

For 2 to 6 players
Ages teen to adult

IT'S A WONDERFUL LIFE™

GAME INSTRUCTIONS

Object:

Be the first player to lead George through his life by collecting 5 different Friends & Family cards and an \$8000 card.

Contents:

Gameboard, Friends & Family card deck that includes 50 Friends & Family photos and two \$8000 cards, Question cards, George movers, mover stands, game die, label sheet.

Set Up:

Remove the George movers from the sheet and place each one in a mover stand. Each player takes one and places it at the "Start" which pictures young George. Remove and discard the two blank cards from the Friends & Family deck. Mix the remaining cards together and place face down on the center of the board. Carefully separate the question cards from the sheet and place off to the side.

Place the number labels on the die in any order. The first player to roll a 3 goes first, then play continues to the left.

Playing:

On your turn, roll the die and move that many spaces clockwise around the board. Follow the directions for the space you land on as follows:

Answer One:	The player to your left takes the top card from the Question card deck and reads aloud the question next to the number that you rolled. If you answer correctly, you get to take one Friends & Family card from the top of the deck.
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Take A Card:	You can take a card from any player's hand-without looking!
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Go Anywhere:	Move to any space on the board and follow the directions of that space.
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\$8,000	The player to your left asks you a question (as in "Answer
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One"). If you answer correctly, you can look through the Friends & Family deck and take the card of your choice OR you can look through any players hand and take a card. If you answer incorrectly, though, you must take a card from your hand and return it to the bottom of the deck.

Wait Here: Simply wait here until your next turn.

Lose a Card: Return one of your cards to the bottom of the deck

Draw Any Card: Look through the deck and take one card of your choice.

Ending and Winning the Game:

Players continue to collect Friends & Family cards and one of the two \$8000 cards. Once a player has 5 different Friends & Family cards and an \$8,000 card, that player places their George mover safely home in the center of the board, shows their cards and waits for their next turn. On the following turn, they roll the die and the player to their leftists them that question. If they answer correctly, that player wins the game. If the answer is not correct, they wait there and try again on their next turn.

Note: Other players can take cards from the player or players in the center without affecting the "home safe" status.