SET UP

1. Each player chooses a playing piece and places it upon the 
   Trust Me Investment Company in the middle of the board. 
   Each player then takes the claim marker of the matching 
   color and places it onto the table in front of him or her. 

2. Shuffle the pack of "Trust Me" cards and place them face 
   down, by the side of the board. These cards form the 
   draw pile. (Disregard the blank card.) 

3. Spread out the 16 "Payoff" cards, face down, on the table. 
   More than one can be used for all of the pieces, 
   and there is no limit to the number of the pieces. 

4. After inserting the "Payoff" cards, you will have 4 left over. 
   Without looking at them, place them upside-down face down 
   on the table—outside the draw pile—so that the rest of 
   the game cannot see them. 

5. With the pieces still face down, move them around again. 
   Then, without turning them over, place one onto each of the 
   properties pictured on the board. 

6. Choose a player to be the Banker. The Banker 
   a) separates the shares by number and hands each player two 
      5-share sets, 
   b) arranges the money by denomination and hands each player 
      two $5 bills.

   During the game, the Banker must take care not to mix his or her shares 
   and money with those that belong to the Bank. 

7. Each player rolls the die. Whoever rolls the highest number 
   goes first, playing in turn, to that player's left. 

*Optional Rule: Before anyone rolls, each player secretly may look 
   beneath one property's briquette.
PLAYING

Before you try to play, please read through the following rules very carefully.

To start your turn, roll the die and move your playing piece the number of spaces that you roll. You may move either forward or backward, but not diagonally. What you do next depends on where you land:

Crimson Circle, Green Horn Avenue, Gold Dust Drive and Blueberry Boulevard spaces. In front of each property are three colored spaces. Whenever you land on a colored space by exact count, first look to see if that property is claimed. If there's a claim marker on that property's briefcase, your turn ends. If there's no claim marker, you have a choice:

a) If you wish, you may secretly look beneath that property's briefcase. In this way you can learn the property's true value. After looking, replace the briefcase face down, and end your turn.

b) On your next turn, you may, if you wish, claim that property. To do so, simply place your claim marker onto the briefcase. Then roll and move in the usual way.

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White spaces and Wild Goose Chase spaces. Whenever you land on a white space, immediately end your turn.

Hot Tip spaces. Whenever you land on a Hot Tip space, you may look under any of the marked spaces in the specified area. As soon as you do, your turn ends. Do not move your playing piece to that area.

Occupied spaces. Whenever you land on a space that's occupied by another player, immediately send that player onto a "Wild Goose Chase." To do so, move his or her playing piece to one of the four Wild Goose Chase spaces—only one that's already occupied.

a) If your opponent has claimed a property and you have not, that property becomes yours. Simply remove your opponent's claim marker and replace it with your own. Do not look beneath the briefcase or move your playing piece.

b) If both you and your opponent have claimed properties, remove your opponent's claim marker and leave yours where it is.

In either case, your turn ends.

Trust Me Investment Company space. After claiming a property, return to this space. As soon as you do, you can immediately try to convince your opponents to invest in your claim.

a) When you have a claim, you don't have to land on this space by exact count; you may stop moving as soon as you reach it.

b) More than one player may occupy this space at one time.

Investing

The secret to this game lies in shrewd and careful investing. Investing takes place as soon as someone returns to the Trust Me Investment Company with a claim.

At this moment, all movement stops. Then, starting to the left of this player, everyone in turn decides whether or not to purchase shares in the claimed property. The player with the claim is the last to decide about investing.

a) To invest in an opponent's claim, give that player $1 for every share you want. Then take your shares from the Bank and add them to any you already have.

When you give an opponent money, place it onto the center of the board—a "reserve account"—until the property's value is exceeded. This is to prevent that player from using your money to buy shares in his or her own claim.
b) To invest in your own claim, give the Bank $1 for every share you want. Then take your shares from the Bank and add them to any you already have.

c) If you don't want to buy any shares, you don't have to. Simply keep the shares you already have.

d) If you prefer, you may "divest." In other words, you may cash in some or all of the shares you already have. You would "divest" only if you know or suspect that the claim is so poor that it would carry a penalty. To "divest," simply return your unwanted shares to the Bank in exchange for an equal amount of money.

After everyone has had a chance to invest, the holder of the claim turns over the briefcase, thus revealing the value of the property. As explained below, your investment's payoff—or penalty—depends entirely on the number of shares you have at this moment.

### INVESTMENT PAYOFFS AND PENALTIES

<table>
<thead>
<tr>
<th>Stack of Bills</th>
<th>Payoff</th>
</tr>
</thead>
<tbody>
<tr>
<td>One Stack of Bills</td>
<td>From the Bank you receive money equal to the number of shares you own. Keep all your shares.</td>
</tr>
<tr>
<td>Two Stacks of Bills</td>
<td>From the Bank you receive, in money, exactly the number of shares you own. Keep all your shares.</td>
</tr>
<tr>
<td>Empty Briefcase</td>
<td>You receive no money, but may keep all the money and shares you already have.</td>
</tr>
<tr>
<td>&quot;You've Been Had!&quot;</td>
<td>Return all your shares to the Bank, but keep all your money.</td>
</tr>
</tbody>
</table>

*Note:* Someone returns to the Trust Me Investment Company with a claim. You haven’t yet seen under that property’s briefcase, so you have no idea of the property’s value. The claimant naturally tries to convince you and the others that this property is an incredibly valuable investment. After all, the more money you invest, the more money he or she stands to make!

Although you don’t really trust this “hot tip,” you decide to invest anyway. Your partner earlier in the game, a different opponent, saw under that briefcase. And he just invested heavily. So you do, too—hoping his memory is accurate.

From previous investments you have $60 and 25 shares. You decide to buy 50 more shares. You pay $120 in the “reserve account” and take your 75 shares from the Bank. You now have a total of $10 and 75 shares.

After everyone has had a chance to invest, the claimant turns over the briefcase.

a) If the briefcase contains two stacks of bills, you’ll get $150 from the Bank.

b) If it contains one stack of bills, you’ll get $75 from the Bank.

c) If the briefcase is empty, you’ll get no money from the Bank.

d) If the briefcase announces “You’ve Been Had!” you’ll have to return all 75 shares to the Bank.

As you can see, your payoff or penalty depends on the number of shares you own.

As soon as the payoffs and penalties are paid, the claimant takes the money from the “reserve account,” then removes the claim marker, the “Payoff” card and the briefcase. The briefcase and “Payoff” card are placed upside down, face down, and out of play for the rest of the game.
SPECIAL NOTES ABOUT INVESTING

1. Notice that your payoff or penalty depends on the total number of shares you own. Not only on the shares you already own or the ones you just bought, but on the total.

2. As you can see, a “You’ve Been Had!” briefcase carries a serious penalty. So if you expect one to appear, don’t invest in that property.
   Instead, “divest” by cashing in your shares to the Bank. You don’t have to cash in all your shares. But if you have any shares when a “You’ve Been Had!” appears, you’ll lose them.

   However, let’s say you’re not sure of what’s going to appear, and decide to cash in only some of your shares. If the claim turns out to be a good investment, you’ll receive a payoff according to the number of shares you have left.

Trust Me Cards
Whenever you roll a “1,” don’t move your playing piece. Instead, draw the top card from the draw pile and follow its directions.

a) If a card tells you to move to a particular property, you may either look beneath its briefcase and end your turn, or claim the property sight-unseen and roll again.

b) If you draw a “Bankrolled” card and fail to roll one of the required numbers, go immediately to any Wild Goose Chase space. If at that moment you have a claim, you lose it and must remove your claim marker from the board.

c) If you draw a “Challenge Another Player” card, you may challenge any other player in an attempt to take his or her claim. You may do so only if you do not currently have a claim of your own. The challenge is very brief. Each of you rolls the die. If your roll is higher, you may take the claim. When this happens, remove your opponent’s claim marker, substitute your own, and send that opponent to any Wild Goose Chase space. If, however, your opponent’s roll is higher, he or she keeps the claim and sends you to any Wild Goose Chase space.

Remember: If you already have a claim when you draw this card, go straight to the Trust Me Investment Company, and try to convince everyone to invest in your property.

WINNING
The game ends when only two briefcases remain on the board. At this moment, everyone adds together his or her money and shares. Whoever has the highest combined total wins the game.

INVESTMENT STRATEGY
Sometimes you know exactly what a property is worth; sometimes you have no idea at all. The less you know about the briefcase in question, the greater the risk if you invest.

1. After claiming a property, you don’t have to return to the Trust Me Investment Company right away. If you have a chance on subsequent turns to look under other unclaimed briefcases, you may do so. Sometimes the delay will pay off. After all, the more properties you’re familiar with, the better an investor you’ll be.

2. If you think a briefcase contains a “You’ve Been Had!”, you better cash in your shares. Otherwise you’ll pay a penalty.

3. Remember which “Payoff” cards have already turned up. Example: There are only two “You’ve Been Had!” cards. If both of them have already turned up, there’s no need for you to cash in your shares.

4. Remember who has seen what. If you claim a property sight-unseen, a player who knows its value may tip you off by his or her investment decision.

5. If you think an opponent has claimed a property with an empty briefcase, you probably shouldn’t invest. You’d just be paying cash to that opponent with no chance of a return on your investment.

We will be happy to answer any questions about TRUST ME!
Write to Parker Brothers, P.O. Box 305, Beverly, MA 01911.
Attention Consumer Response Department.