

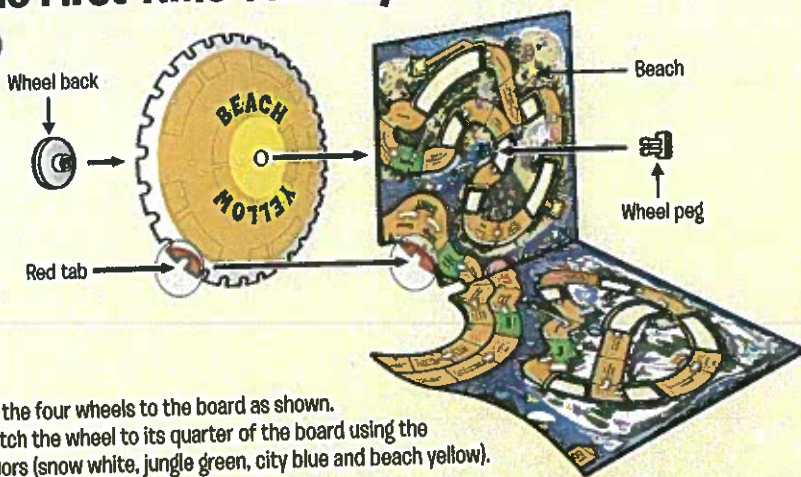


Contents

Board, 4 board wheels (beach, city, jungle and snow), 4 wheel backs, 4 wheel pegs, plastic spinner top, base, arrow and cog wheel, cardboard spinner dial, 4 rubber feet, 6 passports, 28 passport stamp tokens, 20 Promotion tokens, 6 cars, 6 boats, 6 planes, 52 people pegs and 12 pet pegs, 12 career cards, 72 story cards, 12 house tokens, 6 house stands, 1 money pack (including bank loans), 7 Spin to Win tokens, 1 retirement token, 1 age pawn and 6 reminder cards.

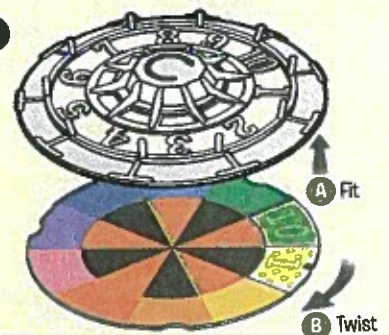
The First Time You Play:

1



Fix the four wheels to the board as shown. Match the wheel to its quarter of the board using the colors (snow white, jungle green, city blue and beach yellow).

2

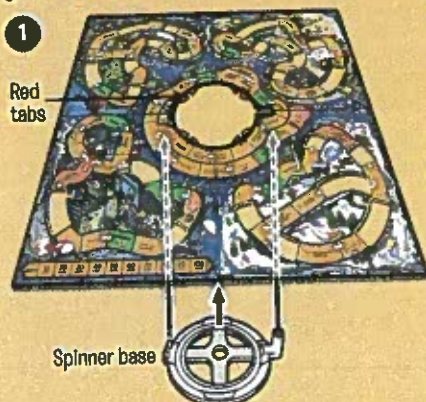


Fit the cardboard dial into the spinner top and twist into place. For correct fit, 1 lines up with yellow and 10 with green.

Setup: IMPORTANT!

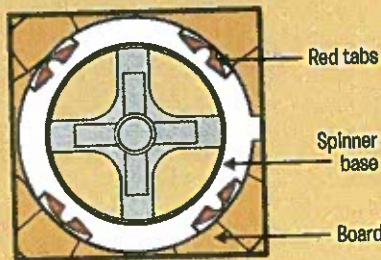
Follow these steps in order to make sure your game works perfectly!

1



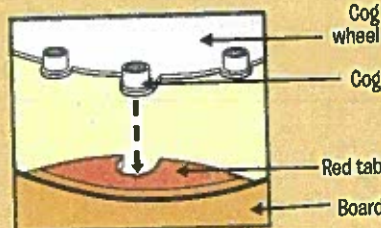
Push the 4 rubber feet into the holes on the underside of the spinner base. Then put the spinner base underneath the board. Rotate all 4 wheels until the red tabs on them show in the hole in the middle of the board.

2



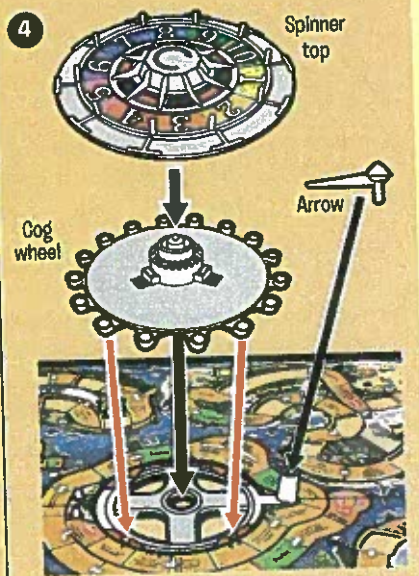
Make sure you can see each red tab entirely before you drop the cog wheel in.

3



The cog must sit in the middle of the tab.

4



The spinner hovers just above the gameboard.

Setup

1. Lay out the board, cards and pieces as shown on the right.

2. **Choose how long to play for.**
Put the retirement token on the age you agree on and the age pawn on the age track start space.

Recommended playing times, in years:
2 players - 40 **3** players - 50
4 players - 60 **5** players - 70
6 players - 80



3. Give each player a reminder card, \$10K, a people peg and a car, passport, house stand and Spin to Win token, all of the same color.



4. Choose someone to be the banker and give them everything shown in the banker's area below the board.

The banker pays money in and out of the bank and gives out all these things during the game.

5. Put a people peg in your car and put it on the start space, facing in the direction you want to go.

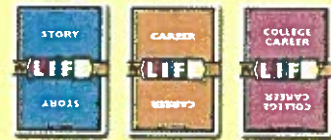
- If you're going to college, you don't get your career until you land on the Exams space.
- Get a career card right away if you start your career (see below).

6. Spin the spinner once each. The person with the highest spin goes first.



Face your car the way you want to go.

Before you start, push down on the spinner and twist until the volcano on the Beach erupts (is fully red).



Lay out the cards and shuffle each pile well.

Give the banker:



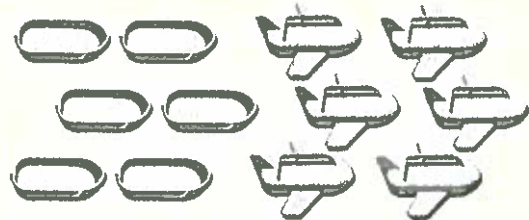
Money



Bank loans



Golden Spin to Win token



Boats and planes



Passport stamps



Promotion tokens



People and pet pegs



House tokens

Start a Career

If you're going down the career path, get your career now.

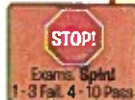
1. Take 3 facedown career cards.
2. Look at them, pick the one you want and put the rest at the bottom of the pile.
3. Keep your chosen career card in front of you and collect your salary each time you **pass or land** on a payday.

Payday

Start University

You'll get your career when you STOP on the Exams space.

When you do, follow the steps above, but choose from the **College Career cards**.



How to Play

This page is all you need to get started!

When you land on a new space, look at **Where Did You Land?** or turn over to find out about bank loans and houses.

How to Win

Go on the journey of a lifetime around the board. Have amazing adventures and live an extraordinary life. **The richest player when you retire wins!**



On Your Turn:


1. Spin the spinner and move that many spaces around the board, following the arrows. Look out for green spaces! Any number of players can land on the same space.
2. Follow the instructions on the space you land on (see next page for details).
3. Your turn is over. The player to the left goes next.

Special Spins

When you spin a: 
Set the board in a spin!

- Press down on the spinner and turn it **clockwise**. The wheels underneath the board turn, changing the spaces.
- Keep moving the wheels until you see the volcano space on the beach island filled with red.
- Collect the amount shown in the new eruption from the bank.
- Now move your car **1** space.



When you spin a: 
Another decade older!

- Move the age pawn one space up the age track.
- If you reach the retirement token, the game is over. See **Scoring** on page 6.
- Now move your car **10** spaces.

Game Over

As soon as the **age pawn** reaches the **retirement token**, the game is over. To end the game, go to **Scoring** on page 6.

To play for longer, move the token forward a few decades and keep playing until the age pawn reaches it.



OR



keep playing!

Quick Tips

STOP! Spaces



Stop whenever you see one of these signs. Look at **Stop Spaces** on page 4 for details.

Green Spaces




Do what a green space says even if you only **pass over** it.

Example: You land one space past a Payday... get your salary **AND** do whatever your landing space says.



Blank Spaces

 Get another player to read the red or black story on the top story card to find out what you did and what you earned (see **Special Spaces** on page 4).

Bank Loans

You can take a loan to pay for something, but there's \$10K interest on every loan! See back page for details.



Remember!

- Spin the board wheels when you spin a 
- Move the age pawn when you spin a 

Where Did You Land?

Green Spaces

Do what the space says when you pass over it or when you land on it.

Payday

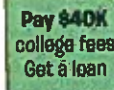
Payday

Collect the salary shown on your career card, depending on your promotion level.



Payday and Promotion

Congratulations. Take a promotion token from the bank. Collect your new salary from now on, whenever you land on a payday.



Pay College Fees

Take a \$50K loan from the bank. Pay the cash straight back to the bank to pay for your education! It could pay off!



Stop Spaces

STOP! even if you have moves left.



Follow the instructions on that space and end your turn.

SET SAIL



STOP! Clip a boat to the bottom of your car, move to any port space and take

a passport stamp (if there's one left). You can now travel by boat whenever you reach a port.



Exams

STOP! Spin the spinner.

• Spin 3 or lower - you flunked. Wait till

your next turn, then try again OR pay \$50K to the bank to pass your degree and choose a college career (see below).
• Spin 4 or higher - you passed! Choose a college career (follow the steps for Start a Career, but choose from 3 college career cards).

Get Married



Get married or celebrate anniversary



STOP! Put another people peg in the car next to you (your new husband or wife), then collect the amount shown on the space.

If it's your second time around, happy anniversary! Just collect your cash.

Travel Spaces



Port

When you land on a port space with a pink boat icon, you can move to any port, pick up a passport stamp and end your turn.



When you pass a port space, you can either:

- ignore this space, move your full spin and do what your landing space says.
- OR
- jump from this space to any port, pick up a passport stamp and end your turn.



Airport

Pink airport spaces work exactly the same way as ports. Just clip a plane to your sailing car and end your turn on any airport. Ignore the airport space if you don't want to stop there.



Special Spaces

Other amazing things to do!



Blank Space

Get another player to take the top card from the story card pile.

- They read out the red or the black story, depending on where the spinner stopped.
- Win or lose money as the story tells you, then end your turn.



Have a Baby



Add a people peg to your car. Do you want a boy or a girl? You choose!



Get a Pet

Add a pet peg to your car. There's a bonus for babies and pets at the end of the game.



Buy a House

You can stop and buy a house when you land on or pass over a house space. See page 5 for details.



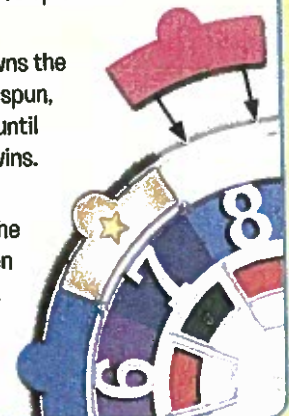
Spin to Win

All play to win the jackpot!

- If you landed on Spin to Win, get the golden Spin to Win token from the banker. Place that, and your own Spin to Win token, next to different numbers around the edge of the spinner.

These are your lucky numbers!

- All other players in turn place their Spin to Win token next to a number, starting with the player to your left.
- Spin the spinner. The person whose number comes up collects the jackpot.
- If nobody owns the number you spun, keep trying until somebody wins. Take all the tokens off the spinner when you're done.



Loans & Homes

Bank Loans

Taking Out Loans

If you have to pay more money than you have, ask the banker for a bank loan.

Example:

Another player sues you for \$50K, but you have nothing in your personal funds.

Ask the banker for a loan. They give you \$50K in cash and a loan certificate.

Use the cash to pay the player who sued you and keep the loan certificate in front of you.



Paying Back Loans

You can pay back a loan at any time, but you must pay \$10K interest on **every** \$50K loan.

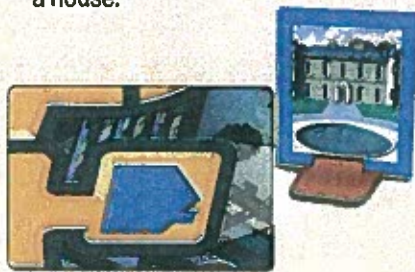
Give the banker \$60K and your loan certificate. You are now debt-free!

Buy a House



When you land on or pass over a house space, you can either:

- ignore it, move your full spin and end your turn on your landing space
- OR**
- stop here and buy a house.



Buying a House:

Pay the banker what it says on the space, pick a house token that matches that island and put it in your house stand on the space nearby.

Tips

- You can't buy a house in the same place as someone else.
- You can buy and sell houses as often as you like, but you can only own one house at a time. To buy a new one, sell your old one first.
- You can sell your house **at any time!** Keep your eyes on the board whenever someone spins a 1. When the wheels turn, the house prices change - you could make a fortune!

Selling a House

- To sell, give your house back to the bank and collect the price now showing on the house space.

House prices change whenever the wheels spin. If you buy and sell at the right time, you could make a fortune!



Scoring

Who Won? Add it All Up!

It's not just about the money - these figures are about the amazing life you lived.

1. Look in your passport to see what bonuses you got. Banker, pay up!

- \$500K if it's a sea plane (boat and plane).
- \$100K per passport stamp

OR

- \$500K if you have all 4 different passport stamps.

- \$100K for every child or pet in your car

OR

- \$600K for a full car.

2. Sell your house. Collect the value that's showing on the board from the banker.
3. Pay off any bank loans you have - remember the \$10K interest!
4. Count up your cash and compare totals.



Island Jump Game

Another cool way to play.

Don't use the age track at all! As soon as any player has collected 1 passport stamp from each of the islands, the game is over. Count up your winnings to see who's won!

Storage

Leave the wheels attached to the board, but take the spinner out. Everything fits back in the box.

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READ ME!

Tips & Fixes

Follow these tips and fixes to get set up and playing more quickly!

SETUP

- **Page 2 (point 3):** Oops! We made a mistake. The player using the **orange** car must use the **white passport and white Spin to Win token**. If you'd like replacements so that the colors match, please call Consumer Affairs - the number's on the box. (If there are less than 6 players, use the other colored game pieces and leave the orange car, white passport and white Spin to Win token out.)
- **Before you start playing:** Our cool new spinner changes your board when you twist it! So, every time you start a new game, lift up the spinner and make sure all 4 red tabs are visible underneath. Then check that the figure shown on the volcano space is 10K. This is VERY important because it means you can make more money when the volcano erupts during the game!

DURING THE GAME

- **Spinner:** The spinner should hover just above the board once it's set up. Spin it gently and do not push down on it - you'll get the best spin this way!
- **Volcano:** When you spin a 1, push down on the spinner and twist the board until you see the next red section on the volcano space. Collect the amount of money shown on the new red section!
- **When the board is twisted:** If someone twists the board and your car moves as a result, wait until they've finished twisting and move your car back to where it was. Ignore the new instruction and continue as normal on your next turn.
- **Full car:** Once your car is full with pegs, you cannot get any more pets or babies!

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