PANEL** fits onto the two **WOODEN PINS** — and how the **PRICES**, printed on the edges of the panel, change the values of the various **PROPERTIES**. The large amount is the **SELLING PRICE**. The smaller amount, directly under it, is the **RENT** which likewise fluctuates with changing conditions. For example, the Beauty Shop costs \$8,000 to buy in **NORMAL** times but skyrockets to \$16,000 when the Panel reads **BOOM**. Turning the Panel to **BUST** reduces the price of the Beauty Shop to a mere \$4,000! The rent on the same property starts at \$1,200, goes to \$3,000 in **BOOM** times and drops to \$400 when the panel is turned to **BUST**.

Note how the Ownership Cards, shaped like a "T", can be inserted in the slots to indicate the owners of the properties. When a property changes hands the T-card is changed to the color of the new owner.

Each player uses T-cards, **WHICH MATCH HIS TOKEN IN COLOR.**

### PREPARATION:

Place the box, holding the game field, in the center of the table within reach of all players. Remove the **BOOM** or **BUST** Panel from the two pins holding it, and lay it aside until later. The play always begins under **NORMAL** conditions. Give each player a colored piece for use in play.

Select a player to act as Banker (this can be determined by highest throw of the dice) who will distribute the money, shift the Panel when business conditions change, give out the ownership cards and act as Auctioneer.

The Banker will give each player, including himself, a working capital of \$222,000 divided as follows: Two \$50,000 chips; Ten \$10,000 bills; Twenty \$1,000 bills; Twenty \$100 bills. The Banker must, of course, keep his personal funds separate from those of the bank.

The player to the left of the Banker plays first. The turn to play passes to the left and each piece starts from the corner marked "**START HERE.**" moving clockwise the number of spaces shown by the sum of the two dice.

When a player throws doubles, he is entitled to another turn. He must, however, complete the play for the space on which he lands before taking his extra turn.

### BUYING UNOWNED PROPERTY:

Whenever, by the throw of the dice, a player's piece lands on either of the two spaces underneath a property which is not owned, he may buy it from the bank at the larger of the two prices, which are printed underneath that property. He then receives from the bank a T-card of the color of his playing piece which he places in the slot above the property to denote his ownership. If the player does not choose to buy the property, it will remain unowned unless it is decided to use the "Auction" type of play. (See paragraph headed "Auctions.")

### RENT FROM PROPERTY:

Whenever a player's piece lands on a space which is owned by another player, the newcomer must pay, as rent, the lesser of the two prices, shown for that space, to the player who owns it.

### CHANGING CONDITIONS FROM NORMAL TO BOOM OR BUST:

Every time a player's piece lands on a **STAR**, business conditions change. The cycle is always from **NORMAL** to **BOOM** to **BUST**. Therefore, if a piece lands on a **STAR** and conditions are **NORMAL**, they change to **BOOM** immediately. (The Banker will place the panel over the two wooden

pins with the **BOOM** side up.) These conditions prevail until any player's piece again lands on a star, at which time they change to **BUST** immediately. The next change will remove the panel so that conditions are back to **NORMAL**, etc.

### BARGAIN OPTION PRICES:

A list of "Bargain Option Prices" is printed at the end of these rules. When, on the **BUST** cycle, a player's piece stops on the space marked **BARGAIN OPTION**, he may purchase any unowned property of his choice at the bargain price listed. This special option applies only to properties **NOT IN POSSESSION OF OTHER PLAYERS** and this privilege is extended only to the player whose piece stops on the space marked "**BARGAIN OPTION**" **DURING THE "BUST" CYCLE.**

### TRADING PROPERTY:

A Player, at any time, may offer to sell any property he owns to any other player as a private transaction and at a price agreed upon between the Traders. T-cards are returned to the bank whenever property is traded and a new T-card of the proper color is issued by the Banker to each new owner. When property is sold back to the bank, no new T-card is issued until the property is sold once more to some player.

### TO OBTAIN CASH QUICKLY:

A player may sell any or all of his property directly to the bank which will pay him one half of the larger of the two prices printed under that property. (This price will, of course, depend upon the business cycle prevailing at the time of the sale.)

No player may borrow money from another player.

### THE BANK:

The Bank receives all money paid for property which a player buys directly from it and the bank pays out money for all property which is sold back to it.

### BANKRUPTCY:

A player becomes a Bankrupt when he cannot pay his obligations. If a Player owes in Rent an amount which he cannot pay, even by selling Property to the Bank or to any other Player, he becomes Bankrupt and must turn over all the Property he owns, and all of his cash to his creditor and retire from the game.

### TO WIN THE GAME:

In the Course of Play, Players will eventually be retired from the game, leaving only One Player, who will, therefore, be the **WINNER OF THE GAME**. If desired, it may be agreed at the start of the Play to end the