

GO FOR BROKE!

The game you win by losing a million

CONTENTS

Gameboard
Money
Share certificates
2 dice
4 hotels
Spinner base with "champagne" corks and roulette ball
Label sheet
3 ball bearings
1 clicker
4 rubber feet

4 spinners:
roulette wheel
race track
stock market
(in 2 parts)
fruit machine
(in 3 parts)
4 "champagne" bottles

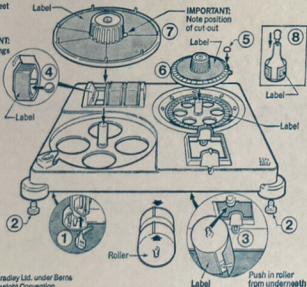
all on a runner

ASSEMBLING SPINNER SET

- Separate all components.
- Push together two halves of roller.
- Affix all labels.
- Assemble all parts in number sequence as shown.

NOTE: Add a drop of mineral oil to top of spindles of roulette and horse race spinners.

IMPORTANT: Ball bearings must be inserted into 3 fruit machine spinners before assembly



OBJECT OF THE GAME

To be the first player to lose a million and go broke. Try to spend as fast as you can, but it's not as easy as it looks!

PREPARATION

1. Place the plastic spinner base on its space on the board.
 2. Choose one player to act as banker and look after the Share Certificates. From the "Bank" he gives each player one million pounds as follows: ten £5,000 notes; five £10,000 notes; four £50,000 notes; seven £100,000 notes.
- He also separates the Share Certificates and places them next to the gameboard.

SHARE CERTIFICATES



Big Flash Electric Company



Dry Gulch Oil Company



ReallyBig Steel Corporation

3. Each player chooses a champagne bottle and places it on his matching corner space, and also a matching hotel, which he places in front of him.
4. Players throw the dice; the highest number goes first.

PLAYING THE GAME

1. On your turn, throw the two dice, move clockwise the corresponding number of spaces, and follow any directions accordingly. You may not change your direction of movement.
2. Whenever you throw a double 6, immediately pay £100,000 to the bank and then continue your turn. This does not apply while you are gambling in the four corner areas.
3. Two or more champagne bottles may occupy the same space (see Rule 6).
4. Each time you land on or pass the white "Go for Broke" Lottery space, place £5,000 on the silver tray.

TRYING TO SPEND YOUR MONEY

3. **REAL ESTATE**
If you land on a blue hotel space, you may, if you wish, buy that hotel. If you decide to buy it, pay the price to the Bank and place your hotel on that space. Now, whenever the other players land on your hotel by exact count, they must pay you for using a room. Bad Luck! Room charges are ignored if the property is unowned. You may buy only one hotel.

4. "GO FOR BROKE!" LOTTERY SPACE

If you are sent to the Lottery during the game, place your champagne bottle on the white Lottery space and win all the money in the Lottery! If you find no money there, pay £50,000 into the Lottery instead.

5. STOCK EXCHANGE, RACES, CASINO, SNAKE EYES SPACES

When you reach a fork in the track, you may choose either to go to these areas or to pass them; you do not need to arrive by exact count. You may also be sent directly there when you land on certain spaces. In this case, you should immediately circle the track, paying £5,000 into the Lottery if you pass it. In either event, you then bet according to the rules below, and move out on your next turn to continue along the main path. All bets are summarised on the gameboard.

STOCK EXCHANGE

When you visit the Stock Exchange, spin the Stock Exchange spinner once.

- If the spinner shows a share going down (in the "Red"), all the players owning those shares pay £10,000 to the Bank for each certificate of that share held.
- If the spinner shows a share going up (in the "Black"), all players receive £10,000 from the Bank for each certificate of that share held.
- If the spinner stops at Extra Dividend, the \$ sign, all players owning any shares receive £10,000 from the Bank for each share certificate held.
- You may go to the Stock Exchange even if you hold no shares. In this way, you can spin the spinner in the hope that your opponents make money on their shares!
- If you are sent to the Stock Exchange and no-one owns any shares, you do not spin the spinner but stay there until your next turn.

THE RACES

If you go to the Races, all players must take part. First, you should place one single bet with the Bank of between £5,000 and £50,000 on horse 1, 2, 3 or 4. Once you have announced your choice, each remaining player, in turn, must place a bet, each on a different horse. Spin the spinner once to determine which horse wins.

WINNINGS ARE AS FOLLOWS (including your stake):

- If No. 1 horse wins, you win twice the amount bet.
- If No. 2 horse wins, you win three times the amount bet.
- If No. 3 horse wins, you win four times the amount bet.
- If No. 4 horse wins, you win five times the amount bet.

CASINO

If you go to the Casino you must play both games.

(a) Fruit Machine

Pay £20,000 to the Bank and spin each roller once. You are paid on the following combinations:

Any 2 of a kind in any sequence	£50,000
Any 3 of a kind	£150,000
3 x \$ symbol	£250,000

(b) Roulette

Choose one of the three bets shown below; play the bank, spin the spinner once and win as follows:

Pay £5,000 and choose a single number	win £150,000
Pay £20,000 and choose a group of numbers	1-12 } win £100,000 13-24 } if a number in your group comes up 25-36 }
Pay £50,000 and choose Red or Black	win £80,000

Once you have placed your bet, any other players may place exactly the same bet as you. They then win or lose the same as you, according to your spin.

SNAKE EYES

Throw both dice and add up the total shown on both dice each time you throw them, providing neither of the dice turns up a "1". When you decide to end your turn, pay your total score times £5,000 to the bank. If a "1" turns up on either dice, you disregard your total and receive £100,000 from the Bank; your turn then ends. If you throw double "1", you receive £300,000 and your turn ends.

Example:

If you throw a final total of 15, you pay £75,000 to the bank. However, if you had thrown, say, a 6 and a 1, you would have received £100,000 instead and ended your turn.

6. COLLISION

If you land on any occupied space, you must pay £10,000 damages to the opponent(s).

THE WINNER

The first player to be unable to pay his way is declared the winner.

If, at the end of the game, you lose all your money, but are still not "in debt", you must continue playing until you cannot pay a debt.

Share certificates and hotels cannot be sold, and their values are disregarded at the end of the game.

Milton Bradley Ltd., Revelwood Industrial Estate,
Main Avenue South,
Off Easton Road, Newport, Gwent.

4025-LGB 198