

MERGERS GAMES INSTRUCTIONS

1. This is a game which is both educational and entertaining, played on the board with a minimum of 2 players and a maximum of 5 players, the fifth player being the banker.

a. The banker distributes a colored disc and money to each player as follows:

1—10,000,000 bill	8— 200,000 bills
3— 5,000,000 bills	8— 100,000 bills
8— 1,000,000 bills	
8— 500,000 bills	Total 39,400,000

Place the subsidiary cards, ticker symbol cards, and lucky cards in their proper places.

b. TO START

Each player rolls the dice twice. Highest cumulative total is first, second highest second, etc.

c. BEGINNING

First player rolls dice and begins moving clockwise around the board. On subsequent rolls, the players continue to move around the board clockwise. As the leading player moves past the bank for the second time, he becomes eligible to buy companies and every other player must circle twice before they are eligible to purchase companies.

2. HOW TO PURCHASE COMPANIES

a. After a player has circled the board twice and passes the bank, he then lands on a company. If the player wishes to purchase that company he tells the banker, or player acting as banker, who then flashes the N.Y.S.E. ticker symbol cards to the player. If the player properly identifies the symbol, he has purchased the company. If the player fails to identify the proper ticker symbol for the company, he must pass his next turn and move on his next turn.

b. Following the purchase of a company by a player, any other player landing on that company from that time on pays infringement payments according to the schedule.

3. ADDING SUBSIDIARIES

- a. A player may add subsidiaries to the company he owns on subsequent circles of the board. This is done by selecting 3 cards from the subsidiary stack which applies to the section of the board where the company is located. The player chooses one of the three companies listed on the cards to add as a subsidiary if he wishes. He pays the banker and receives a subsidiary plant. He places the card of the subsidiary he bought in front of the major company. He places the plant in the shaded area of the parent company. The two remaining cards are returned to the bottom of the stack. When other players land on the companies which have subsidiaries, infringement payments are increased according to the schedule.
4. The maximum number of subsidiaries to be purchased by any one company is three, unless by previous stipulation this rule is amended.
5. Loans may be granted by the banker on subsidiaries only at the rate of 25c/dollar. All players must pay full price for subsidiaries and must redeem loans at full price.
6. The game ends when 3 of the 4 participants concede.
7. To ascertain the winning player after a short period of play, each player adds the dollar value of his subsidiaries to the money remaining in his bank. The player with highest dollar total (money and subsidiaries) wins.

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The originator wishes to acknowledge with grateful appreciation the corporations allowing use of their names in this game.

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Patents for Canada, Sweden, England,
Italy and Japan Pending.