

RISKY ARCADE

OBJECT

Travel clockwise around the board and win tickets by playing arcade games. Redeem your tickets at the gift shop to collect prizes. The first player to collect all 3 prizes wins!

EQUIPMENT

RISKY ARCADE GAME BOARD • TICKETS • DECK OF 50 CARDS
2 DICE • 4 COLORED PLAYING PIECES • 3 SETS OF 12 PRIZES

SETUP: LET THE GAMES BEGIN!

1. Pick a colored playing piece and place it on the matching "START" space.
2. Shuffle the deck of "?" cards (with the arcade machine on it) and place them face down on the board.
3. Choose a player to be the banker. The banker controls the tickets and prizes. The banker also plays the game---but always keeps the arcade tickets separate.
4. Roll the dice. High roller goes first.

GAMEPLAY

ON YOUR TURN:

1. Roll the dice and move your playing piece that many spaces clockwise along the board, then...
2. If you roll a double, move that many spaces along the board plus receive that many tickets.
For example: Roll two 5's and move 10 spaces along the board PLUS receive 10 tickets.
3. If you land on an arcade game pick up a card and read the instructions.

SPACES ON THE BOARD:

When you land on a arcade game pick up a card to determine if you will be winning or losing tickets. Collect as many tickets from each game and use those tickets to purchase prizes from the gift shop. A player must land on a "Gift Shop" space to redeem their tickets if they have enough to collect a prize. Players can **ONLY** collect **ONE** prize at a time. Each prize has its own value (see Prizes for details). The first player to collect all 3 prizes wins!

IF YOU LAND ON...

Arcade Games: Pick up a card and follow the instructions

Snack Bar: You must pay the Banker 5 tickets

Photobooth: You must pay the Banker 10 tickets

Instant Winner: If you land on this space collect 75 tickets from the Banker.

Out of Order: If you land on this space you lose all your tickets. If you have a "Service Request" card, you can use this card to save your tickets. Other players can auction off their service request card for an amount of tickets both players agree upon.

Gift Shop: Redeem your tickets to collect a prize

THE ARCADE MACHINE "?" CARDS

Players must follow the instructions on the card...

Service Request: Use this card if you land on "Out of Order" without losing all your tickets. Once the card is used place card at the bottom of the "?" card pile.

Spin-2-Win: Use the spinner to test your luck. If you "lose a turn" that player gets skipped for the next turn.

Gift Shop: Race to the nearest Gift Shop space to redeem your tickets. **ONLY** one prize can be collected at a time!

Winner Circle: If you draw this card you may use it at any time in the game on your turn. Challenge the player with the most tickets to a battle. If the player accepts the challenge Winner Takes All Tickets! The player with the card rolls first.

STRATEGY HINT:

Once you've traveled the board and collected enough tickets race to the nearest gift shop. If you have enough tickets collect the most expensive prize to avoid losing your tickets in the game.

WINNING

As soon as one player collects one of each prize, that player is determined the winner! Other players may continue to play to determine 2nd, 3rd or 4th place.

PRIZES

Ninja = 50 tickets

Skateboard = 100 tickets

Spinning Top = 150 tickets

GOOD LUCK!

FAMILY
6+



2-4 PLAYERS

WARNING CHOKING HAZARD

Contains small parts. Not for children under 3 years.

WE WILL BE HAPPY TO HEAR YOUR QUESTIONS OR COMMENTS ABOUT THE GAME.

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