

THE POOR LITTLE RICH BOY

RICHIE RICH™

GAME

For 2 to 4 players

Travel with Richie Rich and his friends Gloria Glad, Freckles, and Pee Wee around his father's empire. You'll be on a frantic trip trying to get his mother's jewels from the Rich mansion to the bank safely and then continue on to the mansion. But beware! Along your journey are several thieves who will try to steal the jewels. To help you outsmart the thieves, Richie's dad has asked Professor Keenbean to develop some inventions. If you own the right inventions, you'll stop the thieves. There are also shortcuts on the path and if you land on one, it can make your mission easier. Richie's practical joker cousin, Reggie Van Dough, usually shows up along the way and he can slow you down. The first player to deliver the jewels to the bank and continue on to reach the mansion is the winner. Good luck and have fun!

OBJECT:

Be the first player to deliver the jewels to the bank and continue to the mansion.

CONTENTS:

• 1 gameboard • 4 cardboard pawns • 4 plastic pawn bases • 20 Invention Cards • 1 die

HOW TO SET UP THE GAME:

1. Open up the gameboard and place it on a flat surface so it is accessible to all players.
2. Carefully punch out the four cardboard pawns from the game platform. Fold the pawns along the score lines. Insert each pawn into a plastic pawn base. Each player chooses a pawn and places it on the mansion in the "Start" area on the gameboard.
3. Carefully punch out the 20 Invention Cards from the game platform. Shuffle the cards thoroughly and place the deck facedown on the space labeled "Invention Cards" on the gameboard.

HOW TO PLAY THE GAME:

1. Each player rolls the die. Whoever rolls the highest number on the die goes first. Play then proceeds to the left. On your turn, roll the die and move your pawn the number of spaces shown on the die.
2. Pawns may move in either direction. Either forward in one turn, or backward in one turn. You may want to move backward to land on a Shortcut Space.
3. More than one pawn may occupy the same space.
4. **THIEF SPACES:** You MUST stop at the Thief Spaces. The Thief Spaces are each identified by a number. You must always stop at a Thief Space, even if your die roll would send you past it. . . for example, if you roll a 6 and a Thief Space is 3 spaces away, move your pawn 3 spaces and stop at the Thief Space. Once there, draw an Invention Card, look at it and place it facedown in front of you. INVENTION CARDS ARE ALWAYS PLAYED ON YOUR NEXT TURN. The only way to escape from a Thief Space is with an Invention Card that matches the number of the Thief Space you are on. If you do not have a matching number Invention Card, then you are considered "captured" by the Thief and must remain on that space until you can play a matching number Invention Card.
5. **INVENTION CARDS:** There are 4 kinds of Invention Cards. . . Cards With Numbers; Useless Invention Cards; a Wild Card; and Cards With Instructions. Each is explained below. REMEMBER, INVENTION CARDS ARE NEVER PLAYED WHEN YOU DRAW THEM. YOU MUST ALWAYS WAIT FOR YOUR NEXT TURN TO PLAY THEM.
 - A. **Cards With Numbers:** There are 12 of these cards. Each one has an invention on it with a number or a series of numbers. IF ONE OF THE NUMBERS ON THE CARD MATCHES THE NUMBER OF THE THIEF SPACE YOU'RE ON, you are free. On your next turn, flip the card faceup so everyone can see it and place it, faceup, near the deck of Invention Cards to start a discard pile. Then roll the die and advance your pawn along the path the number of spaces indicated on the die. IF NONE OF THE NUMBERS ON THE CARD MATCHES THE NUMBER OF THE THIEF SPACE YOU'RE ON, you are still considered "Captured" and must remain on that space. On your next turn, place the card faceup on the discard pile. Then draw a new card, look at it and place it facedown in front of you. Wait until your next turn to play it. . . If it is a matching number card, you are "Free" and may roll the die. If it doesn't match, you must discard and draw and wait again for your next turn to play the card.
 - B. **Useless Invention Cards:** There are 5 of these cards, each with a wacky invention on it and no number. These cards will not help you escape from a Thief Space. On your next turn, place the card faceup on the discard pile. Then draw a new Invention Card, look at it and place it facedown in front of you. Wait until your next

turn to play it. . . if it has a number on it, play the card as explained above under Cards With Numbers.

- C. **Wild Card:** 1 of these is in the deck. This is a special card that says "Wild Card" and has a picture of Richie's dog "Dollar" on it. It can be used to match any number on any Thief Space. Play this card and you'll be free from a Thief Space. On your next turn, place it faceup so everyone can see it. Put it on the discard pile, roll the die and move your pawn ahead the number of spaces shown on the die.
- D. **Cards With Instructions:** There are 2 of these cards, each one says "Take Invention". **PLAY THIS CARD IMMEDIATELY AFTER YOU DRAW IT - DO NOT WAIT UNTIL YOUR NEXT TURN.** Place the card faceup so everyone can see it. Then discard it on the discard pile. You must then follow the "instruction" and either take a card from the deck or take one card from a player. In either case, look at the card and place it facedown in front of you. **YOU MUST NOW WAIT UNTIL YOUR NEXT TURN TO PLAY THE NEW CARD.** To play the card, follow the procedure explained above pertaining to the card you have.

IMPORTANT: When all the Invention Cards have been used, take the discard pile, shuffle thoroughly, and place the deck facedown and use again.

6. **SHORTCUT SPACES** - These are the pink spaces on the gameboard marked "Shortcut Space." To use a Shortcut Space, you must land on that space by exact count only. Immediately move your pawn to the other side of the shortcut, following the arrows to the next solid pink space on the gameboard. Your turn is over, remain on that space until your next turn. On your next turn, roll the die and continue along the path. Shortcut Spaces are good spaces to land on because you can avoid Thief Spaces!
7. **REGGIE "LOSE TURN" SPACES** - If you land on a space with Reggie's picture on it, by exact count, and it says "Lose Turn", you must remain on that space and lose your next turn.
8. **GO BACK SPACES** - If you land on one of these spaces by exact count, you must go back the number of spaces indicated. If this brings you back onto a Thief Space, you must again draw an Invention Card and follow the procedure explained under Invention Cards.
9. **BANK SPACE** - Once you have passed the blue Bank Space near the end of the path, (you do not have to land on it by exact count), you have safely delivered the jewels, however, you must continue forward on the board to the Finish Space to win the game.

HOW TO WIN:

The first player to deliver the jewels to the bank and reach the mansion, **BY EXACT COUNT ONLY**, wins the game!

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