

# The GAME of LIFE EXTREME REALITY

AGES  
**9+**  
2-6  
PLAYERS

## Aim of the Game

Live LIFE to the extreme.

Move around the board and live life as an adventure! Will you take the safe path and build your fortunes the sensible way or will you risk it all as you walk the extreme path?

Follow the instructions on the space you land on or take a story card and experience an amazing event based on real life. Extreme Story cards are events sent to us by real people – look for the name and country on the card.

Win or lose money for the things you do as you move around the track. Choose a crazy real-life home and an off-the-wall career. Get married, have lots of babies to win you money at the end of the game. Work hard, play hard and make your life count.

The richest player at the end of the game wins!

## Contents

Gameboard, 1 spinner (in 4 parts),  
6 cars, 52 people pegs (blue and pink),  
12 career cards, 18 promotion tokens,  
6 land tokens, 6 plastic house stands,  
12 house tokens, 12 house cards,  
7 lottery tokens, 17 LIFE tokens,  
7 Extreme LIFE tokens, 54 bank loans,  
1 pack of money, 6 reminder cards,  
50 Story cards, 20 Extreme Story cards,  
plus 10 blank cards and a sheet of sticky  
labels for your own stories.

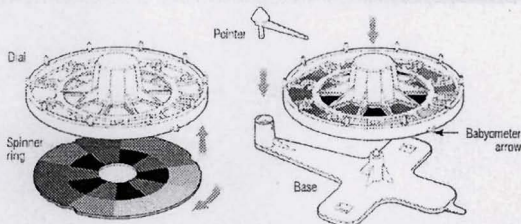
## Adult Assembly Required

## Assembly

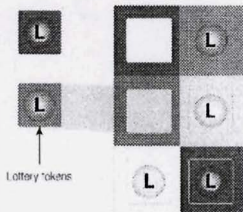
The first time you play:

- Carefully remove the game pieces from the plastic frame. If needed, use an emery board or sandpaper to remove the excess plastic from the game pieces. Discard the frame after removing all of the game pieces.

- Push the spinner dial and all the tokens out of the cardboard sheet.
- To assemble the spinner, slide the spinner ring into the dial as shown and twist it clockwise to fit it in place. Line up the spinner colors to match the lottery track on the board (e.g. 1 is yellow, 10 is green). On the inner circle, black lines up with even numbers and red with odd numbers.



## Daycare Board



Put the Daycare board onto the gameboard and put the lottery tokens near the coar.c.

Don't throw any of these parts away!

# REFERENCE SECTION

## RED STOP SPACES

- STOP! even if you have moves left.
- Follow the instructions on that space.
- Spin again. Move and follow the instructions for the space you land on.

## Diploma

Spin to pass your diploma and choose a College Career.



1. Stop, even if you have moves left, then spin again.
2. Multiply your spin by 10. This is the percentage you scored in your exam.
  - 40-100%: Congratulations – you passed! Take 3 facedown College Career cards, pick the one you want and put the rest back. Now spin again to move.

- 10-30%: Sorry, you failed! On your next turn, you can either take your exams again or pay \$50K for your honorary diploma.

## Get Married



1. Stop! Spin the spinner.
2. Spin black: Your family pays for the wedding.
3. Spin red: you foot the bill. Pay the bank \$50K.
4. Put another people peg (your new husband or wife) in the car next to you, then spin again to move on.

## Buy a House



1. Stop! Take 3 facedown house cards from the house card pile.
2. Pick the one you want to keep and return the others.

3. Pay the Bank the amount on the card. Take out a loan if you're short of cash.
4. Slide that card's house token into your house stand and place it on the land space of your choice, right on top of the land token.

You can build an ice hotel in the desert if you like!

5. Spin and move again!

## Choose your Path!

1. Stop! Will you take the safe route or risk it all on the extreme path?
2. Make your choice and spin again. Move that number of spaces down your chosen path and follow the instructions for the space you land on.



## GREEN SPACES

Do what these spaces tell you when you land on or pass over them.

### Pay Day



Collect the salary shown on your career card. If you have been promoted, collect the salary for your promotion level.

### Pay Day and Promotion



Congratulations. Take a promotion token from the bank, then collect your new salary (pay raise 1 if you have 1 promotion token, pay raise 2 if you have 2, etc.). Collect your new salary on all Pay Day spaces from now on.

### Daycare



Pay \$50K for every child you have in Daycare. (Put children into Daycare when you have more kids than you can fit in your car!).

## SPECIAL SPACES

### Pause – Try for a Baby



Play the baby game to try for more babies!

1. Stop here if you want to, even if you have moves left.
2. Spin the spinner.
3. Where did the babyometer stop? Take the number of pegs the arrow is pointing to and put them in your car. If you're out of room in your car, put them in Daycare, in the space that matches your car color.
4. If you spun 0, bad luck! You can try again next turn or move on. It's up to you.

### Buy a House



1. Stop here if you want to, even if you have moves left.
2. If you already have a house you must sell it.

There are two sale prices on your car. Spin the spinner.

- Spin black: sell for the boom price.
  - Spin red: sell for the recession price.
3. Now buy a new house and end your turn (see Buy a House above).



### Hospital

A trip to the hospital could be quick and painless... or it could cost you an arm and a leg!

If you land here, you are in the hospital.

- Spin the spinner.
- Spin black: Pay nothing! You're discharged! Move to the space at the end of the 'Discharged' arrow and end your turn.
  - Spin red: Pay \$50K and spin again. Repeat (spinning and paying) until you spin black, then follow the arrow and end your turn.

## THE CARDS

### Story cards



There are two amazing stories on every card, one red and one black. When the player to your right lands on a blank space, it's up to you to read their story.

Look at the inner ring on the spinner to see whether it stopped on black or red on their last spin and read the matching story out loud.

### Extreme Story cards



There's just one extreme story on an Extreme Story card. When the player to your right lands on a blank space on the extreme track, read them the story. Tell them who it really happened to and what country they came from, too.

### House cards



Your house card shows which house you own. Take the house token, too and put it on the land you decide to build on (only one house per piece of land!).

### Careers



Pick one of these before your first turn if you put your car on Career Start.

### College careers

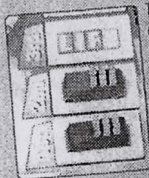
Pick one of those when you pass your diploma.

The only other way to get one is to land on Job Swap and steal one from a player with a college career.



# REFERENCE SECTION

## GAME OVER



The first player to reach the end of the path parks their car on the first space on the winners' podium, on top of the LIFE tokens.

As soon as the second player reaches the end of the track and parks their car on the second position space, all other players jump to the end of the path (the closest to the end of the track takes 3rd place, the next one 4th etc.).

Now all players follow these steps to work out the total value of everything they have:

1. Take the LIFE tokens from the podium space you're on (if there are any) and put them faceup in front of you.
2. If you have kids, take \$50K per child from the bank. Don't forget the ones you left in Daycare!
3. If you own a house, sell it back to the bank. Spin to see what it's worth and take that amount from the bank. Take the land token from the land your house was built on and put it faceup in front of you.

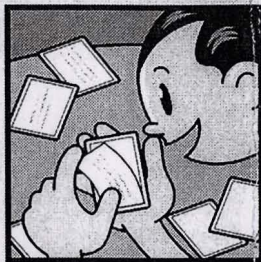
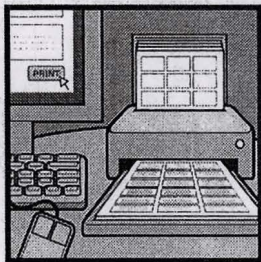
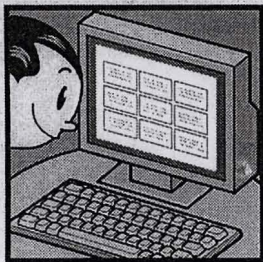
4. Flip over any remaining LIFE and Extreme LIFE tokens you have and add up their value. Add these to your land token to make a token total.
5. Now pay off your debts. Spin to see what you owe against each loan and pay the bank what you owe.
6. Add the cash you have left to your token total.

**The richest player is the winner!**

## PRINT YOUR OWN STORY CARDS

Go to [www.hasbro.com/gameoflife/extremerealitycards](http://www.hasbro.com/gameoflife/extremerealitycards) for instructions on how to print labels to make your own Extreme Story cards.

Mix these cards into the Extreme Story deck when you play.



© 2009 Hasbro, Pawtucket, RI 02862. All Rights Reserved.

We will be happy to hear your questions or comments about this game. 16105677A09  
Please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200,  
Pawtucket, RI 02862. Tel: 800-339-7025 (toll free).  
European customers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. Box 43,  
Casswell Way, Newport, Wales, NP19 4YD, or telephone our helpline on 00 800 2242 7276.

[www.hasbrogames.com](http://www.hasbrogames.com)

**MB**  
GAMES



PROOF OF PURCHASE

