RECOMMENDED FOR CHILDREN AGE 8 TO ADULT

WARNING! As with any other product containing parts small enough to be placed in the mouth, please keep this game and its component parts away from infants, young children, and others who may need to be supervised.

WHEELER~DEALER®

"Wheeler-Dealer®" is a fast-paced, action-packed game of skill, strategy, and the "luck of the dice", where two to six players "wheel 'n deal" their way around their own community, buying up, trading & selling local business properties that *actually exist.* As a "wheeler-dealer" you may find yourself buying property, striking bargains with other players, and moving your token to more than one square in a single turn.

OBJECT OF THE GAME

By whatever financial and investment strategy you choose, the object of the game is to be the wealthiest "wheeler-dealer" at the end of the game.

GAME EQUIPMENT

Game parts include:

1 Locally-personalized Wheeler-Dealer® game board

6 Playing tokens

30 Title Cards

60 Wheeler-Dealer® cards

1 Pair of dice

1 Set of instructions

1 Sequence & Commodity Futures Reference Card

Over $5 million in Wheeler-Dealer® play money

LEVELS OF PLAY

When compared with other, generally similar board games, it is often said that Wheeler-Dealer® may take a little more time to learn, but that once learned, it is a lot more fun to play!

To help you learn the game more quickly, we have developed two levels of play. We recommend you begin playing at LEVEL ONE and then proceed to playing at LEVEL TWO.

While LEVEL TWO play is *MUCH MORE EXCITING* and is the *official* way Wheeler-Dealer® should be played, some may prefer to play the game at LEVEL ONE. (Choose the level of play you find the most fun!)

LEVEL ONE

For LEVEL ONE play, the 60 brown Wheeler-Dealer® cards are not used.

SETTING UP FOR PLAY

◆ 1. Choose one player to be the "Banker." The Banker oversees *ALL* money transactions, sees that the correct Title Card is handed out when each game board property is purchased, and makes change.

IF THE BANK RUNS OUT OF MONEY (a very unlikely event), the Banker is to give IOU's to players in exchange for needed cash. (These IOU's shall be considered good as cash for paying debts and buying properties—and are considered part of a player's cash on hand both during and at the end of the game.)

Once chosen, the Banker gives each player $100,000—in this manner:

1 $50,000 bill 4 $10,000 bills 2 $5,000 bills

You need never reveal the amount of cash you have on hand unless you are required to pay a percentage of it to the Bank —in which case you must count all your cash openly, in front of all other players.

◆ 2. Sort and place all Title Cards on the "Unsold Property Titles" space in the middle of the game board.

◆ 3. Place the 60 Wheeler-Dealer® cards, face down, on the spot indicated for them in the middle of the game board. To keep track and know when the game is *over,* we suggest each player draw a Wheeler-Dealer® card during his or her turn but immediately *DISCARD* the card, rather than follow the card's instructions, as Wheeler-Dealer® cards are not actually used in game play at LEVEL ONE. The game *ends* after the player drawing the last Wheeler-Dealer® card has finished his or her turn. The player with the greatest "net worth" is declared the winner. (See "WINNING THE GAME".)

◆ 4. Each player chooses a playing token and places it on the "Park/Start" corner square. (PARK instructions are not followed this one time.)

◆ 5. To see who "goes first," each player takes a turn rolling the dice; the player with the highest total plays first, the player to his or her left plays next, and so on.

BASIC STEPS IN EACH PLAYER'S TURN

The basic sequence in each player's turn is:

● **1. INVEST**—at the Commodity Futures Exchange.

● **2. ROLL DICE & MOVE YOUR TOKEN** clockwise around the game board the number of spaces rolled. If you roll "doubles" collect BONUS MONEY from the Bank.

● **3. BUY, "POACH", PAY OR COLLECT** if your token lands on a property square. If your token lands on a corner square, follow the directions printed there. (See "BUYING PROPERTY", "PAYING BILLS", "COLLECTING INCOME", "POACHING", and "CORNER SQUARES".)

● **4. DRAW A NEW WHEELER-DEALER® CARD**—if your token does not rest on "SCHOOL"—and follow the card's instructions. **(NOTE: If you are playing at LEVEL ONE,** do not follow the instructions on the Wheeler-Dealer® card you have drawn and, instead, immediately place the card on the Discard Pile.)

● **5. USE ANY ONE WHEELER-DEALER® CARD** you may have been saving for future use, but only if you *choose* to. **(NOTE: If you are playing at LEVEL ONE,** please *disregard* this step—as you should not be saving *any* Wheeler-Dealer® cards.)

● **6. PASS THE DICE** to the player on your left AFTER you have completed ALL your business. (Once you hand the dice over to the next player, YOUR TURN IS OVER.)

◆ **AT ANY POINT *DURING YOUR TURN*** you may BORROW MONEY from the Bank on property you own that is not DEBT-RIDDEN and/or you may PAY OFF DEBT on property you own that is DEBT-RIDDEN.

◆ **AT ANY POINT DURING THE GAME**—whether or not it is your turn—you may BORROW MONEY from the Bank on property you own that is not DEBT-RIDDEN (but *only* if you have an *immediate use* for the money) and/or you may STOP play of the game and offer to BUY FROM, SELL TO, or TRADE ANYTHING with *ANY* OTHER PLAYER. (See "WHEELING & DEALING".)

The "Sequence Card" included with the game has a summary of the basic steps each player is to follow during his or her turn. The "Sequence Card" should be passed to the player whose turn it is so that he or she may refer to it.

COMMODITY FUTURES EXCHANGE

Before you move your token at the beginning of your turn, you must invest at the "Commodity Futures Exchange." This one time is the only time you may invest at the Exchange during your current turn, unless you are on the verge of bankruptcy (See "Bankruptcy").

(You may "Wheel & Deal" and/or borrow money from the Bank on properties you own before investing at the Exchange, but you may not roll the dice and move your token before you invest at the Exchange.)

You are offered one opportunity to invest in one of twelve different commodities. Some are riskier investments than others, and some provide a higher profit return. Your investment choices are listed at the Exchange (located in the center of the game board) and also appear on the back the "Sequence Card" included with the game.

With each commodity a specific amount of money must be invested. The smallest allowed investment is $20,000. (If you do not *have* at least $20,000 to invest at the beginning of your turn, you must *raise it* in a permitted manner or declare bankruptcy!)

When you are ready to invest at the Exchange, leave your token where it is on the game board (you do not move it to the Exchange building), and then (1) announce to other players how much you are investing and in which commodity, (2) hand your cash investment to the Banker to count and verify, and (3) roll the dice to determine whether your investment pays off or is lost to the Bank. The Banker is to verify if you have made a profit, and, if so, the Bank is to immediately pay you the amount indicated as "YOUR TOTAL RETURN".

FOR EXAMPLE, you might decide to invest in Copper. From the investment table you can see that to do so, you must give to the Bank exactly $20,000, that "YOUR PROFIT ODDS" are "5 in 6" (which means, *on average,* 5 times out of 6 that you invest in Copper you WILL make a profit), that to make a profit you must roll "Any Number But 7", and that if you DO roll any number but 7, the Bank is to pay you a total of $30,000 (which equals your $20,000 investment plus a $10,000 profit). If you roll a 7, though, your investment is lost to the Bank and you receive nothing back.

MOVING AROUND THE BOARD

When rolling the dice to move your token, the total number rolled is the number of spaces you are to advance your token clockwise around the board.

"DOUBLES"—if you roll "doubles" (each die showing the same number of dots), you receive BONUS MONEY from the Bank, equal to $1,000 *times* the total number rolled. (For example, if you roll a pair of 2's, you should receive $4,000; for a pair of 3's, you should receive $6,000; and so on.)

BUYING PROPERTY

If you land on an unowned property, you may buy it by paying to the Bank the property's "Cost", indicated at the bottom of its space on the game board. In return you receive its Title Card. (For example, the Cost of property A1 is $100,000. After you pay the Bank $100,000, the Banker is to give you the correct Title Card for property A1.)

IMPORTANT NOTE: Whatever your investment strategy, be aware that all game board properties are *unique.* Some cost more to buy, some offer a higher potential return on your investment, some are better to borrow on, and some are more likely to be landed on by players during the game.

If you land on unowned property and choose not to buy it, the property *immediately* goes up for AUCTION, in the following manner: The Banker acts as Auctioneer. *ALL* players (except those whose tokens rest on the "School" square) may bid. The Title Card to the property goes to the highest bidder after full payment has been made to the Bank. Bidding may begin at $100.00. If no bids are offered, the property remains unowned and may be bought by a player landing on it later in the game.

NO JOINT OWNERSHIP is allowed—a property can only be owned by one player at a time.

ALL TITLE CARDS to property you own must be logically organized and kept in full view of all other players, at all times.

PAYING BILLS

If you land on a property that is owned by another player, you must roll one die and pay to the owner the property's "Income Multiple" *times* (multiplied by) the number rolled. A property's Income Multiple is the number at the bottom of its game board space followed by an "X". (Property F1's Income Multiple, for example, is 2000.)

For example, if another player owns property F1 and you land on it and then roll a 6, you must pay F1's owner 2000 *times* 6, which equals $12,000. (A property's Income Multiple also appears on the front of the property's Title Card—on the first line below the word "TITLE".)

IMPORTANT NOTE: Players who are shrewd and skillful enough to buy or accumulate *blocks* of adjacent property (properties in the same "Color Block") can earn MUCH more when another player's token lands on it, because Income Multiples *RISE* on such *blocks* of property!

For example, if you own BOTH properties F1 and F2, and another player lands on F1 and then rolls a 6, he or she must pay you the property's INCREASED Income Multiple of 4000 (as indicated on F1's Title Card) *times* 6, which equals $24,000.

Each Title Card indicates on its front what Income Multiple to use, depending on how many properties in the same Color Block you own. Notice that the Income Multiple jumps up *QUITE HIGH* if you own *ALL* the properties in the same Color Block *AND* if none of the properties are debt-ridden. (See individual Title Cards.)

For example, if you own ALL FOUR F properties (and NONE of them are debt-ridden), and another player lands on F1 and then rolls a 6, he or she must pay you the property's MAXIMUM Income Multiple of 80,000 (as indicated on F1's Title Card) *times* 6, which equals $240,000!

NOTE: While *some* multiplication is involved during play of the game, it has been purposefully *limited* to the most *basic* kind —multiplying just two, single-digit numbers, followed by the appropriate number of zeros, such as 3 x 3000 = 9000.

POACHING

If you land on a property that is owned by another player, but the property is debt-ridden, you may buy it without the owner's consent. Simply pay to the Bank the debt indicated on the *back* of the property's "Title" card and the property is yours, the "Title" card is to be turned over to you, and the property is no longer debt-ridden. (Nothing need be paid to the property's owner!)

NOTE: Once you roll the die to determine how much you must pay the property's owner, you are not allowed to change your mind and decide to buy ("poach") the property instead.

COLLECTING INCOME

Not only do you collect income from *other* players landing on your properties, but if you land on one of your own properties, you collect income *from the Bank.* Whenever you land on one of your own properties, roll one die and collect from the Bank the property's Income Multiple *times* the number you rolled.

When collecting money *from the Bank* for property you own and land on, you ALWAYS use the smallest Income Multiple—which is the Income Multiple listed on the first line under the word "TITLE" on the Title Card for that property—*no matter* how many properties in the same Color Block you may own.

WHEELING & DEALING

At any point during the game (as long as your token is not resting on the "School" square) you may halt the play of the game by saying *"EXCUSE ME!"*—even if it is not your turn—and then offer to sell or trade *any* game item you own or that is in your possession for *any* game item owned or possessed by any other player (whose token does not rest on the "School" square).

IMPORTANT NOTE: A player may not simply give or lend another player money or property (or Wheeler-Dealer® cards—if playing at LEVEL TWO). Nothing may be "owed." Every deal must be completed "on the spot"—no part of any deal between players may involve something to be done, paid for, or returned *at a later point* in the game.

CORNER SQUARES

You must immediately follow the instructions of any corner square your token comes to rest on.

◆ SCHOOL

If your token comes to rest on the "School" corner square, your present turn ends—immediately after you roll to see how much "vacation spending money" you collect—and you *miss your next turn* (...UNLESS you are playing at LEVEL TWO and turn in a "MASTER KEY" Wheeler-Dealer® card, which allows you to *cut short* your "stay in Europe" and immediately proceed with your regular turn).

As long as your token rests on the "School" square you may not take part in any transactions or play of the game, including "Wheeling & Dealing" (see "WHEELING & DEALING"), with these exceptions: If another player lands on property you own, you do receive payment, and, if the player does not have enough cash to pay you, you may negotiate with him or her a settlement of the debt. You may also bid on a *bankrupt* player's property.

"SLIPPING BY"

If you land on a square and do not pay the required amount or do not otherwise follow the instructions or rules of the game, and no other player calls it to your attention before the next player begins his or her turn (by completing a transaction, or by actually rolling the dice), you are not obligated to pay or to otherwise "go back" and follow the missed instructions!

By the same token, if you miss collecting income, or doing anything else that would have been to your benefit, that opportunity is also lost! (For example, if you roll the dice to move your token *before* you invest in a commodity, you have *lost* that opportunity to invest and must continue with your turn!)

As one player's mistake can affect the outcome of the game for ALL, all players should help each other play the game correctly!

BORROWING MONEY

You may borrow money *only* from the Bank and *only* on property you own that is not *already* "DEBT-RIDDEN". You may borrow money for *any* purpose, you may borrow on *more than one property,* and you may borrow at any *point* during the game —whether or not it is your turn! (However, to borrow money when it is not your turn, you must have an *immediate use* for the money!)

To borrow money, tell the Banker which property you want to borrow on and the exact "LOAN VALUE" of that property—as stated at the bottom on the front of its Title Card. (You must borrow the entire LOAN VALUE, not just part of it.) Upon receiving the money from the Bank, turn the property's Title Card face down, so that "DEBT-RIDDEN" is showing.

BORROWER BEWARE! The amount required to PAY OFF your loan may be substantially *MORE* than the amount you actually borrow—and while "debt-ridden", your property can be "POACHED"! (See next section and "POACHING".)

DEBT-RIDDEN PROPERTY

Debt-ridden property remains debt-ridden until the debt is paid off to the Bank. Unless the owner of a debt-ridden property pays off the debt to the Bank before it is sold, traded, or auctioned to another player, the property remains debt-ridden in the hands of the *new* owner until the new owner pays off the debt to the Bank —which the new owner is not allowed to do unless or until it is his or her *regular* turn.

(If the debt is to be paid off before a debt-ridden property is turned over to you, payment to the Bank must be made out of the current owner's own money during his or her turn, before turning that property over to you. You may not give the current owner money [as part of a "deal"] whereby the current owner agrees to pay off the debt on the property before turning it over to you.)

If your token lands on debt-ridden property you own, you still receive payment from the Bank, and if another player's token lands on debt-ridden property you own, you still receive payment from the other player—UNLESS the other player chooses to BUY the property out from under you! (See "POACHING".)

REPAYING YOUR LOAN

You may repay property loans to the Bank whenever you want during your turn, and more than once during your turn, but only during your *regular* turn.

To pay off the debt on debt-ridden property you must pay the Bank the total amount indicated on the back of the property's Title Card and then turn the Title Card over so that "DEBT-RIDDEN" is no longer showing.

IN THE SAME TURN you may borrow money on your property and then repay the loan. (For example, at the beginning of your turn you may want to borrow money to invest at the Commodity Futures Exchange and then repay the loan out of any profits. Or, in the same turn you may purchase property and then borrow on it from the Bank—but you must first have the cash to fully pay for the property before, subsequently, borrowing on the property.)

BANKRUPTCY

If at any time you are required to pay another player—or the Bank—more money than you have on hand, you may attempt to raise the needed cash by offering for sale any property you may own (and/or any Wheeler-Dealer® cards you may hold—if you are playing at LEVEL TWO) to other players, including the player to whom you owe the debt.

Two additional ways to raise cash:

1. If you face bankruptcy and own property that is not already debt-ridden, you may borrow its LOAN VALUE from the Bank.

2. If you face bankruptcy, and you have (or can raise) at least $20,000, you may immediately invest one time at the Commodity Futures Exchange to try and raise more cash, following all the regular investment rules at the Exchange.

If your attempt to raise the needed cash or to settle the debt fails, you must declare bankruptcy and resign from the game. If your unpaid debt is owed to another player, the player to whom the money is owed immediately receives all your remaining cash and property (and Wheeler-Dealer® cards—if you are playing at LEVEL TWO).

If your debt is owed to the Bank, the Bank first collects all your remaining cash and property (and—if you are playing at LEVEL TWO—adds to the Discard Pile any Wheeler-Dealer® cards in your possession) and then *auctions off* each piece of property —piece by piece, to the highest bidder. *ALL* remaining players may bid. The Title Card to each property goes to the highest bidder after full payment has been made to the Bank. The bidding starts at $100.00, and the highest bidder gets the property. (If the property is debt-ridden, it *remains* debt-ridden until the debt is paid off to the Bank *during the new owner's turn.* See "DEBT-RIDDEN PROPERTY" section for rules that apply.)

(If *nothing* is bid on a property, that property goes back to being unowned and may be bought by a player landing on it later. If the Bank auctions *debt-ridden* property and there are no bidders, the property goes back to being unowned *and* being un-debt-ridden.)

WINNING THE GAME ("NET WORTH")

While you can decide to play until all players but one are forced into bankruptcy and simply declare the last remaining player the winner, the *Official* way to play "Wheeler-Dealer®" is to end the game after the player drawing the last Wheeler-Dealer® card from the Wheeler-Dealer® card draw pile has *finished* his or her turn (which means, officially, the game is played until the Wheeler-Dealer® card deck is gone through once). (Of course, if only one player *remains* in the game before all Wheeler-Dealer® cards have been drawn, *that* remaining player is the winner!)

(NOTE: A LEVEL TWO player drawing the *last* Wheeler-Dealer® card may not "bump" another player. See "BUMPING ANOTHER PLAYER".)

At the end of the game, each player's *net worth* is determined and the player with the greatest net worth is declared the winner. "Net worth" equals the TOTAL of a player's cash-on-hand, PLUS the total "Market Value" of all owned property, MINUS any and all amounts owed the Bank on owned but debt-ridden property. (Unused Wheeler-Dealer® cards have no value—LEVEL TWO.)

Each property's Market Value equals the property's Cost *times* the total number of properties the player owns in that property's Color Block.

For example: At the end of a game, if you owned properties A1, A2, E1, G1, G2, and G3, the total Market Value of all your property would be $515,000—figured this way:

A1	$100,000 Cost	*times*	2 A's	owned =	$ 200,000
A2	60,000 Cost	*times*	2 A's	owned =	120,000
E1	15,000 Cost	*times*	1 E	owned =	15,000
G1	25,000 Cost	*times*	3 G's	owned =	75,000
G2	20,000 Cost	*times*	3 G's	owned =	60,000
G3	15,000 Cost	*times*	3 G's	owned =	45,000
					$515,000

NOTE: The fact that owned property may be *debt-ridden* has no effect on its Market Value, and the amount owed the Bank on *debt-ridden* property (that is to be *subtracted* from a player's "net worth") is the *repayment* amount on the back of property Title Cards, not the original LOAN VALUE.

LEVEL TWO

LEVEL TWO rules do not change any of the rules of play at LEVEL ONE. To play at LEVEL TWO, simply add the additional rules that follow—covering "Bumping", use of the 60 Wheeler-Dealer® cards, and the "Tax Audit".

BUMPING ANOTHER PLAYER

There is one, *last* play you may make just before ending your turn and handing the dice to the next player. If you find your token has come to rest on a square (other than the "School" square) that is *already occupied* by the token of one or more other players, if you choose to, you may roll one die. If the die turns up an even number (2, 4, or 6), you may move ("bump") the token of one other player of your choice from the square on which your token now rests to any other square you choose except the "Tax Audit" building, the "Park" square, or any square with another player's token already on it.

Afterward, the player being "bumped" must *immediately* make any necessary payment, or otherwise follow any instructions written on the square to which he or she has been moved. The "bumped" player may buy property (if unowned) or must pay money to its owner, as usual, after which the player who has been patiently waiting for his or her *regular* turn to begin now begins his or her *regular* turn.

NOTE: If a "bumped" player does not choose to buy unowned property, the property is auctioned off, as usual. (See "BUYING PROPERTY".)

NOTE: Any player may offer anything in his or her possession to try and persuade the player about to do the "bumping" to move the token to be "bumped" to a *particular* square! However, once the player about to *do* the "bumping" has announced which token is to be "bumped", he or she may NOT change his or her mind as to *which* token will be "bumped", and no player may make any offers to the player about to *do* the "bumping" until after the token to be "bumped" HAS been announced.

WHEELER-DEALER® CARDS

Before play of the game begins, thoroughly shuffle the 60 Wheeler-Dealer® cards included with the game and place them, face down, on the indicated space in the middle of the game board.

In every turn, after you have invested at the Commodity Futures Exchange, rolled the dice and advanced your token around the game board and taken care of any business you need or want to transact, you then take the top card off the Wheeler-Dealer® card stack, and TURN IT OVER for all players to see (...UNLESS your token landed on "School", *ending* your turn; in which case you do not draw a card).

(Wheeler-Dealer® cards are shown to all players when they are first turned over, when they are used, and when they are sold, traded, or by other means acquired by another player. They need not be displayed to other players at any other time.)

UNLESS STATED OTHERWISE (on the card, itself), the instructions on a Wheeler-Dealer® card *must* be followed *immediately after it is drawn.*

Some Wheeler-Dealer® cards state they may be used "now or later". During STEP FIVE of your regular turn you may choose to use any ONE Wheeler-Dealer® card you have chosen to save —but you may choose to use only ONE, and you may use it *only* during STEP FIVE of your regular turn. (See Sequence Card).

No Wheeler-Dealer® card may be sold or traded to another player (or be discarded *without* being used) unless the card states that it may be.

After you use or follow the instructions on a Wheeler-Dealer® card, place the card, face up, on the "DISCARD PILE" in the center of the board.

Most Wheeler-Dealer® cards are self-explanatory. Several, however, have some SPECIAL RULES—explained, below.

◆ "BAMBOOZLE!" CARD

Drawing this card allows you to put up ANY one of your properties (debt-ridden or not) against ANY one property (debt-ridden or not) belonging to any other player—UNLESS that other player owns *ALL* the properties in that Color Block (i.e., if a player owns both A's, or all four B's, *those* properties can't be "bamboozled").

The Title Cards to the two properties you've chosen are placed in the center of the game board, and you and the player you are attempting to "bamboozle" each take one die and rolls. The player rolling the higher number takes the Title Cards to BOTH properties. (If one or both properties are debt-ridden, they *remain* debt-ridden until the debt is paid off to the Bank *during the new owner's turn.)* If you both roll the same number, the Title Cards are returned to their original owners. In either case, the used "Bamboozle!" card is placed on the Discard Pile.

If you *do not own* any property, you may choose to put up and risk $20,000 cash (instead of property) against the other player's property. (If no other player *owns* any property, you will not be able to *use* your "Bamboozle!" card.)

Rather than *use* your "Bamboozle!" card (or if you *cannot* use it), you may *sell* or *trade* the card, but such must be done *as soon as the card is drawn,* and the buyer or recipient of the card must then use it immediately, immediately after which *you* are allowed to *finish* your regular turn.

◆ "Underhanded, Double-dealing BAMBOOZLE!" CARD

This card works exactly the same way as a *regular* "Bamboozle!" card, EXCEPT with this *special* "Bamboozle!" card NO property is "safe", and you may put up one of your properties against ANY property belonging to another player, without exception—even if the other player DOES own all the properties in that Color Block.

◆ "TAXI SERVICE" CARD

Using this card allows you to move to *any* square on the game board except the "Tax Audit" or a square with another player's token already on it. Afterward, at your token's new location, you conduct business as usual or, if you move to a corner square, follow the instructions printed there.

You either pay or collect money, as indicated on the card, when you use the card to move your token.

◆ "MOVE ANY PLAYER" CARD

By using this card you may move any one token of *another* player (except a token on the "School" square) to *any* square on the game board except the "Tax Audit", a corner square, or a square with another player's token already on it.

The player *whose token is moved* DOES NOTHING. The ONLY result of his or her token being moved is that he or she will move his or her token from its NEW location, as a new "beginning point", when it next becomes his or her regular turn.

After you've moved the other player's token, you continue and finish your regular turn.

◆ "EASY COME...EASY GO!" CARD

If you draw this card, you must immediately advance your token clockwise around the game board until it lands on the first property owned by another player. You must then either roll one die and pay the owner the amount you owe, or, if the property is *debt-ridden,* you may "poach" it (see "POACHING"). If you draw this card and no other player *owns* any property, simply discard this card and continue with your turn.

◆ "1 EXTRA TURN!" CARD

You may use this card for one full extra turn, which begins when you turn the card in—which you may do either when you *draw* the card or during STEP FIVE of a future turn. (See Sequence Card.)

◆ "MASTER KEY" CARD

You may turn in this card to move your token to *either* the "Tax Audit" *or* the "School" square and follow the instructions printed there.

Or, you may turn in this card *immediately after drawing* a "Tax Audit" card and "get out of" going to the "Tax Audit". (Instead, you discard *both* the "Tax Audit" and "Master Key" cards and continue with your turn.)

Or, you may turn in this card *at the very beginning* of the *subsequent* turn you would otherwise miss after landing on the "School" square. Doing this allows you to *immediately* proceed with your turn, rather than spending any more time "in Europe". NOTE: You may not use this card during the turn your token *first lands* on the "School" square.

◆ "COMBO PLATTER" CARD

You may use this *"wild card"* as either a "TAXI SERVICE" card, a (regular) "BAMBOOZLE!" card, or a "MOVE ANY PLAYER" card. However, you must decide how you want to use this card and then use it *immediately.* You may *discard* this card, *unused,* but you may not sell it, trade it, or save it for future use.

TAX AUDIT

If you draw a "Tax Audit" Wheeler-Dealer® card, you must IMMEDIATELY move your token to the "Tax Audit" building (located in the center of the game board) and be "audited".

You roll one die, TWICE. The 1st roll determines the amount of money at stake ($10,000 *times* the number rolled); the 2nd roll determines whether you must *pay* the amount to the Bank (if you roll an odd number—1, 3 or 5) as taxes due, or whether you *receive* the amount from the Bank (if you roll an even number —2, 4 or 6) as a tax refund.

Once the tax audit is finished, you IMMEDIATELY move your token to the "PARK" and follow the instructions *there.*

"INSIDER TIPS" ON PLAYING THE GAME

If you invest *very* large sums of money or repeatedly invest in the *riskiest* commodities (at the Commodity Futures Exchange) *early* in the game, when you have less money to *lose,* you *may* find yourself out of cash (and out of the game!) *very* early on!

❖ Take a look at the 30 available properties on the game board. They are not equal in terms of cost, potential income, the likelihood players will land on them, the amount owners may borrow on them, and the relative amount required to repay a loan. Knowledge of the properties is an advantage!

❖ It is generally good strategy to *make a priority* the buying, the keeping, and the keeping out of debt of *entire Color Blocks* of property, while striving to prevent *other* players from doing *the same!*

Before borrowing on property you own, remember: Debt-ridden property can be *"poached"* by other players!

❖ If you seem to be "winning", resist feeling *too* confident, while if you seem to be "losing", don't be *discouraged!* The fortunes of players can change *very quickly,* and *very dramatically,* during play of the game—part of the fun!—*especially* when playing at LEVEL TWO.

If you have any questions about "Wheeler-Dealer®" rules, or if you have any comments to share, please feel free to contact us.

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