

VARIATION OF RULES

Play 15 years, go to 3 years of college.

Play 20 years, go to 4 years of college.

END OF GAME is Typically 10 years.

END OF GAME FINAL SCORE OR MONEY COUNT

\$1,000,000	Easy Street
\$500,000	You will do OK
\$400,000	Retirement won't be easy
\$300,000	Working part time in retirement
\$200,000	Retirement is years away
\$100,000 (or less)	What retirement!

APPROXIMATE TIMES TO PLAY \$STRIKE IT RICH

2 people = 45 minutes

4 people = 1.25 hours

6 people = 1.75 hours

8 people = 2 hours

(If Game Ends in a tie, all will play an additional year).



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You are 18 years old, just out of high school. Will you go to college or off to work?

Will you marry, divorce, get rich in the stock market, or get in trouble with the law?

You will only get a few years to \$STRIKE IT RICH in this classic style board game!!!

OBJECT OF THE GAME:

End the game with the most money. Each player gets 1 turn on each side of the gameboard each year until 10 years is completed. Between 2 and 8 players can play. Recommended for ages 13 and up.

GAME COMPONENTS

1 GAME BOARD, 2 DICE & CHARACTER TOKENS (one for each player),
1 MINIRULE - for a quick start to playing, **1 RULE BOOKLET** - explains the game play, **1 PICTUREGRAPH SHEET** - to better see game layout, **1 YEARLY MARKER TOKEN** - used to mark off the years played, **1 SCORE SHEET** - to track games played and high scores, **82 "STRIKE IT RICH" DRAW CARDS** - Draw Cards are obtained at Family and Lifestyle, **8 DENOMINATIONS OF MONEY** to be placed into money tray into the individual slots, **16 LOSE OR EXTRA PLAY CARDS** (4 Extra Wages, 4 Lose Wages, & Extra Investment and 4 Lose Investment), these Lose or Extra cards are obtained from banker - once used, return to banker, cards must be used at players next turn at the appropriate side of the board and not saved to be played later, **8 FORGIVE CARDS** - one for each player to start the game, **1 SPINNER** - to be used after a player shakes doubles, & **DIPLOMAS** for educated play (Each player chooses type of

High School educated play, & **DEGREES** for College education at start of game. Use Paper Clips to mark your marital status and number of kids.

Example to the LEFT is for a College Degree with this player being married and has 2 kids at this point in the game.

Example to the RIGHT is for a player character token of a plumber on a plastic stand included with the game.



GAME SET UP

- Set out the Board..
- Place the plastic holders on the 8 token characters..
- The banker will place the 8 different money denominations into the money tray holder..
- The banker gives each player with a Degree a -\$20,000 loan debt bill..
- The banker will place near the game board the 16 Extra or Lose Cards to be distributed when needed..
- Place the shuffled deck of "DRAW CARDS" on the gameboard in the Draw Card area..
- Put two of the paper clips onto each of the Degree or Diplomas. One on the marital side and one on the children side to keep track during game play..
- Each player either gets a diploma or a degree to start the game. If you have a degree it indicates that you are going to college and will not receive any wages typically the first two years of play..
- Place the spinner board in the game play area..

FINISHING THE GAME PLAY

- After every player has finished their turn after the 10th year, it will be time to use any of the "Draw Cards" that have "KEEP THIS CARD UNTIL END OF GAME".
- If any player drew the "You are a swindler!" Steal anyone's Bonus Card at the **END OF THE GAME**, then that card must be played first.
- After that, whoever started the game first then uses their **END OF GAME** cards and then the next player will get to use their cards until each player has played all of their **END OF GAME** cards.
- At this point all game play has been completed.
- Each player then adds up their money to determine how much each player has made during the game play.
- The player with the most money at the end of the game play is the winner.
- The banker can record all of the information on the scoring sheet to track each player scores over time.

"FORGIVE CARD"

Each player starts the game with a "Forgive Card". It can be used only once per game for each player. It can be used to stop any kind of personal action one time only. It could also be cashed in at any time for \$10,000.

20. Players read the DRAW CARDS aloud except the cards that say "KEEP THIS CARD UNTIL END OF GAME".

15. If you get a card that says go to MILITARY CAREER or VACATION IN PARADISE, go there for now. You can start playing again after missing 4 turns (1 yr). Your turn will begin in the corner you would have gone to.
16. After your turn at LIFESTYLE, it is considered that one year is done and so on. Move the yearly token.
17. After your turn is done, the next player rolls the two dice for their turn.
18. If you need an extra or lose card to use at a later time, get the card from the banker.
19. If you are married, and in debt and hand on Divorce, you go further into debt by 1/2. *Example: -\$20,000 + -\$10,000 = -\$30,000*
20. Players read the DRAW CARDS aloud except the cards that say "KEEP THIS CARD UNTIL END OF GAME".

LIFESTYLE

Roll two dice and do whatever the space you land on says.

If you land on a draw a card, you must do what it says.

At the end of your turn, you move to the next corner to await your next turn.

Once every player has completed their turn at LIFESTYLE, it is the end of one year. Move the token on the board to show that year is completed.

RULE EXPLANATIONS

1. If you get a draw card that has red on it, keep it till you are done with it.
2. Sometimes you'll get a card that doesn't pertain to anything. End of turn.
3. There may be times when you skip your turn, just go to the next corner.
4. Sometimes you will get to do nothing but go to the next corner.
5. Sometimes you will do more than one thing per turn. Example: Do what happens first, get married then draw a card.
6. There may be times when you get to have an extra turn.
7. If you get more than one EXTRA, they add up.
8. If you get more than one LOSE, you just lose once, other than on Lifestyle if get hit by a car.
9. Sometimes if you have an extra wage and lose wage, they just cancel each other out.
10. If you get a skip FAMILY card, you don't have to pay for children's insurance that year.
11. If you have an "Extra Investment" card and are at Investments and have no money, you must turn the Extra back into the banker and cannot be used later.
12. If it's your turn, let's say at WAGES and you have a card that says "Shake Twice for WAGES" or "Extra WAGES" you will get two turns in a row at Wages.
13. If you are in college on your first year of play and you received an "Extra Wage" or a "Double your Wage" card, you can start collecting Wages on your second year. So, you only miss the first years wages.
14. If you land on a space in the "LIFESTYLE" section that says to do something in another section, get a card from the banker that will remind you of what to do then.

- Place the yearly token marker on the board to track how many years have been played. 0-10 years...
- The banker will pass out a "Forgive Card" to each player...



Coin Token

TO START THE GAME

Everybody shakes one dice to see who is to go first. The highest number goes first.

BEFORE THE GAME STARTS: Everyone must decide if they are going to go straight to work or if they are to go to college.

- If you decide to work, you can start to earn a wage right away.
- If you decide to go to college, it will cost you \$20,000 right at the start of the game. You will also collect no wages for the first two years (or the first two times around the board - usually).

The banker will pass out either a High School Diploma or a College Degree to each player. Use the paper clips to show if you are single or married. Use the paper clips to show how many children you have.

Note:

*If you go to college, you will start the game with 1 tan Loan/Debt bill = -\$20,000.
If you go to High School, you will start the game with no money.*

...EVERYBODY STARTS AT NEW YEARS

Pretend that you just graduated from High School. At the start of the game, each player chooses a character token to use as a marker

Your turn: **ROLL BOTH DICE TO SEE HOW MANY SPACES YOU WILL MOVE.** Do whatever the space says to do.

When at Wages, High School educated players use the top row and College players use the bottom row.

If you roll doubles - at the end of your turn - you get a turn at the spinner.

AFTER YOU ARE DONE WITH YOUR TURN, GO TO THE NEXT CORNER TO AWAIT YOUR NEXT TURN.

After the first player is done with their turn, then the next player starts their turn by rolling the dice.

After going around 10 times the game play is finished (when the 10 gets covered, the game is finished).

At this point, players will use up their "End of Game" cards. Player that started the game will go first.

Add up everybody's money and see who is the winner.

THE BANKER

- Before the game is started, someone must be designated the banker.
- The banker will pass out the money and also put it back in the bank.
- The banker will pass out one "Forgive Card" to every player before the game starts.
- The banker will put \$5,000 into the "Strike it Rich" Insurance Pot before the game is to start.
- The banker will put \$5,000 into the "Strike it Rich" Insurance Pot after someone collects it.
- The banker will keep track of the years played.
- The banker will place the yearly marker token on zero years to start the game.
- After going around 1 year, place the token over the 1 year.
- The banker will pass out the Extra or Lose cards and collect them after their use.
- The banker will pass out and collect all money for game play action others than when it specifically says put the money into the "Strike it Rich" Insurance Pot.
- The banker will be the official that has final say on who has to do what and when.

THE BOARD HAS 4 SIDES:



- You either collect High School wages every year or College wages after skipping the first two turns at wages (typically skip 2 turns at Wages for players with a College degree).
- There are times throughout the game these may change.
- Roll two dice and do whatever the space you land on says.
- There may be times you get to shake the dice more than once for the Wages (Extra Wage) during your turn, or you may have to skip your turn (Lose Wage).
- High School wages are typically lower than college wages depending on the number rolled.
- When at Wages, High School educated players use the top row.
- College educated players use the bottom row.

FAMILY

- At the end of your turn, move to the next corner to await your next turn.
- If you roll a nine or higher you have to get married. Cost is \$10,000.
- At the end of your FAMILY turn, if you have children, it costs \$2,000 each year for each child into the Insurance Pot.
- If you land on a Draw Card, you must do what it says.
- Read the Draw Card aloud except the "Keep Until End of Game Cards".
- Put all used "DRAW CARDS" back under the pile when done with it.
- At the end of your turn, move to the next corner to await your next turn.

INVESTMENT

- Before your turn, you must always tell the banker what you choose.
- You will either say Low Risk or High Risk before your turn each year.
- If you forget to say before you roll the dice, you must go Low Risk row.
- - Low Risk = You will never lose any money, but you lose the opportunity for larger gains.
- - High Risk = You may lose all your money, but there is a chance for larger gains.
- At investments, the top row is the Low Risk row and the bottom row is the High Risk row.
- You cannot take a turn at investments if you are in debt or have no money, just skip forward to the next corner to await your next turn.
- Roll two dice and do whatever the space you land on says.
- Usually if you are going to College, you will be in debt for the first 2 years.
- At the end of your turn, you move to the next corner to await your next turn.
- There may be times you get to shake the dice more than once for the investment (Extra investment) or you may have to skip your turn (Lose investment).

Note: One strategy is to go High Risk early & low risk if you are winning or it's late in the game.