

IMPORTANT: BATTERY INFORMATION



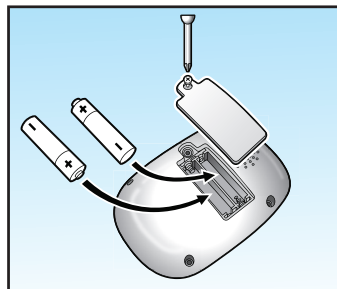
x2
1.5V AAA or LR03
ALKALINE BATTERIES REQUIRED

Phillips/cross
headscrewdriver
(not included) needed
to insert batteries.

Please retain this information for future reference.
Batteries should be replaced by an adult.

CAUTION:

1. As with all small batteries, the batteries used with this product should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. TO AVOID BATTERY LEAKAGE
 - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - c. Remove exhausted or dead batteries from the product.
 - d. Remove batteries if product is not to be played with for a long time.
 - e. Do not short-circuit the supply terminals.
 - f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision.
- DO NOT RECHARGE OTHER TYPES OF BATTERIES.
3. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.



FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- ◆ Reorient or relocate the receiving antenna.
- ◆ Increase the separation between the equipment and receiver.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This Class B digital apparatus complies with Canadian ICES-003.
Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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GOL Electronic

Instructions (US)

Originator: SM

Approval: FINAL

ROD: 00.00

File Name: A6769000_GOL_EB_I.indd

ADULT ASSEMBLY REQUIRED

AGES 8+ | 2-4 PLAYERS

the Game of LIFE

ELECTRONIC BANKING

GAME GUIDE

How to play

Hit the road for a roller-coaster life of adventure, family and unexpected surprises! The wealthiest player wins!

Contents: 1 Gameboard, 1 Spinner, Pegs, 5 SPIN TO WIN® Tokens, 4 Cars, 4 Card Decks, 1 Electronic Banking Unit, 4 Electronic Banking Cards.

Hasbro
Gaming®

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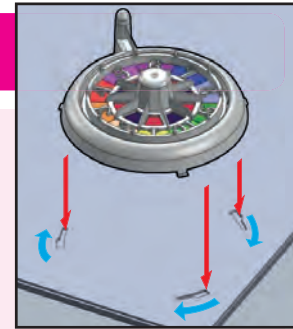
Set it up!

The first time you play

Attach the spinner by lining up the clips on the spinner with the slots on the gameboard, and twisting the spinner into place.

Carefully remove the pegs from the plastic frame. If needed, use an emery board or sandpaper to remove the excess plastic from the pegs. Discard the frame after removing all the pegs.

Insert batteries into the electronic unit. See illustration on the back page. This automatically turns on the unit.



1 Give each player



1 Car



1 Token



1 Bank Card

Must be the same color



1 Peg

*Pink or blue,
this is you!*

• Your bank card comes loaded with 400K. Spend it wisely!

2 Pop your peg in your car and place it on the start space.

3 Put your token (and the silver one) into the center of the SPIN TO WIN® circle on the gameboard. (Not on the spinner.)



4 Split the cards into 4 decks and put them next to the board.



House cards



Action cards



College Career cards



Career cards

5

Now, choose your path: career or college?



Choose College

By choosing College, you'll graduate and be more likely to get a better job.

- Pay 200K in tuition fees immediately.

Insert your card.

Key in 200K.

(Note: You must press the **K** button.)

Press the  button.

- It's time to study; then you'll graduate and choose a career!



*PAY OUT
button*

HELP!

If you make a mistake, leave your card in the unit and press  once.

Choose Career

By choosing Career, you'll get paid sooner.

- Take the top 2 Career cards from the deck, choose your favorite and place it face up in front of you. Return the other to the bottom of the deck.

- To set your salary on the banking unit:

Insert your card.

Key in the salary of your chosen career.

(Note: You must press the **K** button.)

Hold down the  button until it beeps (about 5 seconds).

- You have not been paid; this has just set your salary.



*A brain surgeon
earns 130K.*



*PAYDAY
button*

Turn over to see how to play.

Play!

How to win

Move your car from start to retirement and experience all sorts of unexpected adventures. Once everyone's retired, the wealthiest player wins!

How to play

- 1** The following 3 spaces appear a lot in the game. Read what they do:



STOP! spaces

Stop immediately if you hit a STOP! space (even if you have moves left). Each STOP! space is unique; see THE BOARD SPACES section.



ACTION! spaces

The black board spaces are Action spaces. If you land on an Action space, take an Action card. Do what it says on the card, and then keep it: it's worth money at the end of the game!



PAYDAY spaces

If you pass over or land on a Payday during your turn, insert your card into the unit and press the  button once. Your salary will be automatically credited. See page 10 for info on setting your salary.

- 2** The youngest player starts.

- 3** Spin and move.

Spin the spinner and move forward that number of spaces.

- 4** Where did you land?

Check THE BOARD SPACES section (page 6-8) when you land on each space.

Remember, if you land on a black Action space, take an Action card.



- 5** That's it!

Your turn's over and the player to your left spins next.

- 6** Start playing!

That's all you need to know, so get going! Look up THE BOARD SPACES as you land on them.

Look at THE BANKING UNIT here and on page 10 when you need to use it.

The Banking Unit Quick Guide

The banking unit can only fit 5 numbers on its screen so, for example, it shows 100,000 as 100K and 1,000,000 as 1M. Because of this you need to input figures exactly as shown on the card decks.

Press any key or insert a card to start a game. When a card is entered into the unit the card number will be shown, followed by that player's current balance. The unit will go to sleep after 30 seconds of inactivity. Insert a card or press any key to wake it up.

You can go into debt in the game, so be careful; you will be charged approximately 10% of your debt on your next PAYDAY!

Million

You must press **M** after any amount for the unit to register it (e.g. 1M).

Cancel / Clear

If you make a mistake, press **C** once, while your card is still in the unit, then key in the correct amount.

SPIN TO WIN®

When you land on a SPIN TO WIN space, press **↺** to find out the prize money! When decided, insert the SPIN TO WIN winner's card and press the **+i** button to credit their winnings! See page 7.



Thousand

You must press **K** after any amount for the unit to register it (e.g. 100K).

PAYDAY

Insert your card and press **↺** once for your current salary to be automatically added to your balance!

PAY IN

Key in the amount, then press **+i** to receive specific amounts to your card.

PAY OUT

Key in the amount, then press **-i** to debit specific amounts from your card.

more info on page 10

Turn over for the board spaces.

The Board Spaces



STOP! spaces

If you're about to pass over a STOP! space, stop immediately (even if you have moves left – you get to spin again, anyway). Each STOP! space is unique.

Graduation STOP! Congratulations!



- Take the top 2 College Career cards from the deck.
- Choose your favorite and place it face up in front of you. Return the other to the deck.
- Set up your new salary on the unit. See Page 10.
- Spin again.

Get Married STOP! It's your wedding day!



- Pop a peg in your car – it's your husband or wife!
- Spin again.

Night School STOP! Choose your path.



Night School

- Pay the bank 200K to go to Night School.
- Take the top 2 College Career cards, choose your favorite and place it face up in front of you. Return all other Career cards to their decks.
- Set up your new salary on the unit. See Page 10.
- Spin again.

OR

Continue Life

Spin again and continue on the life path.

OR

Take the Career Fast Track

Spin again and see if you can get yourself a pay raise!

Family STOP! Choose your path.



Family Path

Spin again and head this way for babies.

OR

Continue Life

Spin again and continue on the life path.

Baby STOP! Congratulations!



Spin the spinner to see how many babies you get.

- Pop the pegs in your car.
- Spin again.

Adventure STOP! Choose your path.



Risky Road

Spin again and head this way to win (or lose) big money.

OR

Safe Route

Spin again and take the Safe Route.

SPIN TO WIN® spaces



*This is the
SPIN TO WIN wheel!*

1. When someone lands on this space, every player puts their token on a number on the SPIN TO WIN wheel (not the spinner).
2. The player whose turn it is gets to put a second token (the silver one) on another number as a bonus.
3. Press the SPIN TO WIN button on the unit. It will randomly select the prize money.
4. Spin the spinner until a number with a token on it comes up.
5. Credit the prize money on the winning player's card by inserting it and pressing the PAY IN button.



*SPIN TO WIN
button*



*PAY IN
button*

The Board Spaces cont.



Payday spaces

If you pass over or land on a Payday space, pop your card into the unit and press the PAYDAY button once. KRR-CHING! If you pass two Payday spaces, press it twice! If you haven't set your salary, see page 10.

BUT, if you spend too much money and go into debt, the unit will automatically charge you approximately 10% on your overdraft. Your remaining salary will then be credited to your card!



Career spaces

If you get a pay raise or a pay cut, simply reset your salary. See page 10.



Action spaces

If you land on this space, take the top Action card from the deck and do what it says.

When you pick up an Action card, keep it; each card is worth 100K at the end of the game!



Baby spaces

If you land on this space, add pegs to your car – you've had babies!

Babies are worth money in your retirement!
If you can't fit them all in your car, keep them in front of you!



House spaces

If you land on this space, buy a house, sell a house or do nothing.

OR

Sell a house

Spin, check the center of the spinner to see if your spin is red or black, then credit the sale price to your card.

OR

Do nothing

Choose not to buy or sell a house.



Buy a house

(Even if you already have one)

Take the top 2 House cards from the deck. Choose your favorite and debit the cost of it from your card. Return the other to the deck.

Win!

1

Retirement

When you reach the retirement space, choose whether to go to Millionaire Mansion or Countryside Acres. Park your car, kick back and wait for everyone else to retire.

Collect your retirement bonus from the bank:

1st to retire collects **800K**

2nd to retire collects **600K**

3rd to retire collects **400K**

4th to retire collects **200K**

2

The end of the game

Once everyone's retired, everyone adds up their wealth.

3

Add up your wealth:

• Sell your houses

Spin (red or black) to find out how much they're worth, then credit your bank card.

• Count your Action cards

Credit 100K per card onto your bank card. (For example, if you have 10 Action cards, you collect 1M!)

• Count your kids

Credit 100K to your bank card for each baby peg you have.

4

Insert your bank card one last time.

**The player with
the biggest bank balance
WINS!**



The Banking Unit

SALARY SET UP

You must set up your salary on the unit whenever it changes:

- Insert your card
- Key in the salary of your chosen career – don't forget the **K** or **M** button
- Hold down the PAYDAY button until it beeps (about 5 seconds)



PAYDAY

When you land on or pass a PAYDAY space, insert your card and press the PAYDAY button once to receive your salary. Bingo! All your hard work paid off!



PAYDAY button

PAY IN

If you win an award, for example, and you get to collect money:

- Insert your card
- Key in the amount – don't forget the **K** or **M** button
- Press the PAY IN button

And the unit does the math for you!



PAY IN button



PAY OUT

If you buy a house, for example:

- Insert your card
- Key in the amount – don't forget the **K** or **M** button
- Press the PAY OUT button

And the unit does the math for you!



PAY OUT button



Watch your balance because if you spend more than you have and go into debt, the unit charges you. The unit will calculate approximately 10% of what you owe and subtract it from your salary!

PAY ANOTHER PLAYER

If you get hit with a lawsuit, for example, and have to pay another player, you must first subtract the amount from your card then credit it to the other player's card.

So, if Player 1 owes Player 2 the sum of 100K:



Player 1

- Insert your card
- Key in 100K
- Press the PAY OUT button

Player 2

- Insert your card
- Key in 100K
- Press the PAY IN button.



And hey presto! You're all square!



Cancel / Clear

If you make a mistake, press this button once while your card is still in the unit, then key in the correct amount. (If you make a mistake and have taken the card out of the unit, you will have to re-insert the card, and do the math yourself to get the correct balance again.)

To start a new game, remove all cards from the unit and press and hold this button until you hear a beep. All the balances will be reset to the starting sum of 400K.



Decimal Point / Volume Adjustor

To adjust the volume, remove all cards from the unit, then press and hold the decimal point button. This takes you to volume options. Release the button when the unit is at the volume you want.

WHAT ELSE?

- Press any button to wake up the unit. The screen will show the card number (1, 2, 3 or 4) then the current balance.
- Remember, if you don't use **K** or **M**, the unit will not credit or debit the card.
- And finally, keep your wealth secret so it's a big surprise who wins when you all retire.