Prize Property
Instructions

TO SET UP THE GAME:
1. A player is appointed BANKER and he gives each player $15,000,000 from the BANK.
2. The “Opportunity” cards should be shuffled and placed with “Opportunity” up. The “Town Meeting” cards should be shuffled and placed with “Town Meeting” up.

Example:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>First roll</td>
<td>1</td>
</tr>
<tr>
<td>Second roll</td>
<td>3</td>
</tr>
<tr>
<td>Third roll</td>
<td>1</td>
</tr>
<tr>
<td>Fourth roll</td>
<td>2</td>
</tr>
</tbody>
</table>

Player elects to stop with a total of seven and collects $7,000,000 from the BANK. If, on the fourth roll, the player had rolled a red ball, he would not receive any income.

3. Each player is assigned a specific area of the board containing three building sections and building lots of a specific color (red, yellow, orange or blue).
4. Assemble cardboard buildings as illustrated on last page.
5. Overlays representing undeveloped land are placed on the playing board in appropriate places. Overlay dots match color sections.

OBJECT OF THE GAME:
Be the first to construct all nine buildings.

TO PLAY THE GAME:
Each player in his turn does the following:
1. Rolls the “Income” dice for money. The “Income” dice is the special dice with a red ball on one side and numbers on the other faces. The player rolling for income may roll the dice as many times as he wishes, adding up his points. Each point is worth a million dollars. However, if a player rolls a red ball, he does not receive any income from the dice in that turn.

CONSTRUCTING RESORT BUILDINGS:
If a player has previously improved or removed an overlay, a section of land, he may build by placing the appropriate building on that particular piece of property during his turn. Note that he can build only three buildings on each section of land. The three sections are:

1. Water Front Property Resorts: This is the area closest to the middle of the board. Resorts in this area cost $5,000,000 each. It is considered a high-risk area. You have a greater chance of disaster in this section than the others, but the cost is less. The resorts in this area are:
   Tennis & Swim Club  Marina  Camp Grounds
2. The middle section resorts cost $10,000,000 each. It is a low-risk area. The resorts in this area are:
   The Golf Course  Health Spa  Dude Ranch

IMPROVING PROPERTY:
In his turn, a player may improve any one section of property in his area by paying the BANK $5,000,000 and removing that particular overlay from the Board. Nobody may bring legal action against a player for improving his property (see “Town Meeting” cards).
WINDING THE GAME:

The winner is the first to complete all nine buildings on the board with the lowest buildings on the line. Any building that is placed on top of another building is removed from the game. The player with the lowest total score wins.

TOWN MEETING CARDS:

1. Whenever a player builds a house, the landlord places a card on the player's hand. After the landlord has placed all the cards, the player must select a card to discard. If the player's hand contains a card that matches the color of the building being built, the player can discard a matching card. If the player's hand contains a card that does not match the color of the building being built, the player must discard a card of a different color.

2. After the player has selected a card to discard, the landlord places a card on the player's hand. The player must then select a card to discard again. The process continues until the player has discarded all of their cards.

3. Once a player has discarded all of their cards, the landlord places a card on the player's hand. The player must then select a card to discard. If the player's hand contains a card that matches the color of the building being built, the player can discard a matching card. If the player's hand contains a card that does not match the color of the building being built, the player must discard a card of a different color.

4. After the player has selected a card to discard, the landlord places a card on the player's hand. The player must then select a card to discard again. The process continues until the player has discarded all of their cards.

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6. After the player has selected a card to discard, the landlord places a card on the player's hand. The player must then select a card to discard again. The process continues until the player has discarded all of their cards.

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