

OBJECT

Move your car from start to retirement and experience all sorts of unexpected adventures! The player with the most money at the end of the game wins!

SET IT UP

- 1** Slide the spinner securely into the corner of the gameboard.



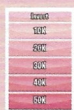
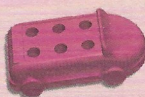
- 2** Split the Action, Career, and House cards into three decks, shuffle them, and put them facedown next to the board.



- 3** Choose a banker.

The banker's in charge of the bank's money. They can also give you a bank loan if you run out of money.

- 4** Each player gets:



1 car and matching
Invest card



1 peg
(any color)

1x



2x



5x



- 5** Each player chooses their path:

College Path

You'll be more likely to get a better-paying job. Pay the bank 100K in tuition fees immediately.

Career Path

You'll get paid sooner. Take the top two Career cards from the deck, choose your favorite, and place it faceup in front of you. That's your job! Return the other card to the bottom of the deck.

Career cards with a diploma are reserved for college grads only!



If you draw one, you can only take the other non-degree job. If both cards drawn have diplomas, draw one additional card until you reach a profession that doesn't require a degree.

Park at the start of the path you picked.

with spinner • 90 cards (55 Action cards, 20 Career cards, 15 cards) • 4 cars • 36 pegs • money pack

8+

F0800



PLAY

The youngest player goes first and play moves to the left.

On Your Turn

1 Spin and move that number of spaces along your path.

If you reach a STOP! space, you must stop there instead, even if you have moves left.



2

Where did you land?

Check the BOARD SPACES section when you land on each space.



Don't miss a payday!

Collect your salary any time you **pass** a Payday space.

3

Your turn ends, and the player to your left spins!

STOP! SPACES

When you come to a STOP! space, stop your car there even if you have moves left. At each STOP! space, you'll come to a different life event.

Spin to graduate

1-2: You failed your exams! Your turn ends. On your next turn, spin again to see if you pass!



3+: You graduated! Draw four Career cards and choose which one to keep. Return the other three to the bottom of the deck. Your turn ends.

Get married?

Yes: Pay the bank 50K for wedding expenses and pop a peg into your car. Spin again to continue down your path.

No: Spin again and continue down your path **without** adding a peg.



Grow your family?

Yes: Pop a peg into your car and pay the bank 50K—raising a family is expensive! Spin again to continue down your path.

No: Spin again and continue down your path **without** adding a peg.



Midlife spinout

Let's see how you deal with getting older. Spin the spinner, and check the center to see if your spin is red or black.

Red: You're on the road to a midlife crisis!

Black: Life's good! Hop on that highway!

Move the number of spaces you spun down your path.



Retire early?

Yes: Spin again and head down the path to early retirement!

No: Not ready to quit yet? Spin again and head down this path.

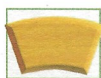


BOARD SPACES



Payday Spaces

If you **pass** a Payday space, collect the salary on your Career card from the bank. If you **land on** a Payday space, collect your BONUS SALARY instead!



Action Spaces

When you land here, take the top Action card from the deck, read it aloud, and do what it says. If there are two options, you must choose one. Return the card to the bottom of the deck when you're done.



Add a Peg Spaces

Who will join you along the way? Add one peg of any color to your car any time you land on a Friend, Pet, or Baby space—or two pegs if it's twins!



House Spaces

When you land here, you may choose to buy a house, sell a house, or do nothing.

To buy a house:

Take the top two House cards from the deck. Choose your favorite, and pay the bank the purchase price. Return the other card to the bottom of the deck. You may own more than one house!

To sell a house:

Spin the spinner, and check the center to see if your spin is red or black. Collect the sale price for that color, as listed on the House card, from the bank. Return the card to the bottom of the deck.



Career Spaces

When you land here, take the top card from the career deck, then choose to keep your current career or take the new one.

Remember: Career cards with a diploma are reserved for college grads only! If you draw one but didn't go to college, you must keep your current career.



Invest Spaces

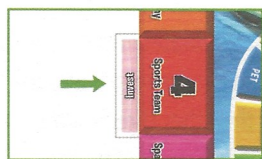
When you land here, decide if you want to invest. You could earn money every time a player spins your investment's number, but it will cost you upfront. Will your investment pay off?

Don't want to risk it?

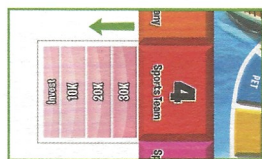
Keep your money and stay where you are until your next turn.

Want to invest? Pay 50K to the bank.

Choose an investment number and place your Invest card under that number on the gameboard, with the values covered. You'll be invested for the rest of the game. The earlier in life you can buy in, the better!



Every time a player (including yourself!) spins your investment's number, bump up your Invest card to display the next payout level, and collect that amount from the bank! The first time your number's spun, you get 10K. The second time, it's 20K, and so on. Once you hit 50K, you continue to collect that amount.



Landed here again? If you've already invested, you can either:
Bump up your Invest card to the next payout level and collect that amount immediately!

OR,

Use this opportunity to move your card to a different investment number at no charge. If you do this, you'll start at the first payout level of 10K again.

NOTE: You may only invest in one number at a time. Players can't invest in the same number.

Bank Loans

Take out a bank loan if you don't have enough money to pay a debt or buy something. The banker gives you cash from the bank plus one bank loan certificate for every 50K you need to borrow.

Pay the loan off at any time by returning each certificate to the bank along with 60K in cash. Any loans you have left at the end of the game will be taken off your final cash count.

WIN

Retirement

When you reach the Retire space, park there and relax while you wait for everyone else to retire. Collect your retirement bonus from the bank.

1st to retire: Collect 200K

2nd to retire: Collect 100K

3rd to retire: Collect 50K

4th to retire: Collect 10K

You must still participate in other players' Action cards and continue to collect investment payouts if your number gets spun!

The End of the Game

Once everyone has retired, everyone pays their debts and adds up their wealth by doing the following:

1. Sell your houses.

Spin to find out how much they're worth, and collect cash from the bank.

2. Collect 50K for each peg in your car (not including your own peg).

3. Pay the bank 60K for each loan you have.

4. Count your cash!

The player with the most cash wins! If there's a tie, the player who retired first is the winner.

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