



# Rules

1. Who was the first European known to have seen North America?

- a) Bjarni Herjólfsson
- b) Eiríkr Thorvaldsson (Eric the Red)
- c) Christopher Columbus
- d) Jacques Cartier
- e) John Cabot

2. In which year did this sighting take place?

- a) 515
- b) 646
- c) 748
- d) 853
- e) 986

3. Who was Bjarni Herjólfsson?

- a) Military commander
- b) Missionary
- c) Trader
- d) Explorer
- e) Settlement founder

Card #2

Answers

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[ca/explorers/h24-1210-e.html](#)  
a's website,

[plorers/kids/h3-1213-e.html](#)  
b's website,

Card #2

DEAD  
END



Go to **www.city-life.ca** for Web address (URL) updates.



# Rules

For advanced rules, go to page 9

The objective of the game is to be the first player to reach  
**Square: 100 – WINNER!**

## Getting Started

1. Players select a **Banker** who holds the game money.
2. The Banker gives each **Player** \$7000.
3. The Banker puts \$1000 into the **City Life Lottery**. Lottery funds are held by the Banker.
4. Shuffle the **Traffic Violation and Quiz** cards.

*Note: Banker's charts are part of the "Advance Rules" only.*

## Game Notes

### Purchasing Property:

- Cost: **City Life House** – \$1000; **City Life Tower** – \$5000, payable to the Bank.
- Players can purchase properties from the Bank when landing on a City Life House or a City Life Tower Square or, at any time, from other Players.
- The Proprietor of a City Life Tower can exchange that Tower with the Bank for any unsold City Life House, but only when it's their turn.

*Note: "Bank shares" and "Game Notes regarding Selling Bank Shares and Visitor's Fee" on property deeds are for "Advanced Rules" only.*

### Selling Property:

- Players can, at any time, sell properties to the Bank at the original purchase price (House: \$1000; Tower: \$5000), or sell them to other Players and negotiate the price.



# Playing the Game

1. Players start with their game piece (vehicle) on **Square One (1)**.
2. Players roll the die and use their game piece to advance that number of squares along the board.
3. Players then follow the instructions in the **Rules** booklet for the square they land on.

There are two exceptions:

1. Players who roll a six (6) miss their turn.
2. Players who roll a three (3) advance three squares along the board and then follow the instructions in the Rules booklet for the square they land on. Players must then try to answer the question on the **Quiz Cards** (Players collect \$300 tax free from the Bank for each correct answer they give.).

## Squares

### Square: 2 – Faith

Player advances to Square: 37 – Hope.

### Squares: 3, 6, 9, 11, 14, 80, 88, 92, 94, 96, 98 – Dollar (\$) Sign

Player collects \$500 **Bank share** from the Bank.

### Squares: 4, 8, 13, 22, 26, 29 – City Life House

- a) Player can purchase the deed for the property from the Bank if the property is NOT already owned by another Player.

*Note: See “Game Notes” regarding Purchasing Property (page 3).*

- b) If the property is owned by another Player, the Proprietor has two options:
- i) Collect a Visitor’s Fee: \$500. If a Visitor’s Fee is charged and the Player cannot pay, they must sell assets (Bank share or property) to the Proprietor at the original purchase price. The Proprietor can purchase the asset or allow the Player to sell the asset to other Players. If there are no buyers, the Player must sell the asset to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Property (page 3).*

If the Player does not have an asset to cover the Visitor’s Fee, “Option ii” becomes automatic.

- ii) Have the Player miss their next two (2) turns.

### Squares: 5, 28, 70 – Express Way

On each turn, the Player rolls the die and advances that number of squares along the Express Way until they reach the end, at which point they continue along the board.

*Note: Player must land on the first square of an Express Way in order to proceed along the Express Way.*



## **Square: 7 – Friend’s House**

Player advances to Square: 25 – Friend’s House.

## **Squares: 10, 20, 31, 39, 53, 77, 87, 95, 97 – Traffic Violation**

Player picks up the top card from the **Traffic Violation Card** deck.

### **Traffic Violation Card Procedure**

Player follows the instructions on the Traffic Violation Card only and not the instructions for a square they may be sent to.

- Fines and debts are paid to the City Life Lottery.
- If the Player does not have the money to pay the fine or debt, they must sell assets (Bank shares or properties) to other Players or to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Property (page 3).*

- If the Player still owes money after selling all assets, they miss one (1) turn for each \$500 owed to a maximum of five (5) turns.

Demerit Points:

- If there are no **Demerit Points** indicated on the Traffic Violation Card, it is returned to the bottom of the Traffic Violation Card deck.
- If there are Demerit Points indicated on the Traffic Violation Card, the Player must keep the card.
- Demerit Points are accumulated by the Player until they have fifteen (15) Demerit Points. These Traffic Violation Cards are then returned to the bottom of the Traffic Violation Card deck and the Player returns to Square: 10 – Traffic Violation.

## **Squares: 12, 56 – Gas Station**

Player takes an extra turn.

## **Square: 15 – School**

Player picks up the top card from the Quiz Card deck

If the Player answers the question correctly, they advance to Square: 36 – Library and collect \$300 from the Bank.



**Square: 19 – Ernie’s Garage**

Player pays \$400 motor vehicle repair bill to the City Life Lottery.

If the Player does not have the money to pay the motor vehicle repair bill, they must sell an asset (Bank share or property) to another Player or to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Property (page 3).*

If the Player has no assets to sell, they miss one (1) turn.

**Square: 21 – Park**

Player advances to Square: 42 – Amusement Park.

**Squares: 24, 50 – Construction Zone**

Player loses one (1) turn.

**Square: 25 – Friend’s House**

Player advances to Square: 36 – Library.

**Square: 27 – Bob’s Supermarket**

Player pays \$200 grocery bill to the City Life Lottery.

If the Player does not have the money to pay the grocery bill, they must sell an asset (Bank share or property) to another Player or to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Property (page 3).*

If the Player has no assets to sell, they miss one (1) turn.

**Square: 30 – Restaurant**

Player advances to Square: 51 – Theatre.

**Square: 32 – City Life Arena**

Player advances to Square: 57 – School.

**Square: 34 – City Hall**

Player pays Property Tax (House: \$100; Tower: \$500) to the City Life Lottery for each property they own.

If the Player does not have the money to pay the Property Tax, they must sell assets (Bank shares or properties) to other Players or to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Property (page 3).*

If the Player still owes money after selling all assets, they miss one (1) turn for each \$500 owed.



**Square: 35 – Hospital**

Player wins an unsold City Life House of their choice. If no City Life House property deeds are available, the Player collects \$1000 from the Bank.

**Square: 36 – Library**

Player advances to Square: 57 – School.

**Square: 37 – Hope**

Player advances to Square: 55 – Charity.

**Square: 40 – Detour**

On each turn, the Player rolls the die and advances that number of squares along the Detour until they reach the end, at which point they continue along the board.

*Note: Player must land on the first square of the Detour in order to proceed along the Detour.*

**Square: 42 – Amusement Park**

Player advances to Square: 58 – City Life Lottery and rolls the die. If the Player rolls a six (6), they win the money in the City Life Lottery.

Banker replaces the \$1000 in the City Life Lottery.

**Square: 44 – Jail**

Player misses three (3) turns.

To attempt to get out of Jail sooner, the Player rolls the die on each missed turn. If the Player rolls a six (6), they get out of Jail. The Player then rolls again to determine the number of squares they advance along the board.

**Square: 45 – Fire Department**

Player advances to the nearest unsold City Life Tower. If no City Life Tower property deeds are available for purchase, the Player remains on Square 45 and collects \$1000 from the Bank.

*Note: See “Game Notes” regarding Purchasing Property (page 3).*

**Squares: 46, 73, 99 – Wrong Turn**

Player moves back 30 squares.

**Square: 51 – Theatre**

Player advances to Square: 66 – City Life Mall.

**Square: 55 – Charity**

Player advances to Square: 82 – School.

**Square: 57 – School**

Player picks up the top card from the Quiz Card deck

If the Player answers the question correctly, they advance to Square: 68 – Museum and collect \$300 from the Bank.

**Square: 58 – City Life Lottery**

Player wins the money in the City Life Lottery.

Banker replaces the \$1000 in the City Life Lottery.



### **Squares: 61, 65, 72, 76, 79, 81, 89, 91, 93 – City Life Tower**

- a) Player can purchase the deed for the property from the Bank if the property is NOT already owned by another Player.

*Note: See "Game Notes" regarding Purchasing Property (page 3).*

- b) If the property is owned by another Player, the Proprietor has two options:
- Collect a Visitor's Fee: \$2500. If a Visitor's Fee is charged and the Player cannot pay, they must sell assets (Bank shares or properties) to the Proprietor at the original purchase price. The Proprietor can purchase some or all of the assets or allow the Player to sell the assets to other Players. If there are no buyers, the Player must sell the assets to the Bank to raise the money.

*Note: See "Game Notes" regarding Selling Property (page 3).*

If the Player still owes money after selling all assets, they must go to Jail and miss one (1) turn for each \$500 owed.

- Send the Player to any City Life House the Proprietor owns.

### **Square: 64 – Art Gallery**

Player advances to Square: 82 – School.

### **Square: 66 – City Life Mall**

Player wins \$1000 from the Bank in an advertising contest.

### **Square: 68 – Museum**

Player chooses one of the following:

- Advance to Square: 82 – School.
- Collect \$1500 from the Bank.
- Roll die. If the Player rolls a one (1) to a five (5), they collect from the Bank \$500 multiplied by the number on the die. If the Player rolls a six (6), they collect nothing.

### **Square: 69 – Dead End**

On each turn, the Player rolls the die and advances that number of squares along the Dead End (Squares 69, 52, 49) until they reach the end (Square 49), at which point they continue along the board.

*Note: Player must land on the first square of the Dead End (Square 69) in order to proceed along the Dead End.*

### **Square: 82 – School**

The Judge picks up the top card from the Quiz Card deck.

If the Player answers the question correctly, they advance to the nearest unsold City Life Tower. If no City Life Tower property deeds are available for purchase, the Player remains on Square 82 and collects \$1000 from the Bank.

*Note: See "Game Notes" regarding Purchasing Property (page 3).*

### **Square: 100 – WINNER!**

Player must roll the exact number of squares remaining to reach Square: 100 – Winner. If the Player rolls a six (6) or higher number than is needed to win, they remain on the square they are on.





# Advanced Rules

The objective of the game is to be the first player to reach  
**Square: 100 – WINNER!**

## Getting Started

1. Players select a **Banker** who holds the game money.
2. The Banker gives each **Player** \$7000.
3. The Banker puts \$1000 into the **City Life Lottery**. Lottery funds are held by the Banker.
4. Shuffle the **Traffic Violation** and **Quiz** Cards.
5. Players roll the die to determine the order of play. The Player who rolls the lowest number goes first, the next lowest second, then the third, and so on. If more than one Player rolls the same number, those Players roll again, with the Player who rolls the lowest number taking the next spot in the rotation, and so on.

If there is more than one tie, the Players who tied with the lowest number roll first to determine their order of play taking the next spots in the rotation. Then the Players with the next lowest number roll to determine their order of play, and so on.



# Game Notes

## 1. Bank Shares

### Purchasing Bank Shares:

- Cost: \$500 per share, payable to the **Bank**.
- Players can purchase shares from the Bank when landing on a **Dollar (\$) Sign Square** or, at any time, from other Players.
- Players can purchase a maximum of five (5) shares from the Bank during the game.
- If the Player sells some shares to other Players, they can only purchase those shares (or additional shares) from other Players and not from the Bank.
- Banker must keep a written record of shares (to a maximum of five (5) shares) purchased from and sold to the Bank (*see Banker's Chart*).
- Dividends are not paid on newly purchased shares until the next time a Player lands on a Dollar (\$) Sign Square.

*Note: See Square: 3 – Dollar (\$) Sign for information on dividends (page 14).*

### Selling Bank Shares:

- Players can, at any time, sell shares to the Bank at the original purchase price (1 share = \$500) and purchase them again later, or sell them to other Players and negotiate the price.
- A Player can only purchase a maximum of five (5) shares from the Bank during the game no matter how many shares they have sold to the Bank.

### Capital Gains Tax:

- **Capital Gains Tax** is applied to the sale of each Bank share (1 share = \$100; 2 shares = \$200, etc.) regardless of the cost of the share. Capital Gains Tax is paid by the seller to the City Life Lottery.

The Bank is exempt from the Capital Gains Tax.



## 2. Property

### Purchasing Property:

- Cost: **City Life House** – \$1000; **City Life Tower** – \$5000, payable to the Bank.
- Players can purchase properties from the Bank when landing on a City Life House or a City Life Tower Square or, at any time, from other Players.
- The Proprietor of a City Life Tower can exchange that Tower with the Bank for any unsold City Life House, but only when it's their turn.

*Note: \$200 Capital Gains Tax and \$200 Land Transfer Tax apply when exchanging a City Life Tower for a City Life House, payable to the City Life Lottery.*

Land Transfer Tax:

- **Land Transfer Tax** is applied to the purchase of each property (House: \$200; Tower: \$1000) regardless of the cost of the property. Land Transfer Tax is paid by the purchaser to the City Life Lottery.

The Bank is exempt from the Land Transfer Tax.

Capital Gains Tax:

- Capital Gains Tax is applied to the sale of each property (House: \$200; Tower: \$1000) regardless of the cost of the property. Capital Gains Tax is paid by the seller to the City Life Lottery.

The Bank is exempt from the Capital Gains Tax.

### Selling Property:

- Players can, at any time, sell properties to the Bank at the original purchase price (House: \$1000; Tower: \$5000), or sell them to other Players and negotiate the price.

Capital Gains Tax:

- Capital Gains Tax is applied to the sale of each property (House: \$200; Tower: \$1000) regardless of the cost of the property. Capital Gains Tax is paid by the seller to the City Life Lottery.

The Bank is exempt from the Capital Gains Tax.

Land Transfer Tax:

- Land Transfer Tax is applied to the purchase of each property (House: \$200; Tower: \$1000) regardless of the cost of the property. Land Transfer Tax is paid by the purchaser to the City Life Lottery.

The Bank is exempt from the Land Transfer Tax.

### Visitor's Fee:

- Capital Gains Tax applies to Visitor's Fee (House: \$100; Tower: \$500) and is paid by the Proprietor to the City Life Lottery.



### 3. Borrowing from the Bank

- Cost of **Bank Loan**: \$200, payable to the Bank.
- Players can borrow \$1000 from the Bank at any time.
- Players cannot owe more than \$1000 to the Bank.
- Players have seven (7) turns to repay loan and cost of loan.
- Banker must keep a written record of turns played to repay loan (*see Banker's Chart*).

*Note: Turns missed while in Jail, or as a result of paying another debt, do not count.*

- If the Player does not have the money to repay the loan when it is due, they must sell assets (Bank shares or properties) to other Players or to the Bank to raise the money.

*Note: See "Game Notes" regarding Selling Bank Shares and Purchasing and Selling Property (pages 10 and 11).*

- If the Player still owes money after selling all assets, they must return to Square: 3 – Dollar (\$) Sign and miss one (1) turn for each \$500 owed. In addition, the Player can no longer borrow from the Bank.

### 4. Mortgaging Properties

- Cost of **Bank Mortgage**: City Life House – \$100; City Life Tower – \$500, payable to the Bank.
- Players receive from the Bank \$400 for each City Life House and \$2000 for each City Life Tower they mortgage.
- Players have seven (7) turns to repay a mortgage and cost of the mortgage.
- Banker must keep a written record of turns played to repay a mortgage (*see Banker's Chart*).

*Note: Turns missed while in Jail, or as a result of paying another debt, do not count.*

- If the Player does not have the money to repay a mortgage when it is due, they must sell assets (Bank shares or properties) to other Players or to the Bank to raise the money.

*Note: See "Game Notes" regarding Selling Bank Shares and Purchasing and Selling Property (pages 10 and 11).*

- If the Player still owes money after selling all assets, they must return to Square: 3 – Dollar (\$) Sign and miss one (1) turn for each \$500 owed.



## Playing the Game

1. Players start with their game piece (vehicle) on **Square One (1)**.
2. In the order determined, Players roll the die and use their game piece to advance that number of squares along the board.
3. Players then follow the instructions in the **Rules** booklet for the square they land on.

There are two exceptions:

1. Players who roll a six (6) miss their turn.
2. Players who roll a three (3) advance three squares along the board and then follow the instructions in the Rules booklet for the square they land on. Players must then try to answer the questions on the **Quiz Cards** (see *Quiz Card Procedure*).

### Quiz Card Procedure

The last Player in the rotation from the Player who rolled the three (3) becomes the **Judge** for the Quiz Card round. **The Judge picks up the top card from the Quiz Card deck, asks the questions on the card and checks for the correct answers in the Rules booklet.** In each Quiz Card round, the Judge remains the same for that round and cannot answer questions in that round. Players collect \$300 tax free from the Bank for each correct answer they give.

- a) The Judge asks the first question on the Quiz Card. The Player who rolled the three (3) must try to answer the question.
- b) If the Player answers the question correctly, the Judge asks the second question and again, the Player must try to answer. This continues until all of the questions on the Quiz Card have been asked or the Player cannot answer a question correctly.
- c) If the Player cannot answer a question correctly, they move to the end of the Quiz Card rotation. (*Players who move to the end of a Quiz Card rotation have the opportunity to answer subsequent questions providing the question they missed has been answered correctly by another Player.*) The next Player must then try to answer the missed question. If they answer the question correctly, the Judge asks the next question and again, the Player must try to answer. This continues until all eligible Players have had the opportunity to answer a missed question. A question must be answered correctly before proceeding to the next question on the Quiz Card. If a question has NOT been answered correctly, the Judge must reveal the correct answer to that question. The Judge then asks the remaining questions on the card and the Players can answer these questions at will; however, no money is awarded for these correct answers. The Judge must reveal the answers to the remaining questions on the Quiz Card to the Players.
- d) Once all questions on the Quiz Card have been asked and the answers given, the card is returned to the bottom of the Quiz Card deck.
- e) Play resumes with the next Player in the initial play rotation rolling the die and advancing that number of squares along the board.



# Squares

## Square: 2 – Faith

Player advances to Square: 37 – Hope.

## Squares: 3, 6, 9, 11, 14, 80, 88, 92, 94, 96, 98 – Dollar (\$) Sign

Player collects \$300 tax free from the Bank.

- Bank shareholders collect \$100 tax free from the Bank for each share they own (e.g. 2 shares = \$200, etc.) each time any Player lands on a Dollar (\$) Sign Square.

*Note: See “Game Notes” regarding Purchasing and Selling Bank Shares (page 10).*

## Squares: 4, 8, 13, 22, 26, 29 – City Life House

a) Player can purchase the deed for the property from the Bank if the property is NOT already owned by another Player.

*Note: See “Game Notes” regarding Purchasing Property (page 11).*

b) If the property is owned by another Player, the Proprietor has two options:

- i) Collect a Visitor’s Fee: \$500. If a Visitor’s Fee is charged and the Player cannot pay, they must sell assets (Bank shares or property) to the Proprietor at the original purchase price. The Proprietor can purchase some or all of the assets or allow the Player to sell the assets to other Players. If there are no buyers, the Player must sell the assets to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Bank Shares, Purchasing and Selling Property, and Visitor’s Fee (pages 10 and 11).*

If the Player does not have the assets to cover the Visitor’s Fee, “Option ii” becomes automatic.

- ii) Have the Player miss their next two (2) turns.

## Squares: 5, 28, 70 – Express Way

On each turn, the Player rolls the die and advances that number of squares along the Express Way until they reach the end, at which point they continue along the board.

*Note: Player must land on the first square of an Express Way in order to proceed along the Express Way.*

## Square: 7 – Friend’s House

Player advances to Square: 25 – Friend’s House.



## Squares: 10, 20, 31, 39, 53, 77, 87, 95, 97 – Traffic Violation

Player picks up the top card from the **Traffic Violation Card** deck.

### Traffic Violation Card Procedure

Player follows the instructions on the Traffic Violation Card only and not the instructions for a square they may be sent to.

- Capital Gains Tax does not apply to money awarded to the Player.
- Fines and debts are paid to the City Life Lottery.
- If the Player does not have the money to pay the fine or debt, they must sell assets (Bank shares or properties) to other Players or to the Bank to raise the money.

*Note: See "Game Notes" regarding Selling Bank Shares and Purchasing and Selling Property (pages 10 and 11).*

- If the Player still owes money after selling all assets, they miss one (1) turn for each \$500 owed to a maximum of five (5) turns.

Demerit Points:

- If there are no **Demerit Points** indicated on the Traffic Violation Card, it is returned to the bottom of the Traffic Violation Card deck.
- If there are Demerit Points indicated on the Traffic Violation Card, the Player must keep the card.
- Demerit Points are accumulated by the Player until they have fifteen (15) Demerit Points. These Traffic Violation Cards are then returned to the bottom of the Traffic Violation Card deck and the Player returns to Square: 10 – Traffic Violation. In addition, the Player's motor vehicle insurance rate increases by \$1000 and is paid to the City Life Lottery.
- If the Player does not have the money to pay the increased motor vehicle insurance rate, they must sell assets (Bank shares or properties) to other Players or to the Bank to raise the money.

*Note: See "Game Notes" regarding Selling Bank Shares and Purchasing and Selling Property (pages 10 and 11).*

- If the Player still owes money after selling all assets, they miss one (1) turn for each \$500 owed.



### **Squares: 12, 56 – Gas Station**

Player takes an extra turn.

### **Square: 15 – School**

The Judge picks up the top card from the Quiz Card deck and the Players follow the procedure for answering questions described in “Quiz Card Procedure.”

*Note: See “Playing the Game” regarding Quiz Card Procedure (page 13).*

In addition, if the Player answers all of the questions correctly, they advance to Square: 36 – Library.

### **Square: 19 – Ernie’s Garage**

Player pays \$400 motor vehicle repair bill to the City Life Lottery.

If the Player does not have the money to pay the motor vehicle repair bill, they must sell an asset (Bank share or property) to another Player or to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Bank Shares and Purchasing and Selling Property (pages 10 and 11).*

If the Player has no assets to sell, they miss one (1) turn.

### **Square: 21 – Park**

Player advances to Square: 42 – Amusement Park.

### **Squares: 24, 50 – Construction Zone**

Player loses one (1) turn.

### **Square: 25 – Friend’s House**

Player advances to Square: 36 – Library.

### **Square: 27 – Bob’s Supermarket**

Player pays \$200 grocery bill to the City Life Lottery.

If the Player does not have the money to pay the grocery bill, they must sell an asset (Bank share or property) to another Player or to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Bank Shares and Purchasing and Selling Property (pages 10 and 11).*

If the Player has no assets to sell, they miss one (1) turn.

### **Square: 30 – Restaurant**

Player advances to Square: 51 – Theatre.

### **Square: 32 – City Life Arena**

Player advances to Square: 57 – School and follows the instructions for that square.



### **Square: 34 – City Hall**

Player pays Property Tax (House: \$100; Tower: \$500) to the City Life Lottery for each property they own.

If the Player does not have the money to pay the Property Tax, they must sell assets (Bank shares or properties) to other Players or to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Bank Shares and Purchasing and Selling Property (pages 10 and 11).*

If the Player still owes money after selling all assets, they miss one (1) turn for each \$500 owed.

### **Square: 35 – Hospital**

Player wins an unsold, tax free, City Life House of their choice. If no City Life House property deeds are available, the Player collects \$1000 tax free from the Bank.

### **Square: 36 – Library**

Player advances to Square: 57 – School and follows the instructions for that square.

### **Square: 37 – Hope**

Player advances to Square: 55 – Charity.

### **Square: 40 – Detour**

On each turn, the Player rolls the die and advances that number of squares along the Detour until they reach the end, at which point they continue along the board.

*Note: Player must land on the first square of the Detour in order to proceed along the Detour.*

### **Square: 42 – Amusement Park**

Player advances to Square: 58 – City Life Lottery and rolls the die. If the Player rolls a six (6), they win the tax free money in the City Life Lottery.

Banker replaces the \$1000 in the City Life Lottery.

*Note: The Quiz Card Procedure is not put in effect if the Player rolls a three (3) while attempting to win the money in the City Life Lottery.*

### **Square: 44 – Jail**

Player misses three (3) turns.

To attempt to get out of Jail sooner, the Player rolls the die on each missed turn. If the Player rolls a six (6), they get out of Jail. The Player then rolls again to determine the number of squares they advance along the board.

*Note: The Quiz Card Procedure is not put in effect if the Player rolls a three (3) while attempting to get out of Jail.*



### **Square: 45 – Fire Department**

Player advances to the nearest unsold City Life Tower. If no City Life Tower property deeds are available for purchase, the Player remains on Square 45, collects \$1000 from the Bank and pays \$200 Capital Gains Tax to the City Life Lottery.

*Note: See “Game Notes” regarding Purchasing Property (page 11).*

### **Squares: 46, 73, 99 – Wrong Turn**

Player moves back 30 squares.

### **Square: 51 – Theatre**

Player advances to Square: 66 – City Life Mall.

### **Square: 55 – Charity**

Player advances to Square: 82 – School and follows the instructions for that square.

### **Square: 57 – School**

The Judge picks up the top card from the Quiz Card deck and the Players follow the procedure for answering questions described in “Quiz Card Procedure.”

*Note: See “Playing the Game” regarding Quiz Card Procedure (page 13).*

In addition, if the Player answers all of the questions correctly, they advance to Square: 68 – Museum.

### **Square: 58 – City Life Lottery**

Player wins the tax free money in the City Life Lottery.

Banker replaces the \$1000 in the City Life Lottery.

### **Squares: 61, 65, 72, 76, 79, 81, 89, 91, 93 – City Life Tower**

a) Player can purchase the deed for the property from the Bank if the property is NOT already owned by another Player.

*Note: See “Game Notes” regarding Purchasing Property (page 11).*

b) If the property is owned by another Player, the Proprietor has two options:

- i) Collect a Visitor’s Fee: \$2500. If a Visitor’s Fee is charged and the Player cannot pay, they must sell assets (Bank shares or properties) to the Proprietor at the original purchase price. The Proprietor can purchase some or all of the assets or allow the Player to sell the assets to other Players. If there are no buyers, the Player must sell the assets to the Bank to raise the money.

*Note: See “Game Notes” regarding Selling Bank Shares, Purchasing and Selling Property, and Visitor’s Fee (pages 10 and 11).*

If the Player still owes money after selling all assets, they must go to Jail and miss one (1) turn for each \$500 owed.

- ii) Send the Player to any City Life House the Proprietor owns.



### **Square: 64 – Art Gallery**

Player advances to Square: 82 – School and follows the instructions for that square.

### **Square: 66 – City Life Mall**

Player wins \$1000 tax free from the Bank in an advertising contest.

### **Square: 68 – Museum**

Player chooses one of the following:

- a) Advance to Square: 82 – School and follow the instructions for that square.
- b) Collect \$1500 from the Bank and pay \$300 Capital Gains Tax to the City Life Lottery.
- c) Roll die. If the Player rolls a one (1) to a five (5), they collect from the Bank \$500 multiplied by the number on the die. Player then pays \$100 Capital Gains Tax to the City Life Lottery for every \$500 collected. If the Player rolls a six (6), they collect nothing.

*Note: The Quiz Card Procedure is not put in effect if the Player rolls a three (3) while attempting to win money.*

### **Square: 69 – Dead End**

On each turn, the Player rolls the die and advances that number of squares along the Dead End (Squares 69, 52, 49) until they reach the end (Square 49), at which point they continue along the board.

*Note: Player must land on the first square of the Dead End (Square 69) in order to proceed along the Dead End.*

### **Square: 82 – School**

The Judge picks up the top card from the Quiz Card deck and the Players follow the procedure for answering questions described in “Quiz Card Procedure.”

*Note: See “Playing the Game” regarding Quiz Card Procedure (page 13).*

In addition, if the Player answers all of the questions correctly, they advance to Square: 82 – Museum.

### **Square: 100 – WINNER!**

Player must roll the exact number of squares remaining to reach Square: 100 – Winner. If the Player rolls a six (6) or higher number than is needed to win, they remain on the square they are on.

*Note: The Quiz Card Procedure is not put in effect if the Player rolls a three (3) while on Square: 98 – Dollar (\$) Sign.*





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