



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.

For 2 to 4 Players
AGES 5 to 8

OBJECT

Collect the most money by traveling around the board, setting up as many lemonade stands as possible and collecting money from your friends each time they stop for a drink. The game ends when one player runs out of money. The remaining players then add up their money. The player with the most money wins!

EQUIPMENT

Gameboard • Deck of 24 Chance (“?”) Cards • Pack of Play Money
• 48 Lemonade Stands (4 sets of 12) • 4 Plastic Pawns • Die

SETUP

- Each player chooses a pawn, and places it on the “GO” space. Place any extra pawns back in the box.
- Each player then takes the 10 (or 12 in a 2-player game) lemonade stands that match the color of his/her pawn. Place the extra lemonade stands back in the box.
- Shuffle the deck of Chance cards (with the “?” on the back) and place them facedown on the matching gameboard space.
- Choose a player to be the Banker. The Banker separates the money into different denominations and gives each player the following: five \$1s, four \$2s, three \$3s, one \$4 and one \$5. The Banker also plays the game — but always keeps the Bank’s money separate from his/her own.
- Roll the die. The player rolling highest goes first.

GAMEPLAY

On your turn:

- Roll the die and move your pawn that many spaces, then
- Follow any instructions on the space you land on.

What have you landed on?

A Street without a Lemonade Stand: You must pay the Banker the amount shown on the space, then place one of your lemonade stands there. Now it’s up to you to keep track of this lemonade stand — make sure you collect the amount shown on the space from any player who lands here. **NOTE:** If you do not have the amount shown on the space, stay where you are. You can’t put up a lemonade stand here. Play passes to the next player.

A Street with a Lemonade Stand: Time to pay! Pay the player who owns this lemonade stand the amount shown on the space. If that person also has a lemonade stand on another space of the same color, you must pay double the amount shown on the space.

Go: Every time you pass GO, collect \$2 in allowance from the bank.

Make sure you remember — or you may miss out on your \$2!

Roll Again: Roll again, move, and follow the instructions on the space you land on.

Buy Lemons and Buy Ice: If you land on either of these spaces, pay \$2 to the bank.

Free Time: This is a free resting place. If you land here, do nothing. On your next turn, roll the die and move on from here.

Lunch: If you land here by rolling the die, you’re “just waiting.” Wait until your next turn to move again.

Go to Lunch: You must pay \$3 to the bank, then move your pawn immediately to Lunch. If you pass “GO,” do NOT collect \$2. On your next turn, roll the die and move as usual.

Chance(?): Draw the top Chance card, follow its instructions, then return it to the bottom of the pile.

Your CHANCE card may say:

Go to ... or Pay...: Move your pawn immediately to the space indicated, then follow the instructions on the space. Don’t forget to collect \$2 if you pass “GO” on the way.

Free Lemonade Stand: Do NOT move your pawn. Look at the color on the card and find the matching colored spaces. Can you place one of your lemonade stands there?

- If either space doesn’t have a lemonade stand, place one of your unused lemonade stands onto the space (if both have no lemonade stands, choose the space you want).
- If both spaces already have two different color lemonade stands on them, you may remove either one and replace it with one of your own.
- If both spaces have the same color lemonade stand already on them, you’re out of luck -- you cannot replace either of them. In this case only, you may discard the Chance card and draw a new one. Follow its instructions.

Strategy Hint: When you draw a “Free Lemonade Stand” Chance card and get to replace a player’s lemonade stand, choose the player who is furthest ahead in the game. Also, it’s to your advantage to have two of your lemonade stands on spaces of the same color so they cannot be taken away when another player draws a “Free Lemonade Stand” card. Also, owning both means that you collect double the money when someone lands on either one.

WINNING THE GAME

As soon as one player runs out of money, the game ends, and all of the other players count up their money. The player with the most money wins!



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because of small parts-choking hazard.

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