

THE MAD[®]

MAGAZINE GAME

FROM PARKER BROTHERS



THE MAD MAGAZINE GAME

2 to 4 Players—Ages 8 to Adult

Rules © 1979 Parker Brothers, Beverly, Mass. 01915. Printed in U.S.A.
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OBJECT

To be the first player to lose—repeat, **LOSE**—all your money.



HEY, GANG, THIS WORD
IS VERY IMPORTANT.

EQUIPMENT

1 game board • 2 dice • 4 playing pieces • play money • Card cards

SET UP

4. Shuffle the Card cards. Then create a *draw pile* by placing the Card cards face down on their space in the center of the board. (The center is in the middle.)

3. Select a player—preferably someone honest—to be the Banker. The Banker;

c) separates the money by denomination;

b) places 1 \$500 bill under TOUGH LUCK; and

a) hands each player 1 \$5,000 bill, 4 \$1,000 bills and 2 \$500 bills, making a total of ~~\$9,000~~ \$10,000 for each player.

The rest of the money belongs to the Bank. During the game, the Banker must not mix his or her money with the Bank's money.

2. Each player chooses a playing piece and places it onto START.

1. Each player rolls 1 die. The lucky dog who rolls the *lowest* goes first; play then proceeds, in turn, to the first player's *right*.

PLAYING



CAUTION: *Play at your own risk—especially if you don't yet know the object of the game.*

To start playing, roll both dice and move the number of spaces that you roll.

b) Roll only with your *left* hand. Whenever you roll with your right hand, each of your opponents gives you \$500.

a) Move in a *counterclockwise* direction around the outside track. (If you move in a clockwise direction, you're a nerd person and may never play this game again.)

***No matter what space you land on,
follow its directions immediately.***

A few of the spaces require explanation:

z) If you're told to take a Card card, take the top one and follow its directions *immediately*. Then return it, face up, to the bottom of the draw pile. Simple, right?

y) Unless you land on a double arrow, continue moving around the outside track.

x) If you land on a double arrow, *immediately* roll 1 die (with your left hand) and move according to your roll.

w) If you start your turn on an inner track, roll 1 die only.

v) ANYWHERE is one of the corner spaces on the board.

u) Suppose you're told to SEND EVERYONE ELSE TO ANYWHERE. First they all go there immediately. (That makes sense, doesn't it?) Then each—as his or her regular turn—rolls to go to START. After that, it's your turn again.

t) If you have to switch chairs, don't take your money with you. And speaking of money (\$), the person who ends up in the Banker's chair becomes the Banker. For goodness sake, keep an eye on that person. Even in this game, cheating is a no-no!

s) Whenever some poor slob takes the money from under TOUGH LUCK, the Banker (whoever it is) immediately replaces that money with \$500 from the Bank.

r) When you place your playing piece onto START at the beginning of the game, you lose no money; you lose only your sanity and/or your pride.*

(Temporary end of the section on board spaces)
As soon as the Card cards in the draw pile are all facing up, shuffle them, turn them face down and—if you feel like it—continue playing.

(Continuation of the section on board spaces)

!!

Don't panic if you and your opponents find a board space or Card card to be confusing. Don't fight either. Take a vote and play according to the majority rule. (To most people, a majority is anything over 50%. However, because you're sufficiently intelligent and persistent to have read this far, you're clearly not most people. Therefore, to determine in your own mind what constitutes a majority, take a vote and decide according to the majority rule.)

WINNING

The winner is the first player to lose all of his or her money.



THIS WORD IS STILL
VERY IMPORTANT.

*

Believe it or not, we will be happy to answer questions about this game. Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915. Attention: Consumer Response Department



I DON'T
BELIEVE IT.





CARD



CARD



CARD



CARD



CARD



CARD



CARD



CARD



CARD



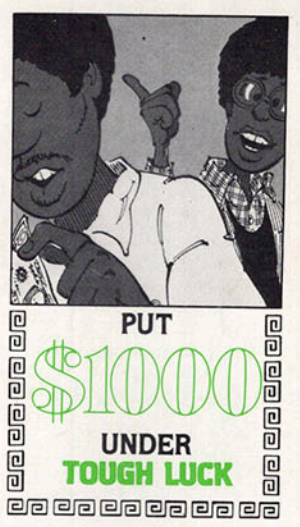
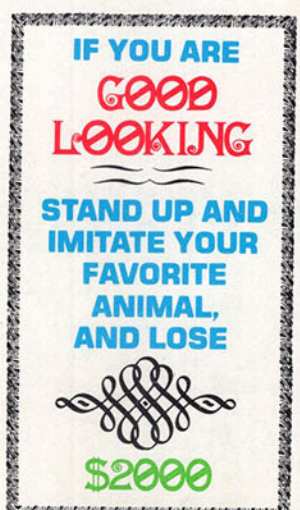
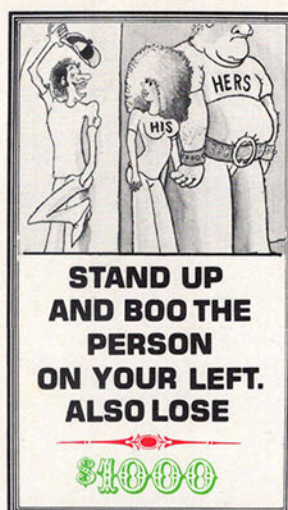
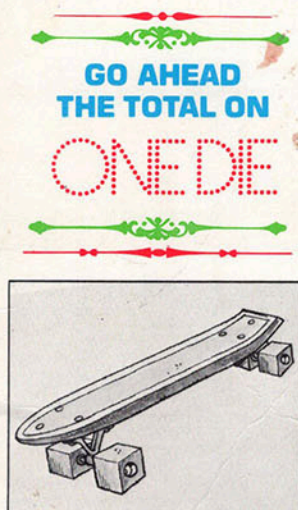
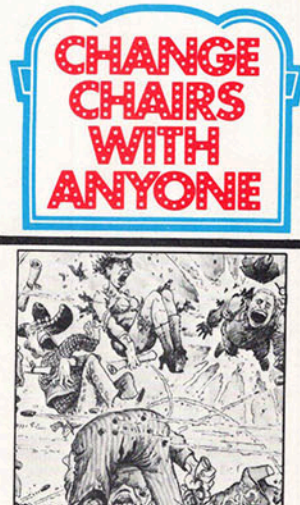
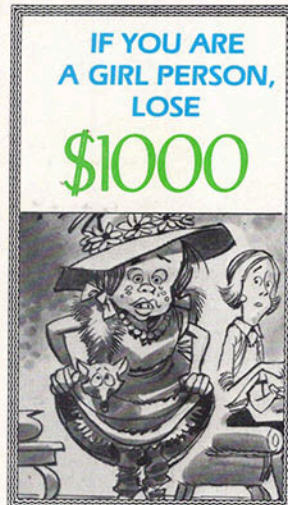
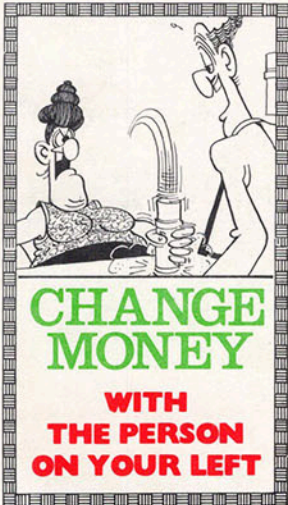
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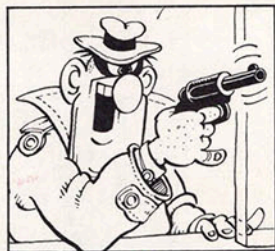


CARD



CARD





TAKE THE
NEXT CARD

DON'T PEEK

AND GIVE IT
TO ANYONE
ELSE



**CHANGE
MONEY**

WITH
THE PERSON
ON YOUR
RIGHT



IF YOU ARE
A BOY PERSON,
WIN

\$500



IF YOU ARE
A GIRL PERSON,
WIN

\$500



FLIP THIS CARD
UP IN THE AIR.
IF IT LANDS
WITH THIS SIDE
FACE UP,
YOU LOSE

\$7000

IF NOT, GO
TO
TOUGH LUCK



IF ONE OR
MORE OF THE
FOLLOWING
LETTERS
ARE IN YOUR
NAME,
YOU LOSE THE
AMOUNT
INDICATED



HOWEVER,
BEING A GOAT,
YOU WIN
\$500
ANYWAY

IF YOU LIKE
THIS GAME,
CROSS YOUR
LEGS,
SIT ON YOUR
HANDS,
CACKLE
LIKE A CHICKEN
AND LOSE

1 EGG

ALSO

\$500



**CHANGE
MONEY
WITH
ANYONE**

IF YOU ARE
A BOY PERSON,
LOSE

\$1000



**PLAN
AHEAD**



AND
MOVE TO
ANY SPACE
ON THE BOARD

IF ONE OR
MORE OF THE
FOLLOWING
LETTERS
ARE IN YOUR
NAME,
YOU WIN THE
AMOUNT
INDICATED



**GO
TO ANY
DOUBLE
ARROW
SPACE**



STAR!

Whenever you pass or land here, **LOSE \$500**

If no one is standing **YOU LOSE \$1000**

If someone is standing **YOU WIN \$2000**

TAKE A CARD

To enter, land here and roll one die

Everyone moves one chair to the left

WAAAA CHOO

Everyone else moves 1 space back and does what it says

If your name is Alfred E. Neuman collect \$1,329,063. If not, lose a turn

TAKE A CARD

TAKE A CARD

Exchange money with person on right

TAKE A CARD

ANYWHERE

(Roll 7, collect \$500 and go to START. If you don't, just go to START!)

If no one is standing **YOU LOSE \$1000**

If someone is standing **YOU WIN \$2000**

TAKE A CARD

Go ahead seven

Everyone else moves 1 space back and does what it says

If your name is Alfred E. Neuman collect \$1,329,063. If not, lose a turn

TAKE A CARD

Send anyone to **TOUGH LUCK**

TAKE A CARD

Exchange money with person on right

TAKE A CARD

Change money with the person on your left

Go back to the total of 3 rolls backwards

TAKE A CARD

Go ahead seven

Everyone else moves 1 space back and does what it says

If your name is Alfred E. Neuman collect \$1,329,063. If not, lose a turn

TAKE A CARD

Send anyone to **TOUGH LUCK**

TAKE A CARD

Exchange money with person on right

TAKE A CARD

Change money with the person on your left

Must gamble **ODD** - win twice as much everything you have. Roll dice: **EVEN** - lose everything, but collect \$1500

TAKE A CARD

Go ahead seven

Everyone else moves 1 space back and does what it says

If your name is Alfred E. Neuman collect \$1,329,063. If not, lose a turn

TAKE A CARD

Send anyone to **TOUGH LUCK**

TAKE A CARD

Exchange money with person on right

TAKE A CARD

Change money with the person on your left

Send everyone else to **ANYWHERE**

TAKE A CARD

Go ahead seven

Everyone else moves 1 space back and does what it says

If your name is Alfred E. Neuman collect \$1,329,063. If not, lose a turn

TAKE A CARD

Send anyone to **TOUGH LUCK**

TAKE A CARD

Exchange money with person on right

TAKE A CARD

Change money with the person on your left

Lose your turn or go ahead 27 (If your name is Alfred E. Neuman, forget it!)

TAKE A CARD

Go ahead seven

Everyone else moves 1 space back and does what it says

If your name is Alfred E. Neuman collect \$1,329,063. If not, lose a turn

TAKE A CARD

Send anyone to **TOUGH LUCK**

TAKE A CARD

Exchange money with person on right

TAKE A CARD

Change money with the person on your left

If not lose \$4000. If there is an opponent table lose \$2000.

TAKE A CARD

Go ahead seven

Everyone else moves 1 space back and does what it says

If your name is Alfred E. Neuman collect \$1,329,063. If not, lose a turn

TAKE A CARD

Send anyone to **TOUGH LUCK**

TAKE A CARD

Exchange money with person on right

TAKE A CARD

Change money with the person on your left

TAKE A CARD

Go ahead seven

Everyone else moves 1 space back and does what it says

If your name is Alfred E. Neuman collect \$1,329,063. If not, lose a turn

TAKE A CARD

Send anyone to **TOUGH LUCK**

TAKE A CARD

Exchange money with person on right

TAKE A CARD

Change money with the person on your left

PLACE \$1000 UNDER TOUGH LUCK

TAKE A CARD

Go ahead seven

Everyone else moves 1 space back and does what it says

If your name is Alfred E. Neuman collect \$1,329,063. If not, lose a turn

TAKE A CARD

Send anyone to **TOUGH LUCK**

TAKE A CARD

Exchange money with person on right

TAKE A CARD

Change money with the person on your left

IF ANY SPACE ON THIS BOARD SOUNDS CONFUSING, TAKE A VOTE AND PLAY ACCORDING TO MAJORITY RULE!

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PLACE CARD CARDS HERE



TOUGH LUCK

(If anything is under here, you gotta take it!)

Everyone moves one chair to the right

TAKE A CARD

Old Maid

(Stay right here until someone rolls a one or seven)

If someone is smiling go back 3 spaces. If no one is smiling go ahead 3 spaces

TAKE A CARD

Wait right here for another player to pass you... and then move with him or her.

Change money with the person on your left



ere!



- c. Do not attempt to play this game while eating, sleeping or thinking.
- b. Do not play with anyone who is not male or female.
- a. Do not play this game unless you're fully prepared for madcap, hilarious, off-the-wall fun.



Some people will do anything for money.

