

# GAMBLER™

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Ages 10 to Adult/2 to 4 Players

## OBJECT

Be the first player to win \$1,000

## EQUIPMENT

4 Playing Pieces (\$-shaped), 4 Sweepstakes Markers, Dice Shaker, Game Board, 2 Dice, 24 Fortune Cards, 6 Horse Race Cards, 14 Lottery Tickets, 4 IOU Cards, Play Money.

## PREPARATION

1. Place the Dice Shaker on the center of the board with dice *not* showing in handle.
2. Separate the 4 IOU Cards and 6 Horse Race Cards from the deck of Lottery Tickets. Shuffle the Lottery Tickets, Horse Race Cards and Fortune Cards separately. Place each deck of cards face down on the appropriate space.
3. Choose a Banker to handle all money going into or out of the Bank. Before play begins, the Banker gives each player \$100 in the following denominations: One — \$50, Two — \$20, and One — \$10.
4. Each player places his or her chosen \$-shaped playing piece on the "Start" space, holding the color-matched Sweepstakes Marker for future use. High roll of the dice goes first. Play then follows to the left.

## PLAY

1. At the start of his or her turn (but at no other time) a player may elect to purchase Lottery Tickets from the Banker for future use. Each ticket costs \$10. A PLAYER MAY HOLD NO MORE THAN THREE TICKETS AT ONE TIME.
2. Proceed to roll both dice.

### FOR ANY ROLL OTHER THAN DOUBLES

Move playing piece in a clockwise direction the number of spaces shown on the dice. Follow the instructions on the space where the piece lands. (Players landing on "Sweepstakes" or "Lottery" spaces must follow special rules on the next page.)

## ROLLING DOUBLES

Players rolling doubles on the first roll of a turn must either:

1. Make one additional roll in an attempt to throw doubles again. If successful, Bank pays \$500 and turn ends. If not, turn simply ends.

OR

2. *Hold a Sweepstakes.*

## SWEEPSTAKES

1. A Sweepstakes may occur when a player rolls doubles, lands on the Sweepstakes space, or draws an appropriate Fortune Card. A Sweepstakes is everyone's chance to win big money! Each player pays the Bank a \$10 entry fee. All players must participate when a Sweepstakes is called, even if forced to take out an IOU to do so.

2. Starting with the player who called the Sweepstakes, each player places his special Sweepstakes Marker on any one of the twelve betting spaces around the Dice Shaker. *Only one marker may be placed on each betting space.*

3. The player who called the Sweepstakes shakes the Dice Shaker and turns it upright so that the six dice fall into the handle. Then the Shaker is placed back on the special board space for all players to see. The Banker pays all winners amounts shown.

4. At the conclusion of the Sweepstakes, players take back their Sweepstakes Markers and play continues in usual order. (See back page for Sweepstakes Betting Positions and Prizes.)

## LOTTERY

1. When a player lands on Lottery space, a Lottery is held only if one or more players hold *previously purchased* Lottery cards. (Review point #1 under "Play" if necessary. New cards may not be bought at this time.) If no players hold Lottery tickets, play continues in the usual order.

2. The player who landed on the space shakes the Dice Shaker, places it back on the board and calls out the numbers that appear on the dice. Players win \$50 for each winning ticket. A winning ticket is one on which both numbers appear *in any order* in the Dice Shaker.

### EXAMPLE

The dice read: 6-4-3-5-2-3. Some winning tickets would read: "4-6", "3-5" and "5-6". A player holding ticket "1-2" WOULD NOT win.

3. After each Lottery, *all* tickets are collected, reshuffled, and placed face down on the board.

## HORSE RACE

1. A Horse Race occurs when a player lands on either "Off to the Races" or "Daily Double". Each player pays a \$20 entry fee to the Bank. *All players must participate* when a Horse Race is called, even if forced to take out an IOU to do so.
2. Player landing on Horse Race space deals one Horse Race card to each player, then rolls *one* die. Player holding card matching number rolled wins \$80. If no player holds winning Horse Race card, no winnings are paid and Bank keeps all entry fees.
3. At conclusion of event, all cards are returned to the deck and shuffled.

## FORTUNE CARDS

When instructed to do so, a player takes one Fortune Card, reads it aloud, follows its instructions, and returns it to the bottom of the deck.

## START SPACE

After play begins, each time a player lands on or passes "Start", the Bank pays that player \$100. This \$100 is lost if not collected before the next player rolls.

## RUNNING OUT OF MONEY- IOU CARDS

A player needing additional money may take out an IOU at any time. Banker issues an IOU card and \$200. A player may have *only one IOU at a time*, but may borrow more than once during the game. IOUs may be paid back to the Bank, along with \$20 interest, at any time. A player holding an IOU cannot win the game. A player who loses all of the borrowed money is out of the game.

## WINNING THE GAME

The first player to reach \$1,000 with no outstanding IOUs wins the game. If more than one player goes beyond \$1,000 at the same time (for example, after a Sweepstakes), the player with the most money wins.

We will be glad to answer inquiries concerning these rules.  
Parker Brothers, P.O. Box 900, Salem, Mass. 01970.

# **SWEEPSTAKES BETTING POSITIONS AND PRIZES**

## **HIGH NUMBER** (6 Blue Spaces)

Here, players bet that the highest numbered die in the Shaker handle will be in the position bet on. Winners receive \$300. If the highest number appears more than once, each player who bet on a position where the highest number appears wins \$300.

## **SPLIT** (4 Green Spaces)

This bet is that the highest numbered die in the Shaker will appear in at least one of the two positions covered by the "Split". Winners receive \$150. In case of a tie, all players who tied win \$150 each.

Note: While only one marker may be placed on each "Split" space, other markers may be placed on the blue "high number" spaces covered by the "Split".

## **STRAIGHT** (1 Red Space)

A straight is three consecutive numbers in a row. Winner receives \$450.

### **EXAMPLES**

The dice read: 1-3-4-5-5-2. The numbers "3-4-5" are in a row. Player betting "Straight" wins.

The dice read: 1-6-3-2-1-5. The numbers "3-2-1" are in a row. Player betting "Straight" wins.

The dice read: 2-1-3-4-6-5. Numbers "2-3-4" are separated by "1". Player betting "Straight" loses.

## **PAIRS** (1 Yellow Space)

For pairs, the same number must appear twice in a row. Winner receives \$200. Two or more pairs, or three or more dice of the same number, *do not* increase winnings.

### **EXAMPLE**

The dice read: 4-3-3-5-4-2. The "3" appears twice in a row. Player betting "Pairs" wins.