

*Parker Brothers*

# BOOM or BUST Game

Best For 3 or 4 Players

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*Parker Brothers Inc.*

SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA

MADE IN U.S.A.

## INTRODUCTION:

Players move around the board according to the throw of the dice. Properties such as Beauty Shop, Department Store, etc., are bought and sold at prices that rise and fall quite unexpectedly, depending on whether the conditions are **NORMAL**, **BOOM** times, or **BUST** (depression times). The game is quick-moving and amusing. The game ends when all but one player becomes bankrupt, and this surviving player **WINS THE GAME**. If the players prefer, a time limit may be set, at the end of which time the player owning the greatest amount of property and cash (when added together) **WINS THE GAME**.

## EQUIPMENT:

The Equipment consists of an illustrated game field with a track of "spaces" (2 spaces to each property — either one is effective) running underneath pictures of the properties, dice, 4 playing pieces — each of a different color, 64 ownership markers (which are used to identify property owned by the players), money, and a removable **BOOM-BUST** panel.

## A SUGGESTION:

Before play begins, it is suggested that all players become familiar with the **GAME FIELD** and the other interesting features. For example, note how the **BOOM-BUST** panel can be placed over the center of the board — and how the prices, printed on the edges of the panel, change the values of the various properties. The large amount is the **SELLING PRICE**. The smaller amount, directly under it, is the **RENT**, which likewise fluctuates with changing conditions. For example, the Department Store costs \$40,000 to buy in **NORMAL** times but skyrockets to \$80,000 when the panel reads **BOOM**. Turning the panel to **BUST** reduces the price of the Department Store to a mere \$20,000. The rent on the same property starts at \$8,000 (**NORMAL** times), and goes to \$20,000 in **BOOM** times and drops to \$2,000 when the panel is turned to **BUST**. When property is bought, the

ownership markers are placed on the circle directly behind the property. When property changes hands, the marker is replaced by a colored marker of the new owner. (Each player uses ownership markers which match the color of his playing piece.)

### **PREPARATION:**

Place the board in the center of the table within reach of all players. Lay the **BOOM-BUST** panel aside until later. The play always begins under **NORMAL** conditions. Give each player a playing piece for use in play.

Select a player to act as banker (this can be determined by highest throw of the dice), who will distribute the money, shift the panel when business conditions change, give out the ownership markers and act as auctioneer.

The banker will give each player, including himself, a working capital of \$222,000 divided as follows: Two \$50,000 bills; Ten \$10,000 bills; Twenty \$1,000 bills; Twenty \$100 bills. The banker must, of course, keep his personal funds separate from those of the bank.

The banker plays first. The turn to play passes to the left and each piece starts from the corner marked "**START HERE,**" moving clockwise the number of spaces shown by the sum of the two dice.

When a player throws doubles, he is entitled to another turn. He must, however, complete the play for the space on which he lands before taking his extra turn.

### **BUYING UNOWNED PROPERTY:**

Whenever, by the throw of the dice, a player's piece lands on either of the two spaces underneath a property which is not owned, he may buy it from the bank at the larger of the two prices which are printed underneath that property. He then receives from the bank an ownership marker of the color of his playing piece and places it on the circle behind the property to denote his ownership. If the player does not choose to buy the property, it will remain unowned, unless it is decided to use the "Auction" type of play. (See paragraph headed "Auctions.")

### **RENT FROM PROPERTY:**

Whenever a player's piece lands on a space which is owned by another player, the newcomer must pay, as rent, the lesser of the two prices shown for that space to the player who owns it.

### **CHANGING CONDITIONS FROM NORMAL TO BOOM OR BUST:**

Every time a player's piece lands on a **YELLOW** circle, business conditions change. The cycle is always from **NORMAL** to **BOOM** to **BUST**. Therefore, if a piece lands on a **YELLOW** circle and conditions are **NORMAL**, they change to **BOOM** immediately. (The banker will place the panel in the

center of the board with the **BOOM** side up.) These conditions prevail until any player's piece again lands on a **YELLOW** circle, at which time they change to **BUST** immediately. The next change will remove the panel so that conditions are back to **NORMAL**, etc.

### **BARGAIN OPTION PRICES:**

A list of "Bargain Option Prices" is printed at the end of these rules. When, on the **BUST** cycle, a player's piece stops on the space marked **BARGAIN OPTION**, he may purchase any unowned property of his choice at the bargain price listed. This special option applies only to properties **NOT IN POSSESSION OF OTHER PLAYERS**, and this privilege is extended only to the player whose piece stops on the space marked "**BARGAIN OPTION**" DURING THE "**BUST**" CYCLE.

### **TRADING PROPERTY:**

A player, at any time, may offer to sell any property he owns to any other player as a private transaction and at a price agreed upon between the traders. Ownership markers are returned to the bank whenever property is traded, and a new ownership marker of the proper color is issued by the banker to each new owner. When property is sold back to the bank, no new ownership marker is issued until the property is sold once more to some player.

### **TO OBTAIN CASH QUICKLY:**

A player may sell any or all of his property directly to the bank, which will pay him one half of the larger of the two prices printed under that property. (This price will, of course, depend upon the business cycle prevailing at the time of the sale.)

No player may borrow money from another player.

### **THE BANK:**

The bank receives all money paid for property which a player buys directly from it, and the bank pays out money for all property which is sold back to it.

### **BANKRUPTCY:**

A player becomes bankrupt when he cannot pay his obligations. If a player owes in rent an amount which he cannot pay, even by selling property to the bank or to any other player, he becomes bankrupt and must turn over all the property he owns and all his cash to his creditor and retire from the game.

### **TO WIN THE GAME:**

In the course of play, players will eventually be retired from the game, leaving only one player, who will, therefore, be the **WINNER**. If desired

it may be agreed, at the start of the play, to end the game at a certain time — say, a sixty-minute time limit. The richest player at that time is the winner. In determining the richest player, property values are figured on the larger of the two amounts printed under them according to business conditions prevailing at the end of the game; that is, whether the conditions are **NORMAL**, **BOOM**, or **BUST**.

## AUCTIONS:

Some players may prefer to use the **AUCTION** feature which is described below:

If a player lands on a property **WHICH IS NOT OWNED**, and he does not choose to buy this particular property at the printed price, it must be put up for auction by the "banker-auctioneer." All players may bid, including the banker and the player who landed on the space. The property is sold by the bank to the highest bidder. No player may bankrupt himself out of the game by bidding more money than he can pay. (If no one bids, the property remains unowned.) The player who buys the property pays the bank in **CASH** the price he bid and receives an ownership marker of his color. The player whose playing piece landed on the space remains on the space without paying rent on that turn. He is liable for rent should he land on that space on a later turn.

## BARGAIN OPTION PRICES

*Effective only during BUST cycle to the player landing on the space reading BARGAIN OPTION.*

COAL MINING COMPANY . . . . .	\$ 35,000.00
MANUFACTURING COMPANY . . . . .	25,000.00
INSURANCE . . . . .	150,000.00
BARBER SHOP . . . . .	1,200.00
PRINTER . . . . .	4,000.00
BEAUTY SHOP . . . . .	2,000.00
AIRLINE . . . . .	35,000.00
RESTAURANT . . . . .	4,000.00
NIGHT CLUB . . . . .	4,000.00
MOVIE . . . . .	5,000.00
REAL ESTATE . . . . .	4,000.00
HARDWARE COMPANY . . . . .	2,500.00
JEWELRY . . . . .	4,000.00
DEPARTMENT STORE . . . . .	10,000.00
SUPER MARKET . . . . .	15,000.00
RAILROAD . . . . .	75,000.00

Questions on the play of **BOOM OR BUST** will be answered gladly if correct return postage is enclosed. Address:

**PARKER BROTHERS, INC.**

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