

QUICK GUIDE: LIFE

Needed: Life board game, 2-6 players

Setup: 4 LIFE tiles to Millionaire Estates

\$10,000 to each player

Basics: Each turn spin the wheel and move equal spaces

Start Career Path: Choose 1 career card and 1 salary card

Cannot receive a "Degree Required" career

Start College Path: Get \$40,000 loan from bank.

Career Choice Space: Choose from 3 career cards, 3 salary cards

Orange Spaces: Must follow directions

Blue Spaces: Directions optional

Green Spaces: Get paid when landed on or passed

Red Spaces: Follow directions then spin again

Get Married Space: Add spouse to car and collect LIFE tile

Buy A House Space: Draw a House Deed card and pay bank

LIFE Spaces: Draw LIFE tile when landed on (if none in bank, steal from any player not retired at Countryside Acres)

Keep face down until all players are retired

Career Symbols: Pay amount to player (or bank) with matching career

Taxes due to Accountant

Speeding (spinning a 10) due to Police Officer

Change Career: Draw 1 new career and salary card

Night School: Draw 2 new career and salary cards and choose

between them and existing career and salary cards

Babies: Add a people peg for each baby space landed on

Auto Insurance: Optional to buy at beginning of any turn

Home Insurance: Optional to buy at beginning of any turn

Stocks: Optional to buy at beginning of any turn (1 max unless you land on stock market space, then 2 max)

Bank Loans: Repay upon retirement with \$5,000 interest on each

Retirement: Countryside Acres = 1 LIFE tile

Millionaire Estates = Most money gets 4 LIFE tiles

Winner: Player with highest value of money and LIFE tiles once every player is retired