

GO FOR IT!®

The Game Where You Can Have It All.

For 2 to 6 players/Ages 8 to Adult

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OBJECT

Outrace time—and your opponents—to own three different values of Status cards in each of the four *GO FOR IT!* categories: *HOUSE 'N HOME*, *WHEELS*, *FEELIN' GOOD*, and *GOIN' PLACES*. Have it all by the time *LABOR DAY* arrives at the end of the *GO FOR IT!* Round and you're the winner.

Ready. Get Set. *GO FOR IT!*

NOTE: For a 5- or 6-player game, own TWO different values of Status cards in each of the four *GO FOR IT!* categories.

EQUIPMENT

Game board • 1 "timepiece" mover • 6 different birthday markers • 12 Career cards • 6 Career card clips • 1 Status card tray • 36 News cards • 64 Status cards: 16 each of *HOUSE 'N HOME*, *WHEELS*, *FEELIN' GOOD*, and *GOIN' PLACES* cards • 140 money bills: 40 of \$1 thousand, 20 of \$5 thousand, 20 of \$10 thousand, 20 of \$20 thousand, 20 of \$50 thousand, and 20 of \$100 thousand • 1 banker's tray • 2 dice.

SETUP

1. Place the game board in the center of the playing area.
2. Shuffle the deck of News cards. Place them *face down* on *THE NEWS DECK* draw pile space.
3. Shuffle each deck of Status cards separately—*HOUSE 'N HOME*, *WHEELS*, *FEELIN' GOOD*, and *GOIN' PLACES*.
4. Place the Status card tray in the middle of the game board. Place each shuffled Status card deck *face down* in its corresponding space.
5. Turn over the top 3 cards in each Status card deck and place 1 card in each of the 3 open spaces in that deck's row.
6. One player chooses to be the banker. He or she distributes money to each player as follows: 3—\$5 thousand bills and 5—\$1 thousand bills. This person remains banker throughout the game.

- Place the “timepiece” marker on the *START* arrow in the month of January. Each player will move the marker on his or her turn in the direction of the arrow on each space of the succeeding months of the year.
- Each player selects a birthday marker and places it at the top of the space on the game board that contains his or her birth date.
EXAMPLE: If your birthday is September 9th, you would place your birthday marker at the top of the space in the month of September that reads, “8th–14th.”
- Each player selects a Career card and places a Career card clip on the left-hand side of the card. During the game, players will slide this clip up or down to correspond to the number of Status cards they have. At the beginning of the game, each player places his or her clip next to the “0” at the bottom of the card.
Roll the dice to decide which player goes first. Play then proceeds, in turn, to that player’s left.

PLAYING

To collect cards, you’ll do each of the following things on your turn:

- Roll the dice.
- Move the timepiece marker the number of spaces equal to your roll. (Each week of the month counts as one space.)
- Follow the directions of the space on which you land. (See *BUYING A STATUS CARD*, *SELLING A STATUS CARD* sections.)
- Play a *NEWS* card. (See *NEWS CARD* section.)
- You may trade, buy, and/or sell Status cards with one or more players on your turn.
- End your turn.

Buying a Status Card

Whenever you land on a space that allows you to buy a Status card(s)—or you play a *NEWS* card that directs you to buy a Status card—you may:

- First decide to sell a Status card you already own to raise money for a better purchase. (See *SELLING A STATUS CARD* section.)
- Buy one or more *face-up* or *face-down* Status cards from the tray in the category or categories as indicated.

1. Face-Up Cards

- Look at the *face up* cards in the category or categories from which you may buy.

- Select the one(s) you want and pay the banker the amount indicated on the face of the card.
- Place the card(s) *face up* in front of you.
- Replace any cards purchased by taking the top *face-down* card from the appropriate Status card deck and placing it *face up* in the open card tray space.

II. Face-Down Cards

- Without looking first, decide which *face-down* card you want to buy.
 - Pay the banker the amount indicated on the back of the card.
 - Place the card *face up* in front of you.
- STRATEGY TIP:** Buying *face-down* Status cards is more of a gamble. You may get more for your money, or a lot less—it’s your risk!
- Buy a Status card and try to “trade up” with the *GO FOR IT!* Roll of the Dice. (See *GO FOR IT! Roll of the Dice* section.)
 - If you don’t have sufficient cash to buy, don’t need a Status card in the category or categories indicated, or don’t wish to purchase on a turn, you may choose not to buy.

GO FOR IT! Roll of the Dice

Whenever you have the opportunity to buy a Status card, you may try to “trade up” to a higher value Status card with the *GO FOR IT!* roll of the dice.

- First pay for the Status card you are entitled to buy.
- Roll the dice.
- If you roll a 6 or better, you can exchange the Status card you just purchased for any one Status card in the row to the LEFT of the row from which you just purchased a card.
EXAMPLE: You purchase a *WHEELS* card, play the *GO FOR IT!* roll of the dice and roll a 6. You would return your *WHEELS* card to the tray and take any Status card, *face up* or *face down*, from the next category to the LEFT of *WHEELS*.
As long as you roll a 6 or better, you may continue rolling the dice and exchanging your Status card for one in the next Status card category.
- If you roll below a 6, you lose your Status card and must return it to the bottom of the *face-down* deck in the appropriate category.

News Cards

Whenever you land on a space marked, "PICK UP THE NEWS," first follow the directions for the space. Then, take the top card from the *NEWS* draw pile.

a. **Extra! Extra! News Cards**

These cards must be played as soon as they are drawn.

- Read the card aloud.
- Follow its instructions.
- Place the card *face up* in the *NEWS* discard pile.

b. **Regular News Cards**

These cards may be played as the fourth step of your turn.

- Do not read the card aloud.
- Decide to play the card immediately or add it to your hand and save it for another turn.
- If you wish, play any *REGULAR NEWS* card. Read it aloud and follow its instructions.
- Place the card *face up* in the *NEWS* discard pile.

You can only play one *NEWS* card on a turn—either an *EXTRA!* *EXTRA!* or a *REGULAR NEWS* card. (*NOTE:* If you happen to buy two *EXTRA!* *EXTRA!* *NEWS* cards, you must play both as soon as they are drawn.)

Selling a Status Card

Whenever you land on a space that allows you to buy a Status card, you may sell one of your Status cards *first* in order to raise money for your purchase.

- Announce the Status card you wish to sell and the value of the card.

Your Status card can be sold in one of the following three ways:

1. If a player offers you *more* than the value of the card, sell the card to that player.
2. If more than one player makes an offer, hold an auction. Sell the card to the highest bidder.
3. If no one makes an offer on the card, sell the card to the bank for its exact value. Place the card *face down* at the bottom of the corresponding Status card deck in the tray and collect your money from the banker.

NOTE: You may decide *not* to sell your Status card at any time before the sale is made.

STRATEGY TIP: Be careful that what you put up for sale isn't something that will benefit another player. Try to sell what you don't need in order to get something you do need.

Labor Day

Whenever the timepiece lands on or passes the **LABOR DAY** space, all play stops. Each player, beginning with the one to the left of the banker, takes turns doing the following:

- Total the number of Status cards in front of you. Look at the left-hand column on your Career card labeled, **STATUS CARDS NEEDED**. Move the slider on your Career card up or down—or not at all—so that it's directly on the appropriate number of Status cards.
 - Look at the right-hand column on your Career card labeled, **SALARY**. Collect the amount indicated by the position of your slider from the banker.
- Once everyone has collected their salaries, play continues with the player whose turn was interrupted.

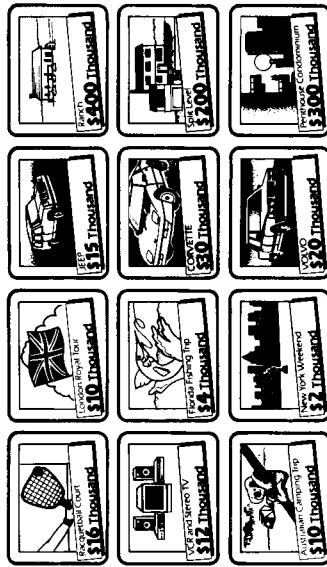
Birthdays

Whenever the timepiece lands on a space occupied by a player's birthday marker, each player must give that player a gift of one Status card. If you do not have any Status cards to give, you must then give that player \$5 thousand.

GO FOR IT! Round

In order to win the game, you must first announce to everyone that you are going for the win by saying, "I'm going for it." Then, turn over your Career card so the **GO FOR IT!** logo is face up. You must do this once the timepiece crosses **LABOR DAY** and everyone collects their salaries. Once you make this announcement, you are in the **GO FOR IT!** Round. This means that you **MUST** own three different values of Status cards in each of the four categories by the time the timepiece crosses **LABOR DAY** again.

A winning Status card layout might look like this:



If you fail to own the right combination of Status cards in time, each player can take one Status card from you (their choice), beginning with the player on your left.

- It is not necessary to have the correct combination of Status cards needed to win the game when you enter the **GO FOR IT!** Round. You may still collect Status cards during this round as long as you have the correct combination when the timepiece crosses **LABOR DAY** again.
- You cannot win the game, even with the right combination of Status cards, without first announcing that you're "going for it."

END OF GAME AND WINNING

The game ends in one of two ways:

- When one player has completed the **GO FOR IT!** Round and has at least three different values of Status cards in each of the four Status card categories when the timepiece crosses **LABOR DAY**. The game ends and that player is the winner.
- OR**
- If two or more players each have satisfied #1 above, then the player with the most Status cards wins. If two or more players tie in number of Status cards, then the player whose Status card values total the highest wins.

STRATEGY TIP: It's a good idea to collect extra Status cards in the event of #2 above.

The values assigned to automobiles illustrated on WHEELS cards, and values assigned to other items illustrated on STATUS cards are not directly related to their actual price; but are only comparative values assigned by game play.

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