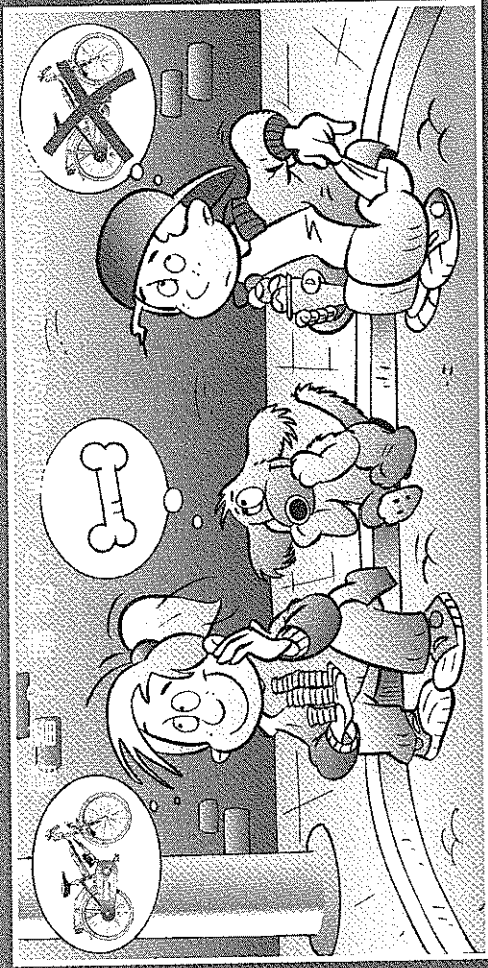


夢想成真

THE POCKET MONEY GAME

Stefanie Rohner + Christian Wolf



- : You receive no interest
- : Your peg is moved one step further
- : Your peg is moved two steps further
- : Your peg is moved three steps further
- : Your peg is moved four steps further
- : You get £5 from the bank

Peg in orange (you have more than £15)
 You have more than £20

6. Yellow/Orange: Good or bad luck?

These spaces can cost money! If you don't have enough, pay what you do have (only cash, not money in your bank balance).

'There's a coin in the gutter': If there is money, pick it up, it's yours! If there is none, then put 5Op there. The other two 'luck' spaces speak for themselves.

7. Yellow: Bus and Underground

If you land on one of these spaces, you can catch a bus or an underground tube in the same go and travel further. Put 2Op in the slot for the bus, or 5Op for the tube, and get out at any stop you like. Then do what it says in that space. If you are in 'The Jelly Baby' and you throw a special symbol, then you can go to the Underground, pay 5Op, and get out at 'Game, Set and Match' - all in one go!

8. Blue: A bike!

If you have not yet saved £15. Then this space works like an ordinary interest space. But if you have saved £15, and you have bought something from each of the four shops, and you land on this space or you pass it - then the bike's yours! You've won!



遊戲規則 Rules of the Game

珍寶遊戲



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香港總代理：振光有限公司
 香港九龍彌敦道585號
 富時中心2203-4室
 電話：(852) 27820366

Hong Kong Distributor: ASIA GOAL LTD.
 2203, Righteous Centre,
 585 Nathan Road,
 Kowloon, Hong Kong.
 Tel. No.: (852) 2782 0366

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「夢想成真」 Pocket Money Game

遊戲目標：

為購買一輛期待已久的單車，參賽者正在努力儲蓄。因為參賽者沒有能力負擔，參賽者並不需自己付出全部的款項。在此遊戲中，當參賽者開始時，參賽者只有3鎊。請立即開始儲蓄行動，實現你的夢想吧！但是，在棋盤中央有數間商店，參賽者必須在每間商店最少購買一件物品，並盡量用最底的價錢去買。請留意減價的優惠，同時更應盡量存錢進銀行以賺取利息。

配件：

- 棋盤商場
- 4個棋子
- 18張零用錢卡
- 24張購物卡
- 69個不同銀碼的錢幣
- 4個儲蓄指示夾
- 1粒骰子

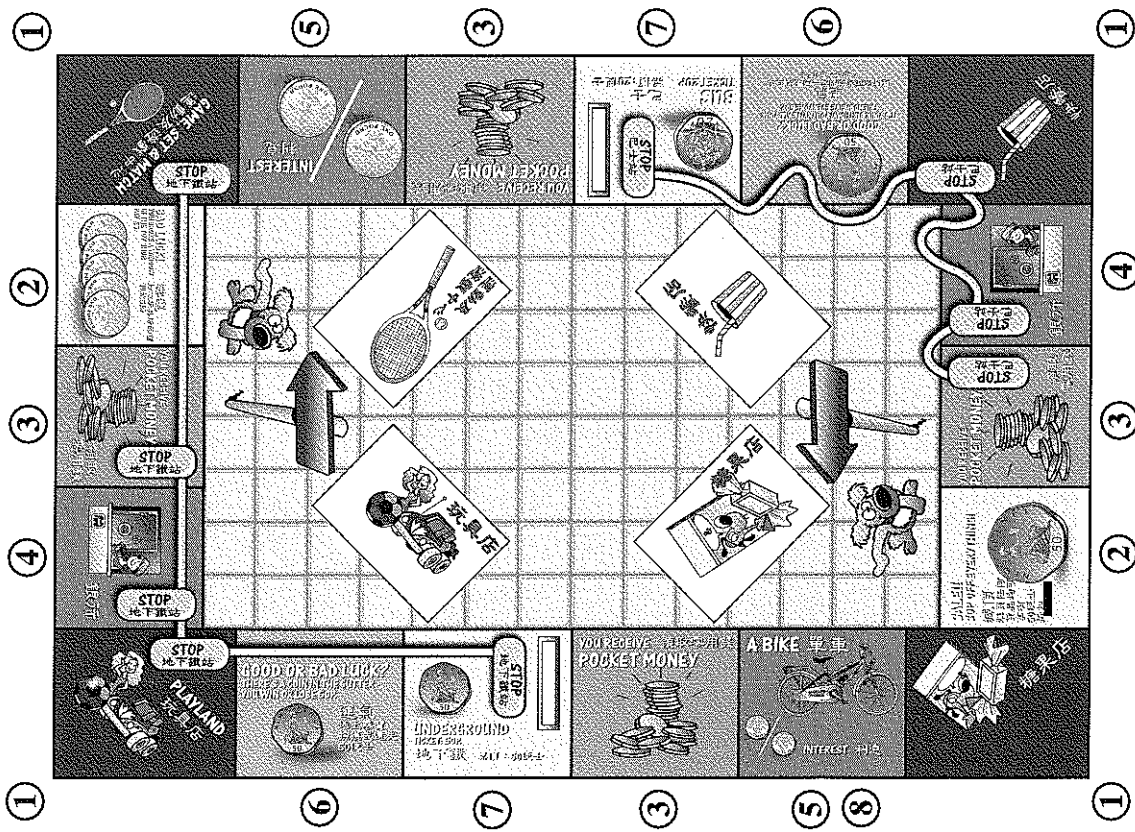
怎樣達成夢想？

符合下列條件者才可勝出：

- 已在銀行存有15鎊，及
- 已在每間商店購買了最少一件物品，及
- 第一個到達或經過「單車」格，便可購買新單車。

遊戲前準備：

1. 首先，每位參賽者需選擇一個棋子及一個相同顏色的儲蓄指示夾。
2. 將棋盤放於盒內。
3. 把商場摺成屋形並洗勻（每間商店各有6張卡），面向下放在同款商店前。
4. 把購物卡分類並洗勻（每間商店各有6張卡），面向下放在同款商店前。
5. 把零用錢卡洗勻，面向下放在棋盤旁，把第一張卡反轉使面向上。
6. 選一位參賽者作為銀行家，銀行家也可同時參與遊戲，他可以用盒蓋儲存所有錢幣。
7. 每位參賽者開始時都分別擁有3鎊（1個1鎊，3個50p < 便士 >，2個20p < 便士 > 及1個10p < 便士 >）。
8. 每位參賽者應把儲蓄指示夾夾在紙盒邊的儲蓄量度尺上，並放於開始的位置（即“1”之前）。
9. 每位參賽者輪流擲骰，擲到最大點數者首先開始，他可隨意把棋子放在任何一格「零用錢」格中。
10. 接著便輪到左面的參賽者，此參賽者亦可隨意選擇他喜歡的「零用錢」方格作為起點，如此類推，直至所有參賽者將棋子放在棋盤上。



1 鎊 50 便士 20 便士 10 便士

遊戲規則：

首位開始的參費者先擲骰，然後把棋子依箭嘴向左而行。如擲到★形時，可選擇行1、2、3或4步，然後履行所在格上的指示。當完成指示後便輪到下一位參費者。

在開始階段，參費者可能查閱規則，但因為格上也有提示，參費者會很快熟悉及瞭解格內指示。

遊戲提示：

- 如擲到★形參費者可隨意行1、2、3或4步，選擇落點。應留意藍色的「商店」及綠色的「零用錢」方格是很重要的（尤其是在遊戲開始階段）。
- 預先看看商店售賣的物件及價錢：便宜還是昂貴？例如：50p（便士）便屬於便宜，但2鎊便屬於昂貴。
- 「減價」方格十分有用，參費者可選購任何一間商店內的物品，並享有50p（便士）折扣。
- 預先看看參費者可從「零用錢」格取得多少錢。1.50鎊並不算太多，5鎊則相當吸引。
- 到時參費者知道應該何時購物，何時儲蓄了！

碎錢：

有時，銀行可能會缺乏碎錢。如這情況出現時，銀行家應小心地把棋盤中央的商店拿起，把碎錢加到盒蓋（即銀行）後，把商店放回原處。

當遊戲結束，把所有錢幣從「糖果店」方格的孔倒出。

棋盤方格：

1. 紅色：快餐店、運動及遊戲中心、玩具店及糖果店
每間商店前的一張購物卡代表可購買的物件及價錢，如參費者想購買，應把適當的硬幣投入該商店的錢幣孔內，並把該購物卡放在自己前面。然後，把新一張購物卡反轉，面向上。如參費者不想購買，（可能已從該店買了物品或因為沒有足夠的零用錢），便留在該位置，把卡反轉放在整疊卡的最底，再把新一張卡反轉，面向上。
2. 黃色：減價
如參費者停留在此格，4間商店的貨品即時全部減價。參費者可選擇任何商店內的物品，並且享有50p（便士）折扣。把適當的錢幣投入錢幣孔內，取回購物卡放在自己前面，並把新一張卡反轉，面向上。如參費者不想或沒能力購物，只須停留在該位置便可。
3. 綠色：零用錢
如參費者停留在此格，銀行家應按第一張零用錢卡所列出的數目給予參費者零用錢，然後把該卡反轉放回最底，並把新一張卡反轉，面向上。

4.

藍色：銀行
如參費者停留在此格，可把錢存入銀行。參費者的儲蓄指示夾的位置是用來顯示自己的銀行存款。在遊戲開始時，儲蓄指示夾會放在“1”之前。每次存入錢入銀行時，需同時移動儲蓄指示夾。1格代表1鎊。已存入的錢是不可以提取的。當指示夾到達15鎊，參費者便有足夠的錢購買單車。

5.

藍色：利息
當參費者有儲蓄在銀行時，便會收到利息：存款越多，利息越高。當有參費者停留在此格時，銀行便會發利息給所有參費者。利息多少視乎每個參費者的存款而定（即儲蓄指示夾所處的顏色區），如下：

顏色區

利息

1. 沒有存款：沒有利息
2. 藍色區：夾可移動前1格）
3. 綠色區：夾可移動前2格）
4. 紅色區：夾可移動前3格）
5. 橙色區（已有15鎊）：夾可移動前4格）
6. 20鎊以上：夾可移動前5格）

6.

黃色或橙色：運氣
這些格可能會使參費者獲得或損失金錢！如參費者沒有足夠的現金支付罰款，只需支付手上有錢幣，參費者可獲得該格上的錢幣：例如：「地上尋寶」格上有錢幣，參費者可獲得該格上的錢幣：否則便要留下50p（便士）在該格上。

7.

黃色：巴士及地下鐵
如參費者置身此格，你可乘巴士或地下鐵前往較遠的方格。放20p（便士）入巴士的錢幣孔或50p入地下鐵的錢幣孔，參費者可沿著路線上任何一個站下車，然後按照棋盤上的指示做。例如：在「糖果店」時，擲到★形，參費者可選擇行3步，然後付50p（便士）乘地下鐵到玩具店或運動及遊戲中心購物。

8.

藍色：單車
如參費者的儲蓄未達15鎊，此格只當作一般「利息」格處理。但如參費者已儲夠15鎊及已購入4間商店內的物品，當停留或經過此格時，即可購買此單車，成為勝利者。

POCKET MONEY GAME

The aim of the game:

You are saving up for a new bike. You don't have to pay for it all yourself. Thanks goodness, as a new bike costs more than you could probably ever save! In this game, when you can show your parents that you have £15 in the bank, they'll put up the rest and the bike is yours. At the start of the game, you have just £3 - so start saving!

However...in the middle of the game board you will see a number of shops, all selling things you want to buy. The game involves buying at least one thing from each shop, so it makes sense to buy these as cheap as possible. Look out for the special offers! Of course, it's important to put as much money as possible in the bank as it will earn interest.

Contents:

- Game board
- Shopping Centre
- 4 playing pieces
- 18 pocket money cards
- 24 shop cards showing things to buy
- 69 coins
- 4 'bank balance' pegs
- 1 die

The winning player is the first who:

- * has £15 in their bank account towards the new bike, and
- * has bought at least one thing from each shop, and
- * is the first player to reach or pass the special 'bike' space with these purchases.

To begin with:

1. Each player chooses a playing piece and a 'bank balance' peg in the same colour.
2. Put the box, with the game board in it, in the middle.
3. Fold the stopping centre into shape and place it on the game board so that the shops line up with their corner-spaces.
4. Sort out the 'shop' cards (there are six cards for each of the four shops). Shuffle each pile and place it, face down, in front of the corresponding shop. Turn over the top card of each pile.
5. Shuffle the 'pocket money' cards. Put them, face down, next to the box. Turn over the top card.
6. Choose one of the players to be banker. The banker can play as well. The banker can use the lid of the box to keep the money in.
7. Each player receives £3 (one £1 coin, three 50p pieces, two 20p pieces and one 10p piece).
8. Each player fixes their 'bank balance' peg to the edge of the box - at the starting position, before the 1.
9. Each player throws the die: the player with the highest score begins, by placing his or her piece on any 'pocket money' space they want. The next turn passes to the player on the left; this player does the same, and so on, until everyone's piece is on the board and ready to play.

Rules:

Then first player then throws the die to start the game. Move your piece to the left, as shown by the arrow. If you throw the special symbol ★, then you can choose whether you want to move 1, 2, 3, or 4 spaces. Then follow the instructions on the space you land on (they are all explained in these rules). When you have done that, it's the next player's turn.

In the beginning of the game, you will probably have to check the rules quite often, but you will soon learn what each space means. Most of the spaces also have reminders on them.

Hints and Tips:

- If you throw the special symbol ★, you can therefore choose where to land. The red shops and the green pocket money spaces are important (especially early in the game) when you get ★.
- Look ahead to see how much things cost in the next stop; are they cheap or expensive? For example, 50p is cheap but £2 is expensive.
- The 'Sale!' space is especially useful; not only can you buy everything 50p cheaper, but also you can choose which shop you buy from!
- Look ahead to see how much money you can collect by landing on a 'pocket money' space. £1.50 pocket money is not too much but £5 is!
- Now you know whether to buy something or save your pocket money.

Change:

Sometimes the bank will run out of change. In that case, the banker carefully lifts the stopping centre out of the box, adds some change to the supply in the lid, and puts the shops back. At the end of the game, the money can be shaken out of the hole next to the 'The Jelly Baby'.

WHAT THE SPACES MEAN:

1. Red: Piggies, Game, Set & Match, Playland and The Jelly Baby
The top card in front of each shop shows what you can buy there and for how much. If you want to buy it, put the right money through the slot, take the card, place it face up in front of you. Then turn over the (new) top card in the pile. If you don't want to buy it, perhaps because you already have something from that shop, or because you don't have enough money, then just stay where you are.
Just take the top card, turn it over and slide it underneath the pile, and turn over the (new) top card.
2. Yellow: Sale!
If you land here, then there's a sale on at all four shops, and you can choose between any of the four cards showing - at 50p off! Put the right money through the slot, take the card you want, and lay it down face up in front of you. Turn over the (new) top card. If you don't want to buy anything, or can't, then do nothing.
3. Green: pocket money
If you land on this space, read the pocket money card that is showing. The banker will immediately give you the amount that the card says. Then put the card back, at the bottom of the pile and turn over the top card.
4. Blue: Bank
If you land on one of these spaces, you can put money in the bank. Your bank balance (the amount of money you have in the bank) is given by the position of your peg on the edge of the box. At the start of the game, it will be before the 1. Every time you decide to put money in the bank, you pay the bank the money and move your peg, one step for every pound. You can never cash the money from your bank balance. When you have saved £15 that's enough for the bike!
5. Blue: Interest
When you save money, the amount increases by earning 'interest'. The more money you have in the bank, the more interest you earn. Whenever a player lands on an 'interest' space, the bank pays interest to all the players. How much? That depends on how much each player has saved - in other words, on what color the bank peg is in.