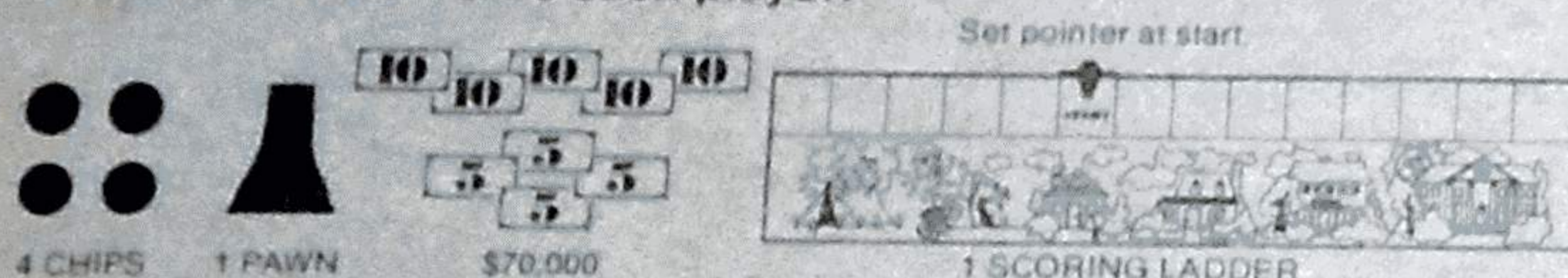


Lakeside's

# THE BIG DEAL

GAME INSTRUCTIONS For 2 to 4 Players

**PREPARATION**—Give each player:



## TO START

Choose one player as banker. This player will take care of the money and the opportunity cards. Give each player 1 pawn, 4 chips, 1 scoring ladder with pointer, and \$70,000 cash. Make sure the scoring pointers are set at Start. All pawns are placed at the START corner.

**THE OBJECT.** To be the first player to move into The Ritz by buying or winning steps up the ladder.

**THE PLAY.** On your turn roll both dice and move your pawn that number of spaces. Follow the instructions for the space you land on. As you make money by buying and selling opportunities, you may buy steps up your ladder whenever you wish. Each step is worth the value shown.

## BUYING OPPORTUNITIES

**VACANT.** If you land on an Opportunity that is not owned, you may buy it. If you want it, pay the bank the price shown on the space, receive the card, and place a chip next to it to show you own it. You may only own 4 opportunities at any one time. If you don't want it, your turn is over; but it's better to have opportunities.

**SOMEONE ELSE'S — THE RUTHLESS DEAL.** If you land on someone else's opportunity and have chips, you may try to buy it from the owner who must accept the challenge. Give the owner the Bail Out Price. Both players roll the dice. Player with the highest number gets the opportunity. If you win, replace the owner's chip and receive the card. If you lose, the owner keeps your money and the card. If you don't want to try the Ruthless Deal, your turn is over.

**YOUR OWN.** If you land on your own opportunity, take another turn.

## SELLING OPPORTUNITIES

Opportunities are worth money as shown on the backs of the cards. You can sell them if you get into the Chance of a Lifetime Circle or land on the Opportunity Knocks space. Try to always have your limit of opportunities.

## CHANCE OF A LIFETIME CIRCLE

This is your chance to make the BIG DEAL or to sell your opportunities for wild profits.

**HOW TO ENTER:** If you roll doubles or land on a Chance of a Lifetime space you may move to the circle entrance. If you don't wish to enter, stay where you land. If you enter, it is still your turn.

**HOW TO MOVE.** Roll the dice and move along the circle the number of spaces indicated. The numbers in the circle tell you how far you are from the BIG DEAL. You may continue rolling until you decide to stop or until you land in the No Deal area. Carry out the instructions for the area on which you land.

**THE BIG DEAL.** If you manage to land exactly in the Big Deal keep any opportunities you own and slide 3 steps up your ladder. Move your pawn to the START corner.

**GOOD, BETTER, BEST DEALS.** If you decide to stop in any one of these areas, sell all the opportunities you own to the bank for the deal price, take back your chips, and move your pawn to the START corner.

**NO DEAL AREA.** If you land in this area, your deal fell through. Follow the instructions for the space on which you landed.

**Bail Out** Cash in your opportunities for the bail out price and move your pawn to the START corner.

**Dropping Steps** If the space you land on says to drop one or two steps, slide the pointer on your ladder down that number of spaces and move your pawn to the START corner. You get to keep any opportunities you own.

**Lose the Works** Give any opportunities you own to the bank, get no money, and move your pawn to the START corner.

**NO OPPORTUNITIES.** You can still try for the Big Deal, but if you land in the No Deal area, you could have to drop steps.

REPLACEMENT PIECES  
CAN BE ORDERED DIRECTLY FROM LAKESIDE GAMES.

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## OPTION SPACES

The following spaces are optional. Try them if you dare. If you decide to try, you must carry out the instructions all the way.

**TAKE A CHANCE.** Roll the dice once only. If the total is an odd number slide your pointer one step down your ladder. If the total is an even number move your pointer up one step.

**OPPORTUNITY KNOCKS.** Good only if you own an opportunity. Place a card in the center of the board and call out odds or evens. Roll the dice. If you match your call, you can sell the card to the bank for the Good Deal price or make another call and roll again. If you match again, you can sell the card for the Better Deal price or call and roll once more. If you match again, sell the card for the Best Deal price. If you don't make any one of your calls you must sell the card for the Bail Out price.

**GOLDEN OPPORTUNITY.** Roll the dice to establish a starting number. Roll the dice again. If the second number is higher than the first, slide up one step on your ladder. You can try again. This time the number you roll must be higher than your second number. Keep going as often as you dare. If you roll the same or lower than the previous one, drop down one step and end your turn.

**POWER STRUGGLE.** Land here and you may challenge any player. Both of you roll the dice. Highest number slides one step up. The loser slides one step down. In case of a tie roll again.

**STEP UP + BONUS.** Slide one step up your ladder and collect the bonus from the bank.

## THE SCORING LADDER

Each step on the ladder will get you closer or further from the Ritz. To slide up the ladder, you must either win steps or buy the steps. The value of each step is shown and to buy your way up, you must pay the bank that amount. You may buy steps up at any time during the game.

**THE PITS.** If you are unlucky enough to land in The Pits, wait there for your luck to change. You can't get any lower.

**NO MONEY?** If you run out of money, you can still try for the Big Deal or to land on a Step Up, Take a Chance, Golden Opportunity, or Power Struggle.

**THE RITZ.** That's it. First player to move into the Ritz wins the game.