

# ADVANCE TO BOARDWALK™

## Parker Brothers Game of High Rises and Fast Falls

For 2 to 4 players / Ages 8 and up

Rules © 1985, Parker Brothers, Division of CPG Products Corp.  
Beverly, MA 01915. Printed in U.S.A.

### OBJECT

To become the richest builder on the boardwalk by owning properties with the highest total value.

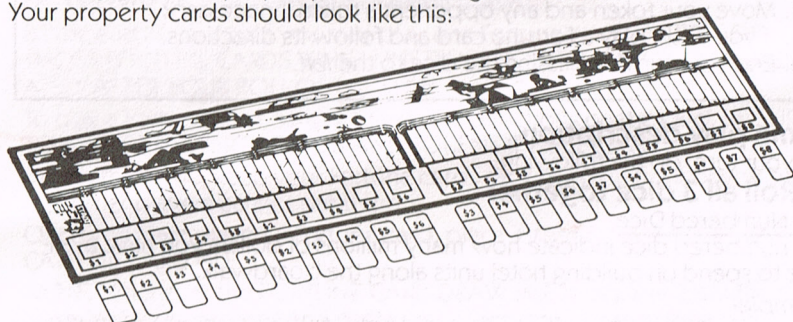
### EQUIPMENT

Game board • 80 hotel units (20 of each color) • 2 dice • 1 color die • a deck of 28 Fortune cards • 20 property cards • 4 tokens; a baby buggy, a roller skate, a sail boat, and a moped.

### SET UP

1. Place the game board in the center of the playing area.
2. Sort the property cards by color and place each one opposite the matching color and property value on the game board.

Your property cards should look like this:



3. Shuffle the deck of Fortune cards and place them *face down* in the space on the game board labeled, **FORTUNE CARD DRAW PILE**.
4. Each player chooses a token and places it on the **START** space.
5. Depending upon the number of players, each player takes the hotel units that match the color of his or her token.
  - 4-player game: each player takes 14 hotel units
  - 3-player game: each player takes 16 hotel units
  - 2-player game: each player takes 20 hotel units
6. Each player draws 2 Fortune cards from the top of the deck, looks at them, and places the cards *face down* in front of him or her for later use.
7. In turn, each player rolls the two standard dice. The player who rolls the highest number goes first. Play then passes, in turn, to the *left*.

## PLAY

On your turn, try to become the owner of as many properties as the roll of the dice will allow by building the greatest number of hotel units on them. Use Fortune cards whenever possible to help you accomplish this goal.

### Order-of-turn reference guide

The following steps outline, in order, what you may and/or must do on your turn. Refer to this section during game play for quick reference.

For further details on each step, please read the *GAME PLAY DESCRIPTION* section.

1. Roll all 3 dice.
2. Build a unit(s) if possible. If you roll an "F" on the color die, disregard the numbered dice and draw a Fortune card.
3. Take a property card(s) if appropriate.
4. Move your token and any opponent's token if necessary.
5. If you wish, play a Fortune card and follow its directions.
6. End your turn by passing the dice to the *left*.

## Game play description

On your turn, do the following:

### 1. Roll all 3 dice together

The Numbered Dice

The numbered dice indicate how many millions of dollars you have available to spend on building hotel units along the boardwalk.

*Example:*

If you roll a 3 and a 7, you have a total of \$10 million to spend on building hotel units.

The Color Die

The color die features four colors; each one matching a color zone on the game board. The color you roll is the color of the zone in which you *must* build.

## The "W"

The "W" on the color die stands for "WILD." When rolled, you may choose any *one* color zone on which to build.

## The "F"

The "F" on the color die stands for "FORTUNE CARD." Whenever you roll an "F," **DISREGARD YOUR ROLL OF THE NUMBERED DICE**. Instead you *must* take one Fortune card from the top of the draw pile.

You may play any Fortune card on this turn by following its directions, but you must end your turn directly after playing it.

If you do not play a Fortune card, end your turn.

## 2. Build a unit or units

Each of the properties along the boardwalk is valued at a specific million-dollar amount. Building is the act of placing one or more of your hotel units onto a property, or onto other hotel units already on a property. Build a unit(s) on one or more properties within the color zone rolled whose total worth is equal to, or less than, the sum of the dice.

*Example:* If you roll a 6 – 4 – blue, then you may build a unit (or units) on 10 million dollars or less worth of property within the blue color zone.

You can build:

- one unit on \$6 and one on \$4M, or
- one unit on \$5M, one unit on \$3M, and one unit on \$2M, or
- two units on \$5M (Refer to *CONDITIONS TO BUILDING* section)
- any combination less than \$10M

Conditions To Building

- a. You can only build one unit on any *vacant* property at one time.
- b. You may build more than one unit on an *occupied* property.
- c. You may build units atop a hotel which contains units previously built by an opponent.
- d. You may build units on properties worth less than the sum of the dice.
- e. You must build *at least one unit on a turn*, unless you roll an "F" on the color die.



### 3. Take a property card(s)

Each of the properties along the boardwalk has a corresponding property card. When you become the owner of a piece of property, *IMMEDIATELY* take the matching property card from either the side of the game board, or from the player who holds it.

YOU MUST TAKE A PROPERTY CARD(S) AS SOON AS YOU BECOME THE OWNER IN ORDER TO:

- KEEP TRACK OF PROPERTY OWNERSHIP, AND
- VERIFY YOUR TOKEN'S POSITION ON THE GAME BOARD. THE SUM OF YOUR PROPERTY CARDS' VALUES MUST EQUAL THE VALUE OF THE SPACE ON WHICH YOUR TOKEN RESTS.

You can become a property owner in the following ways:

- a. By building a unit on a vacant lot.
- b. By building a greater number of units on top of those already built by the current owner.

*Example:* Your opponent has built one unit on the property worth \$5 million in the red color zone. On your turn, you roll a 6-4-red. You decide to build two units on top of your opponent's one unit. Now, you become the owner of this property and take the property card from your opponent because you have built more units on this property than any other player.

#### Tie for property ownership

If two or more players have the same number of units on a property, the player whose unit is *closest to the bottom of the hotel* is the owner.

*Example:*

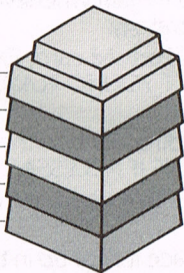
Yellow

Orange

Yellow

Orange

Gray

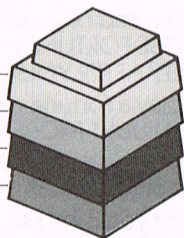


Yellow

Gray

Burgundy

Orange



Here, two players have an equal number of units. However, because the orange unit is *closest to the bottom of the hotel*, orange becomes the owner.

Here, each player has the same number of units on a property. However, because the orange unit is *closest to the bottom of the hotel*, orange becomes the owner.

#### 4. Move your token

During the game, the position of your token on the boardwalk must reflect the total worth of all the properties you own (Remember: add together the values on your property cards). Therefore, each time you become the owner of a piece of property, your token is moved ahead the number of spaces equal to the value of that property. Likewise, if you lose a piece of property to an opponent, your token is moved back the number of spaces equal to the value of that property.

*Example:* The total value of all your properties equals \$10 million and your token rests on the \$10 space on the boardwalk. Your opponent's total value of properties equals \$15 million and his/her token rests on the \$15 space on the boardwalk. On your next turn, you build 2 units on top of your opponent's 1 unit, taking over a piece of property worth \$5 million. Take the \$5 million property card from your opponent, move your token ahead 5 spaces (to the \$15 space), and move your opponent's token back 5 spaces (to the \$10 space).

**ON YOUR TURN, YOU MUST MOVE YOUR TOKEN, AND ANY OTHER PLAYER'S TOKEN WHEN NECESSARY.**

**Landing on an "F" space**

If you land on an "F" space **ON YOUR TURN AS A RESULT OF MOVING FORWARD**, you get the added bonus of taking the top Fortune card from the draw pile.

#### 5. Play a Fortune card

Fortune cards can help you build more hotel units, acquire more property during the game—even move an opponent who's in the lead backwards. Therefore, Fortune cards are good to gain whenever possible and can become an important part of game strategy.

At the end of your turn you may play *one* Fortune card, **EXCEPT FOR THOSE FORTUNE CARDS WHICH INSTRUCT YOU TO PLAY THEM IMMEDIATELY AFTER YOUR ROLL OF THE DICE.**

To play a Fortune card, simply follow the directions on the card. **BE SURE TO ADJUST PROPERTY CARDS AND TOKENS IF NECESSARY.**

During the game, keep your Fortune cards *face down* in front of you so that other players cannot see them.

Once you have played a Fortune card, place it *face up* in the FORTUNE CARD DISCARD PILE.

**NOTE:** Whenever the FORTUNE CARD DRAW PILE is depleted, shuffle the cards in the discard pile and place them *face down* in the draw pile space.

#### 6. End your turn

End your turn by passing the dice to the *left*.

### END OF GAME

The game ends when one player has no hotels with which to build at the start of his or her turn, or when one player has reached the last space on the boardwalk.

### WINNING

The player who controls the most millions of dollars worth of property (as represented by his or her token on the boardwalk) is the winner.

In the case of a tie, the winner is the player who owns the most properties.



50 Dunham Road  
Beverly, MA 01915