

**AGES 8+ 45 MINS\***  
**2-6 PLAYERS**

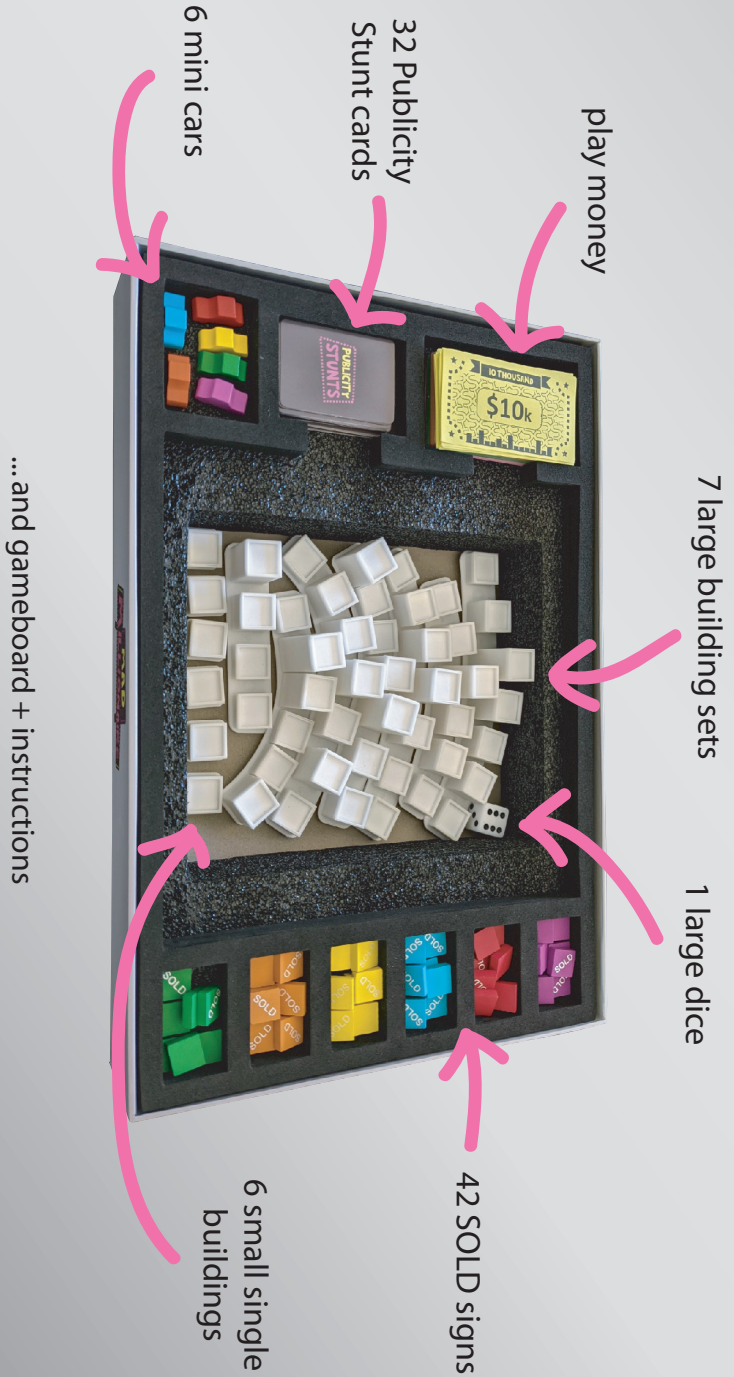
*\*Allow longer to learn and play the first time. Game length is an estimate which will vary depending on the number and experience of players. Please note that the speed of the game is designed to accelerate as it goes along and players can suddenly catch up just as quickly as they fall behind, so never give up!*

# MAD MILLIONAIRE

THE NEW  
**GET RICH QUICK**  
FAMILY BOARDGAME



# CONTENTS



play money

32 Publicity  
Stunt cards

6 mini cars

7 large building sets

1 large dice

42 SOLD signs

6 small single  
buildings

... and gameboard + instructions

# SET UP

## 1. BUILDINGS

Add the six small single buildings to their marked locations on the board. Match the large building sets to their unique locations by checking the letter imprinted on the base of each set.

*Each building represents a business which players can buy or lease to increase their income in the game. The height of each building gives a quick indication of how much they cost to buy or lease (actual prices are shown on the road next to each building).*

## 2. CARDS

Shuffle the Publicity Stunt cards and deal 2 cards face up at the bottom left corner of the board (2-3 player games). Deal 3 cards for 4 player games and 4 cards for 5-6 player games. Shuffle the cards extra well when they are first opened.

## 3. MONEY

Separate the money into piles of \$10k, \$50k, \$100k and \$200k and place them next to the board. This is the bank. Give each player \$10k to start.

## 4. CARS & SOLD SIGNS

Each player takes a car and a matching coloured set of 7 SOLD signs to buy and lease businesses with. Players' cars begin next to the START space.

## 5. CHOOSE ONE SMALL BUSINESS TO OWN

Before starting, place your first SOLD sign (free of charge and SOLD side up) on any one of the 6 small single buildings.

*You get this first business for free, but treat it like any other business you buy. It can be sold, earn income and it's SOLD sign can be moved to other locations throughout the game.*

## AIM

Turn ten thousand dollars into a million dollars! The first player to land on the FINISH space with one million dollars (10 x \$100k) wins the game!

## STARTING

After following the SETUP instructions, each player must roll the dice to determine who starts. Highest roller starts then play continues clockwise. Count the START space as '1' when you move.

## I. ROLL & MOVE

The board is a free-roaming city and players may go wherever they like. Take turns rolling the dice and moving your car around the city.

*Roads may be driven on in either direction apart from the street marked ONE WAY (the street where the circus and the FINISH space are found). Players may NOT stop on a space without rolling the right number to land there, unless stopping to complete a publicity stunt. Players may switch direction between turns but U-turns are not permitted during your go eg. if you roll a 5 you could NOT move forward 3 then back 2.*

### ROLLING A SIX

Upon rolling a six, players may move as usual then also; take a bonus \$10k from the bank OR choose an opponent to miss a turn!

*Players can be made to miss multiple turns in a row, however a player may not be chosen to miss a turn if they are currently waiting to be skipped. Once they have been skipped, if another six is rolled they could be chosen again before having a turn.*

## 2. COMPLETE PUBLICITY STUNTS

Players generate income from each business they have on the board by completing publicity stunts. Race to the locations shown on Publicity Stunt cards to get paid. **You are NOT required to roll the right number to stop and complete a publicity stunt.**

The first player to reach the location shown on a Publicity Stunt card collects payment for completing that stunt. After collecting payment, discard the used Publicity Stunt card and turn over a new one. If you run out of Publicity Stunt cards, shuffle and reuse the same deck.

If a player rolls a six and stops at the location shown on a Publicity Stunt card, they are allowed to reveal the next Publicity Stunt card before deciding how to use their six.

### RETURN TO START IF ...

Return to the start **ONLY** when the following special situations occur. Otherwise, race towards the next publicity stunt from wherever you are.

#### 1. You're on a publicity stunt location when it gets turned over.

If a player's car happens to be at the location shown on a Publicity Stunt card when it gets turned over, they must place their car next to the **START** space and do **NOT** collect payment.

#### 2. More than one Publicity Stunt card shows the same location.

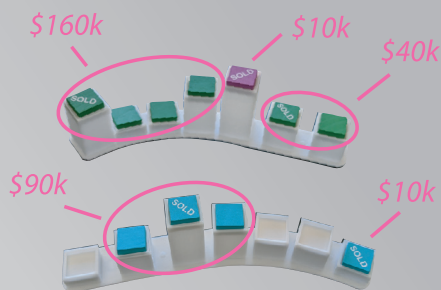
A player who reaches that location may collect one lot of payment only. Discard just one used card then place their car next to the **START** space.

## 3. COLLECT PAYMENT

After completing a publicity stunt, tally up the total income from all the businesses you have on the board and collect payment from the bank.

A single business earns \$10k each time you complete a publicity stunt. Two or more businesses next to each other earn \$10k each, multiplied by the number of businesses next to each other, as shown below. Your income is the same whether the businesses were bought or leased.

<b>1 by itself</b>	<b>\$10k x 1 = \$10k</b>
<b>2 together</b>	<b>\$20k x 2 = \$40k</b>
<b>3 together</b>	<b>\$30k x 3 = \$90k</b>
<b>4 together</b>	<b>\$40k x 4 = \$160k</b>
<b>5 together</b>	<b>\$50k x 5 = \$250k</b>
<b>6 together</b>	<b>\$60k x 6 = \$360k</b>
<b>7 together</b>	<b>\$70k x 7 = \$490k</b>



As you earn money, try to buy or lease more businesses to increase your income in the game. Keep completing publicity stunts to get paid.

## 4. BUY & LEASE BUSINESSES

Players may buy or lease any business they land on by paying the price shown on that space to the bank. Try to buy or lease businesses which are next to each other to multiply your income **OR** buy in strategic locations to block opponents from having too many businesses together!

## REAL ESTATE



Upon landing on a Real Estate space, players may buy or lease one business anywhere on the board OR sell one business they own.

### SOLD SIGNS

Place a SOLD sign face up on a building if it was bought, or SOLD side down if it was leased.



bought



leased

### MOVING SOLD SIGNS

Once your 7 SOLD signs are all on the board, they can still be moved to better locations throughout the game. Old leases can be ended and businesses you buy can be sold, or you might opt to move without selling.

## LEASING

Leasing is cheaper than buying and you may end one or more lease at any time during your turn to collect a full refund of the lease price from the bank. But beware, leased businesses remain available for anyone to buy!

*A business may NOT be leased if there is no lease price on the space or if it is already bought or leased by another player.*

### ENDING A LEASE

To end a lease, simply remove your SOLD sign from one or more leased business at any time during your turn and collect a full refund from the bank for each lease that was ended.

*You might buy or lease a new business on the same turn. In that case, simply pay or collect the difference between the refund and the new payment to save double handling the money.*

## BUYING

Businesses you buy can NOT be bought or leased by other players. But beware, buying is more expensive than leasing and you may NOT sell a business you've bought at any time during your turn to collect any money.

### BUYING A LEASED BUSINESS





If you buy a business an opponent has leased, the opponent is forced to end their lease. They must remove their SOLD sign from the building but may collect a full refund of the lease price from the bank.

To buy a business you leased yourself, you only need to pay the difference between the buy and lease price then flip your SOLD sign face up.

## SELLING

Businesses you buy can be sold for a profit, however you must nominate to sell instead of rolling and moving OR land on a Real Estate space and choose to sell (so you can never buy/lease and sell in the same turn).

Only one business may be sold per turn and the selling price is determined by a roll of the dice, which could result in a loss or just getting back the money you payed.

	HALF the buy amount rounded up to the nearest \$10k		FULL REFUND of the buy amount.
	DOUBLE the buy amount.		TRIPLE the buy amount.

Players must say which business they are going to sell then roll the dice to determine the selling price. Whatever the result, their SOLD sign must be removed from the building and payment is collected from the bank.

## MOVE WITHOUT SELLING

Players may move the SOLD sign off a business they have bought at any time during their turn without selling, but do NOT collect any money.

You might choose to move without selling if you get a chance to buy or lease in a favourable location, but you've run out of SOLD signs and don't have any leases you'd like to end. The first business you got for free can be a good option to move without selling.

## WINNING

The first player to land on the FINISH space with \$1 million wins the game!

Players must roll the right number to land on the FINISH space to win. The FINISH space is on a ONE WAY street. If players overshoot the finish they must drive around the block to try again.

## BUYING & LEASING TIPS:

1. Save money by leasing instead of buying so you can afford to get more businesses on the board quickly and increase your income faster.
2. Lease anything you land on until you have run out of SOLD signs, since a lease can always be ended for a refund and moved to a better location later on.
3. Consider buying to sabotage an opponent, to prevent being sabotaged by opponents, or if you hope to sell for a profit later on.
4. Beware of wasting money to buy when a lease will do. It can be handy having leases to end when you want to move or need a bit more cash to win the game!

## RULE VARIATIONS TO TRY:

1. Make the game longer or shorter by changing the amount of cash required to finish. This may also affect the tactics you employ to win.
2. Reduce the level of luck required to win by NOT requiring players to roll the right number to finish and/or by allowing players to ignore the ONE WAY sign where the FINISH space is.
3. Change what happens when you roll a 6, or play without that rule to make it harder to gang up on players who are doing well.



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