

THE MAD MAGAZINE GAME

2 to 4 Players — Ages 8 to Adult

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OBJECT

To be the first player to lose—repeat, **LOSE**—all your money.



HEY, GANG, THIS WORD IS VERY IMPORTANT.

EQUIPMENT

1 game board • 2 dice • 4 playing pieces • play money • Card cards

SET UP

4. Shuffle the Card cards. Then create a *draw pile* by placing the Card cards face down on their space in the center of the board. (The center is in the middle.)

3. Select a player—preferably someone honest—to be the Banker. The Banker:

- c) separates the money by denomination;
- b) places 1 \$500 bill under **TOUGH LUCK**; and
- a) hands each player 1 \$5,000 bill, 4 \$1,000 bills and 2 \$500 bills, making a total of ~~\$9,000~~ \$10,000 for each player.

The rest of the money belongs to the Bank. During the game, the Banker must not mix his or her money with the Bank's money.

2. Each player chooses a playing piece and places it onto **START**.

1. Each player rolls 1 die. The lucky dog who rolls the *lowest* goes first; play then proceeds, in turn, to the first player's *right*.

PLAYING



CAUTION: *Play at your own risk—especially if you don't yet know the object of the game.*

To start playing, roll both dice and move the number of spaces that you roll.

b) Roll only with your *left* hand. Whenever you roll with your right hand, each of your opponents gives you \$500.

a) Move in a *counterclockwise* direction around the outside track. (If you move in a clockwise direction, you're a nerd person and may never play this game again.)

No matter what space you land on, follow its directions immediately. A few of the spaces require explanation:

z) If you're told to take a Card card, take the top one and follow its directions *immediately*. Then return it, face up, to the bottom of the draw pile. Simple, right?

y) Unless you land on a double arrow, continue moving around the outside track

x) If you land on a double arrow, *immediately* roll 1 die (with your left hand) and move according to your roll.

w) If you start your turn on an inner track, roll 1 die only.

v) **ANYWHERE** is one of the corner spaces on the board.

u) Suppose you're told to **SEND EVERYONE ELSE TO ANYWHERE**. First they all go there immediately. (That makes sense, doesn't it?) Then each—as his or her regular turn—rolls to go to **START**. After that, it's your turn again.

t) If you have to switch chairs, don't take your money with you. And speaking of money (\$), the person who ends up in the Banker's chair becomes the Banker. For goodness sake, keep an eye on that person. Even in this game, cheating is a no-no!

s) Whenever some poor slob takes the money from under **TOUGH LUCK**, the Banker (whoever it is) immediately replaces that money with \$500 from the Bank.

r) When you place your playing piece onto **START** at the beginning of the game, you lose no money; you lose only your sanity and/or your pride.*

(Temporary end of the section on board spaces) As soon as the Card cards in the draw pile are all facing up, shuffle them, turn them face down and—if you feel like it—continue playing.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Don't panic if you and your opponents find a board space or Card card to be confusing. Don't fight either. Take a vote and play according to the majority rule. (To most people, a majority is anything over 50%. However, because you're sufficiently intelligent and persistent to have read this far, you're clearly not most people. Therefore, to determine in your own mind what constitutes a majority, take a vote and decide according to the majority rule.)

WINNING

The winner is the first player to lose all of his or her money.



THIS WORD IS STILL VERY IMPORTANT.

*

Believe it or not, we will be happy to answer questions about this game. Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915. Attention: Consumer Response Department



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