



The object of the game is to find a way to win with the cards that life has dealt you. In this game each player will have a different starting condition. The player with the highest net worth at the end of the game will win!

The Life Card Overview:

The Life Card board game consists of 4 sides of town. As in life, all circumstances are NOT created equal. The South Side is the lowest socioeconomic side of town. The East and West sides are like middleclass suburbia. The North Side is the highest income side.

You move your piece counter clockwise and each Player will start the game under a different set of life circumstances. On all sides of town, you will find housing on the top row, small business on the second row, and large businesses, for which you must have a degree, on the third row.

When you draw a life card, you always draw a card from your side of town and the circumstances in those cards emulate the problems inherent to that socioeconomic class.

You will see on the board, there is an inner circle. That is "Downtown". There you will find investment opportunities as well as The Life Card University. Here you can get your degree, which makes you eligible to purchase the large businesses on the third row.

Quick start and reference are in the back of the book:

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The First Edition!



Created by Joe Henderson

est 2009

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The Set Up:

The Life Card board game is a 4-player game or you can have 8 players consisting of 4 teams of 2 players.

There are 4 beginning cards; 9 real estate cards for each side of town, 4 playing dice, 1 education dice, 4 drug cards, 4 Lenny cards, 31 life cards for each side of town, 31 small business and professional cards, 16 degree cards, 18 investment cash in and investment opportunity cards, the board box and a rule book.

Make sure that the real estate cards are not mixed in with the life cards.

Setting up the board:

Shuffle the cards and place the cards on their respective spaces face down on the board.

- Draw a South Side Life Card
- Draw an East Side Life Card
- Draw a West Side Life Card
- Draw a North Side Life Card
- Investment Opportunity Cards
- Investment Cash-in Card
- Draw a Small Business Cards
- Draw a Professional Business Card

The real estate, Lenny, Drugs and degree cards, do not have a designated space.

There should be \$100,000 placed under the Lenny corner (south side) and each of the starting playing pieces should be placed by color on their start space.

The Game:

To Start:

Each player roll one die to determine the banker; highest roll wins.

Then the remaining players again roll one die to determine the realtor; highest roll wins.

The banker and realtor each receive a **\$50,000** bonus at the end of the game.

The Beginning Card:

Each player will draw a Beginning Card; this card determines your starting side of town and your starting condition.

Place your playing piece on your start corner (the start corners are labeled start and is on the residential row).

The banker gives each player his or her starting salary and places **\$100,000** under the Lenny corner (south side). *Refer to Lenny and Drug Dealers* for instructions on when this money is collected.

The Game Board Genie!

The Game Board Genie is the game's good luck charm, so if you draw this card, put a smile on your face because something good is about to happen!



The Banker and Realtor:

Banker: The banker will receive a \$50,000 at the end of the game and will ensure that each player receives a paycheck and draws a Life Card when they pass their starting space.

The banker is also responsible for awarding bonuses, making change and any other financial transaction.

At the beginning of the game the banker distributes starting salaries according to the Beginning Cards Starting Conditions including the **\$10,000** dollar trust to the North Side player.



Realtor: The realtor will receive \$50,000 at the end of the game and will close all property purchases (distributing the property real estate card to the purchasing player), all repossessions and transactions regarding any property.

This includes attaching monies paid to a business that are not yet owned. At the beginning of the game, the realtor must give real estate cards to the North Side player (101 North Side), East Side player (East Side Next Level Personal Training), West Side player (West Side Auto), and the medical, mental health and dental insurance card, and the home and auto insurance card (**located in the north side life cards**) to the north side player.

The Start:

The Beginning Card:

After the banker and the realtor have been determined each player draws a Beginning Card; this card will determine your starting side of town and your starting condition.

Moving Around the Board:

The North Side player starts the game, and the play continues counter-clockwise. Once you start moving on a row, you must go completely around the board on that row. When you return to your starting space, you must draw a Life Card and receive your salary. When you draw a Life Card you must draw a card from your color regardless of where you are on the board! So if you are a south side (Red) player and you land on draw a Life Card on the North Side (Blue) than you must draw a life card from the south side (Red)

You can only change rows on your Start corner.

Some players will start the game with an advantage, but the Life Cards can quickly balance the playing board!

Side of town starting conditions

North Side Player: When you draw the North Side Beginning Card you will receive 101-North Side home, \$10,000 from a family trust, auto and home, dental and medical insurance; the insurance cards must be pulled from the North Side Life Cards and your salary of \$8,000. You will receive \$8,000 each time you pass your starting space.

West Side Player: When you draw the West Side Beginning Card you will receive West Side Auto and your salary of \$6,000. You will also receive \$6,000 each time you pass your start space.

South Side Player: When you draw the South Side Beginning Card you will receive \$1,000 at the start of the game and the first time you pass your starting space and there after you will receive \$2,000 each time you pass your starting space.

East Side Player: If you draw the East Side Beginning Card you will receive East Side Next Level Personal Training and \$4,000. You pass the starting space you will receive \$4,000 each time you pass your starting space.

It is important to have a pregame strategy, but do not be surprised if things don't go your way. Have a back-up plan because you never know what cards life is going to hand you next!

A player can only change rows on their corner.

Rolling the Dice

Rolling the dice: To move around the board, roll all four dice at once. If you roll and you do not roll doubles you must move the entire count on all four dice.

Rolling Doubles: If you roll doubles you may stop any where on the board up to the total number on the dice. *(So, if you roll all four dice with double 3's and a five and four which is a total count of 15, you may move 15 spaces or stop anywhere up to 15 spaces)*

Rolling Triples: If you roll triples you will be allowed the same consideration as rolling doubles and then you will also receive another turn.

Rolling Quads: When you roll quads (*all of the same number*) you will receive the same consideration as rolling doubles and triples. In addition, you will receive a bonus matching the number on the dice in thousands.

(quad 1's = \$1,000, quad 2's = \$2,000, quad 3's = \$3,000, quad 4's = \$4,000, quad 5's = \$5,000, and 6's = \$6,000)

When you negotiate with other players remember the instant bonuses and how they can effect your decision!

Bonuses collected during the game:

Collect your instant bonus during the game:

During the game there are ways to collect an instant bonus. If you purchase all the houses in a residential row, all of the businesses in a small business row, or the businesses in a professional row you will receive an instant bonus.

This will give you buying power instantly. Each side of town has a different pay off: Collect all four Lenny cards and receive a \$100,000 bonus, which is placed under the south side corner (Lenny's cash pile)

Side Of Town	Residential	Small Business	Professional Business
South	\$20,000	\$30,000	\$40,000
East	\$40,000	\$50,000	\$60,000
West	\$60,000	\$70,000	\$80,000
North	\$80,000	\$90,000	\$100,000

It is important to have a pregame strategy, but do not be surprised if things don't go your way, have a back up plan because you never know what cards life is going to hand you next!

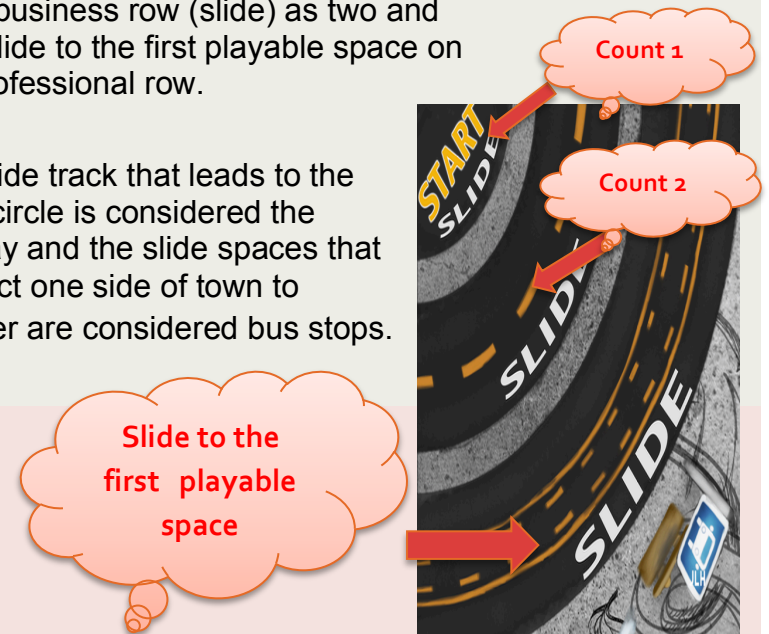
The Slide: Going from row to row!

Downtown and Bus stop: You must enter downtown from your corner. The inner circle of spaces on the board is considered "Down Town". While downtown you can only roll two dice at a time. (*The double rule is applicable downtown*).

When you go downtown you must go completely around the circle, exit on your corner, receive your salary and continue around the board or you may return downtown.

When you decide to change rows and if you are on the residential row and would like to move to the professional row, you must count the residential row (slide) as one, the small business row (slide) as two and then slide to the first playable space on the professional row.

The slide track that leads to the inner circle is considered the subway and the slide spaces that connect one side of town to another are considered bus stops.



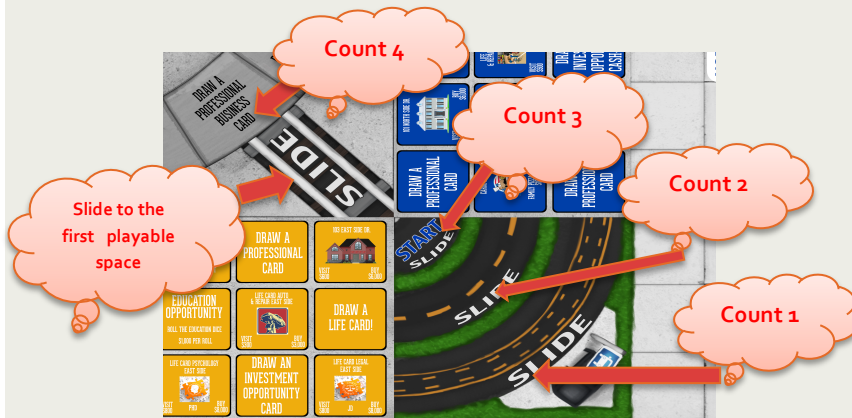
Remember you cannot stop in the middle of the road! Slide to the next playable space!

The Slide: Going to the Inner circle!



When you decide to go downtown and you start on the professional row, you must count the professional row (Slide) as one, the small business row (slide) as two, the residential row (slide) as three and slide toward the inner circle and count the first playable space in the inner circle as four!

Remember, you can only change rows on your corner



Remember, when you are going toward and away from the inner circle (Downtown) you count the slides as you cross the streets and slide to the playable space connecting one side of town to the other side of town! You cannot stop in the middle of the road; you must slide or move to the next playable space!

Residential Row

Residential Row:

The inside row is the residential row. There are three homes on the North, West and East side and two on the South side.

When you land on a home and can afford to purchase the home, you must pay the price of the property to the bank and the realtor will give you the corresponding deed real estate card.

If you land on the property and cannot afford to purchase the property you may sell the opportunity to buy the property to another player.

The player who is purchasing the opportunity must pay the bank for the property and pay you the negotiated price for the opportunity.

When you purchase all of the homes on any given side of town you will receive an instant in game bonus. **(Page 8)**

Hint: If you decide to go for the professional row, it may take longer to attain, but the rewards may be worth the risk!

Small Business Row

The middle row is considered the small business row. When you land on a small business and you can afford to purchase that business you must pay the price of the business to the bank.

When the transaction is complete, the realtor will give you a deed card (real estate card) with any additional monies that business may have accumulated during the game.

If you land on the property and cannot afford to purchase the property you may sell the opportunity to buy the property to another player.

If another player wishes to purchase the property, the player who is purchasing the opportunity must pay the asking price to you as well as the price of the property.

The player who is purchasing the opportunity must pay the bank for the property and pay you for the opportunity.

If no other player buys the property, you must pay the visitation fee to the realtor and the realtor must attach the money to the deed card (real estate card) to be given to the player who purchases the property later in the game.

If you purchase all of the small businesses on any given side that player will receive an instant bonus: **(page 8)**

There are only two Small Businesses on the North, West and East side and three on the South side!

Professional Row

The furthest row from downtown is considered the professional row. When you land on a professional business you must have a degree in that field in order to purchase that professional business.

If you earn a degree and no other player has a degree in that field you may purchase all of the professional businesses in the field that your degree is in at once or one at a time. When you land on a professional business and you can afford to purchase that business you must pay the price of the business to the bank.

When the transaction is complete, the realtor will give you the property deed card (real state card) with any additional monies that business may have accumulated during the game. If you land on the property and cannot afford to purchase the property you may sell the opportunity to buy the property to another player.

If another player wishes to purchase the property, that player must pay you your asking price as well as the price of the property. The player who is purchasing the opportunity must pay the bank for the property and pay you for the opportunity.

If no other player buys the property, you must pay the visitation fee to the realtor and the realtor must attach the money to the deed card to be given to the player who purchases the property later in the game. If a player purchases all of the professional businesses on any given side that player will receive an instant bonus: **(page 8)**

Buying a Home or Business

When you land on a property you may decide to buy it. Announce your intentions and proceed to purchase the property.

If you do not wish to buy it, you may negotiate with other interested players and offer them the opportunity to purchase the property. If no other player wishes to purchase the property, you must pay the visitation fee and the realtor must attach the money to the real estate card. When the business is bought, the player purchasing the business will receive a deed card (real estate card) and any money that the business earned prior to being bought.



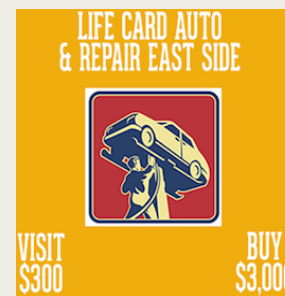
Buying a professional franchise: When you land on a professional business (Medical, Psychology, Dental and Legal) if no other player has a degree in that field, you may purchase all of the professional businesses in that field.

If you decide to purchase a professional franchise you must pay the collective price of all businesses that are being purchased. **If you want to purchase a small business you must purchase them one at a time.**

When you land on an unoccupied home you may purchase the home or do nothing.

Buying a Home or Business

When you purchase a property, the resale value of the property will be doubled at the end of the game with the exception of the property on South Side. When you land on a space that is owned you must pay the required visitation price. If you do not have enough money to pay, the owner may let you slide, or the owner may require full payment,



If you are required to make a full payment and you do not have enough money to pay, you may ask another player to assist or if you own property, you may sell the property or auction it off.

During an auction each player bid goes counter clockwise from the player who is selling the property may announce one offer and the highest offer will win. If you cannot pay, and you have no property, you must move your piece to the jail and lose two turns. This will satisfy the account.

If a player collects on a bonus and later trades, sells or somehow loses property to another player the second player does not receive a bonus for owning the franchise or all of the property on a certain row!

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Investment Opportunities:

DRAW AN INVESTMENT OPPORTUNITY CARD

Investment Opportunity: There are several different ways to invest: Stocks, Bonds, and Investments. When you draw or land on an investment opportunity you have a choice. You may choose to invest, sell the opportunity to invest to another player or discard the opportunity. Bonds cost \$500,

Stocks are \$1,000, and Investments vary in cost and have a much larger return.

When you draw an Investment Opportunity Card and you choose to invest, you must pay the cost of the investment and hold on to the card until you or another player draws a matching investment cash-in card.

Investment Cash-in: When you draw a stock, bond, or investment cash-in card and the cash-in card matches the stock, bond, or investment opportunity card you will be able to cash-in on the opportunity.

When you draw a cash-in card and you do not have the matching investment opportunity card and another player does, you may negotiate to share the cash in value with the player who has the investment opportunity card.

DRAW AN INVESTMENT OPPORTUNITY CASH-IN CARD

Investments

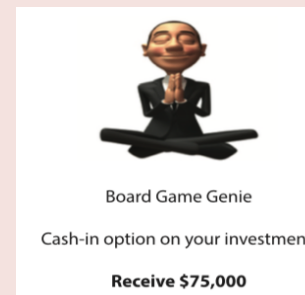
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When you purchase an investment card keep the card until the matching cash in card has been drawn!



Receive \$100,000 when you draw the matching cash-in card.



You may draw a genie card that offers you a settlement on your stock, bond or investment!

Stocks

Be advised, that there is a chance that the market will crash and you will lose your stock or bond!



The market crashes. You lose your bond and stock investments. Please place your bond or stock investment card back into the deck.

Stock Market
Investment opportunity

Clean Fuel \$1,000

When you purchase a stock, bond or investment hold the card until you draw the matching cash-in

When you draw the matching cash in card you receive the money that is on the card!



Clean Fuel Technology
Stock Investment cash in

Receive \$100,000

Bonds

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U.S. Treasury Bond
Investment opportunity

Cost \$500

When you buy a Bond, you can wait until you draw the matching cash-in card and collect \$50,000



When you draw the matching cash-in Bond investment card, you can collect \$50,000

U.S. Treasuries Bond
Investment cash in

Receive \$50,000



Board Game Genie

Cash-in option on your Stock or Bond investment.

Receive \$35,000

If you draw a board game genie card that offers you a settlement on your stock or bond, it may be smart to take the settlement!

Earning Your Degree

There are four degrees in this game:

Psychology (Ph.D.) Dental (D.D.S.) Law (J.D.) and Medical (M.D.)

There several different ways to earn a degree: Honorary



Your dear Grandma Ann left you an educational trust. When you land on Life Card University, announce your degree choice and receive your degree.

degrees are degrees that you have earned for your outstanding work in that field, they hold the same value as a degree purchased and it will allow you to purchase a professional business. An Education Scholarship is a degree that is paid for.

When you receive a scholarship you must go downtown to the

Life Card University and announce the degree field that you wish to obtain and you will receive that degree and you will be allowed to purchase a professional business.

Education opportunity spaces are on various spaces on the board, When you land on an education opportunity, you may purchase the opportunity to earn a degree for \$1,000.

After the purchase, if you purchase the degree opportunity, you must announce the degree you are attempting to obtain and roll



Education Scholarship

You have earned a full doctorate degree in any field you want. When you land on Life Card University announce your degree choice and receive your degree.

Education Opportunity



The education dice is used when you land on the Education Opportunity space.

When you land on the Education Opportunity space and attempt to earn a degree, you will pay \$1,000 for the education opportunity.

After the bank has received the payment of \$1,000 you will roll the education dice. You must announce which degree choice you are attempting to earn and roll the education dice.

If the degree that you announced is rolled on the education dice you will receive that degree and be able to purchase a professional business.



When you earn a degree and no other player holds a degree in the same field then you may purchase all of the professional businesses in that field all at once or one at a time. When you go downtown and land on the Life Card University, you may choose to pay \$5,000 tuition to earn a degree of your choice.

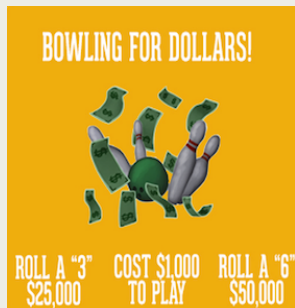
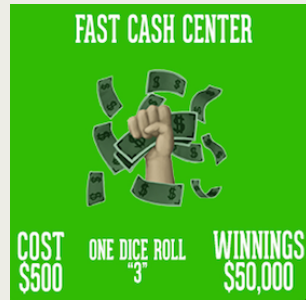


Go to Life Card University and earn your degree!

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Playing Fast Cash and Bowling for Dollars!

When you land on Bowling for Dollars or Fast Cash, you may choose to play; (***Fast cash and bowling for dollars are only for the player who landed on it and opportunity to play cannot be negotiated***).



When you choose to play Fast Cash or Bowling for Dollars you must pay the required price and roll the dice. When you take the opportunity downtown (the inner circle) you may be asked to roll doubles and must use two dice.

When you play, the money must be placed in the designated corner. The East Side corner is Bowling for Dollars and the West Side corner is for Fast Cash.



Don't be afraid to gamble, if you win, you will have instant buying power!

Playing the Lottery



When you land on the lottery and you decide not to play, no other player may play, however, if the you choose to play, every other player may also choose to play.

When you roll for the lottery there are two ways to roll: you may roll one dice at a time or three dice at once. There are three numbers on each lottery ticket, and if you match the numbers in any order you will win the lottery.

There can be multiple winners. In the case of multiple winners; the lottery money will be evenly divided amongst the winning players. How to win: If the winning numbers are 3, 1, 4, and you roll a 4,1,3, you will win the lottery. The player who is rolling the dice must match one of the three numbers on



If you have the cash, take a chance and play the lottery, fast cash or bowling for dollars!

Paying the Bills

When you are required to pay a bill you must pay the bill to the business owner or the bank.

If the bill is for a property that is not owned by another player and is not a real estate property, you must pay the bank.

If the bill is a real estate property and the property is not owned, you must pay the realtor and the realtor will attach the money to the deed of that business.

If you cannot pay off the bill and the bill is for an un-owned property you may hold the bill until you can afford to pay it off.

However, a player cannot purchase property if that player has debt.

If the bill requires immediate payment and you cannot pay the bill, and you do not have property to sell, you must move your piece to jail and lose two turns. (***This rule is for one bill at a time. If you have two bills you may lose four turns in jail to satisfy two different bills!***)

Hint: if you have a bill and you are low on cash, sometimes it is wise to hold that bill and save your money for other situations that may earn you more money. (Fast Cash, Lottery, Bowling for dollars, Lenny)

Illegal drugs:

Lenny:

You may decide to sell illegal drugs. If you choose to sell illegal drugs you must buy your drugs from Lenny.



These are illegal Prescription Drugs.
It will only cost you \$1,000 and you get a ghetto pass.
When you land on a Sweet Lenny space,
Receive \$2,000

There are four drugs, marijuana, crack, cocaine and prescription drugs.

When you land on a Lenny space and no one is that particular Lenny, you may purchase any drug from Lenny. The money will be placed under the Lenny cash pile (the corner on the south side) and the

player will receive his or her drugs and the corresponding Lenny card.

Now, when you buy drugs that cost you \$1,000 the next time you land on any Lenny space you will receive \$2,000 back from the bank.

If a you become a drug dealer you cannot be mugged or held up, The Lenny card acts as the your (ghetto pass).

Welcome to the Drug Game!



**This is the underground
Become the game's DRUG LORD!**

Be careful if you choose to be a drug dealer, if you make a wrong move, you can spend a lot of time in jail!

Insurance Payment

During the course of the game you may have the opportunity to purchase insurance. There are two types of insurance policies:

Home and Auto and Medical, Mental Health, and Dental.

The Home and Auto cost is \$1,000 for 50% coverage on all issues dealing with home and auto. Needing your deck repaired or if your home has flood damage are examples of the coverage for your home. If you need your breaks fixed or the computer in you Jag needs repairing is examples of auto coverage.

If your repair cost \$1,000 you only pay \$500!

Medical Mental Health and Dental insurance covers any Psychology issue, Dental, and Medical issues. If your son fell off his bike and hurt his arm and the cost was \$500 to repair. If you have insurance you only pay \$250, if you daughter loves to eat junk food and landed a cavity, and the cost is \$700, if you have insurance your cost will be \$350.

Now, let's say that you snapped and lost it for a second, and you seek help, this would covered under mental health, so, if your visit was \$3,000 and you have insurance you will only pay \$1,500!

If possible, it may not be a bad idea to acquire insurance as early as possible!

Insurance Collection!



Auto and Home Insurance
Pay \$1,000 for 50% coverage on all automobile expenses.
If purchased keep this card for your records.

Home and Auto insurance can save you a lot of money!

Once the insured has paid you half of the asking cost it is the responsibility of the service provider to collect the other half from the bank. If the service provider does not ask for the remaining half by the end of the transaction the bank has no obligation to pay out!

So, if player A has insurance and receives services, player A must pay the player B (player who provided the service) half of the service price. Player B must ask the banker for the remaining monies before the next turn ends.

Medical, Mental Health and Dental insurance is pricey but it is cheap compared to the full cost of an operation!



Medical and Dental Insurance
Pay \$5,000 for 50% coverage on all medical and dental expenses.
If purchased, keep this card for your records.

The Lenny Factor:



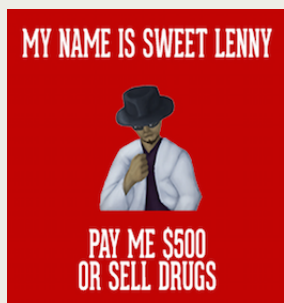
If you collect all four Lenny's, and each drug, then you will become Lenny and will receive the \$100,000 in addition to any other money that is under the Lenny pile (south side) corner.

When you choose to sell drugs then you may stop whenever you choose.

To stop being a drug dealer, prior to the your turn, you must announce that you are no longer a drug dealer.

You must return all of the drugs and the Lenny cards. When this is done other players may choose to become a drug dealer.

When another player lands on a Lenny space, that player must pay \$500 to the Lenny cash pile or if a player is that particular Lenny they will receive the \$500!



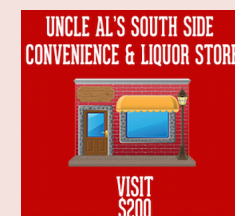
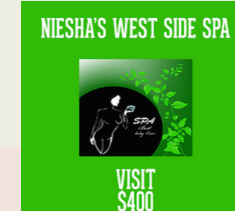
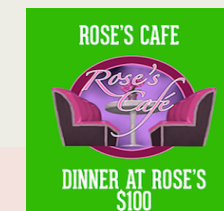
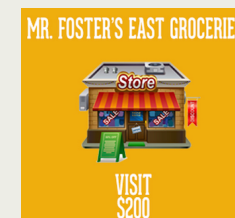
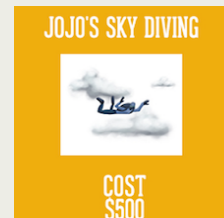
If you become a drug dealer beware, the Po-Po is lurking all throughout the game and you may end up in the poky!



Other spaces on the board!

There are other spaces on the board that require you to the bank. It may be a pizza run, dinner at Rose's, a quick stop at the neighborhood market or weekly grocer stop! If you are up to it, you may go sky diving or golfing. If you need to get a facial or a pedicure, there is a spa where you get beautified!

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Post-Game Bonuses!

There are bonuses that will allow players to collect monies at the end of the game.

If you own a franchise you will receive a franchise bonus: Small business is \$50,000 Professional business is \$100,00

Property Value: All of the property doubles in value, as shown on the deed cards, except for the property on the South Side.

Post-Game Franchise Bonus: If you own any franchises, collect the franchise bonus.

Franchise	Bonus
Next Level Personal Training (2)	\$50,000
Next Level Athletics (2)	\$50,000
Life Card Auto Repair (4)	\$50,000
Medical, Dental, Psychology, Legal (4 each)	\$100,000

BANKER/REALTOR BONUS: *If you served as the banker or realtor, don't forget your \$50,000 bonus!*

Calculating your assets (score)
Add the value of your Property(s)
Add the value of your Small business franchise(s)
Add the value of your Professional business franchise(s)
Add your cash
If you are the Banker or Realtor add your salary \$50,000
Add the total amount and that number is your final score!

The Final Tally!

When the final property is bought the game is over, no more negotiations.

When the game is over each player will count their money, property values and post game bonuses and the player with the highest net worth wins the game.



Make sure you understand how to add your money and value for each business!

If you owned the Next Level Personal Training franchise, you will collect \$50,000 at the end of the game, additionally, you will collect the total value of both properties.

So, you will collect \$66,000 for the Next Level Personal Training franchise.

If you own a franchise there are two rewards: collect the franchise post-game bonus and also the value of each property. All of the property doubles in value, as designated on the deed cards, except for the property on the south side.

Quick Start!

Shuffle the cards.

Place the cards on the spaces on the board. Beginning, Real Estate, Degree, Drugs, and Lenny cards do not have assigned spaces.

Determine who will be the realtor and the banker. The highest roll wins. (The realtor and banker each receive \$50,000 at the end of the game.)

Draw a Beginning Card; this card determines where you start and your starting condition. Collect your starting salary and other cards as instructed.

Place your piece on your Start space.

Move counter-clockwise, starting on your residential (top) row. Once you start a row, you must stay on that row until you have gone around the entire board.

Roll 4 dice on the rows, 2 on the inner circle (Downtown).

- No doubles = move the total of all dice
- Doubles = choose where you land; move any number up to the total of all dice
- Triples = choose where you land, plus free turn
- Quad's (4 the same) = choose where you land and free turn, plus instant bonus of \$1000 times the number on the dice (four 3's = \$3000 bonus)

You can move to another row only from your corner.

Count each slide space when moving around a corner, to another row, or to Downtown. Then slide to the first playable space.

In Downtown, you move counter clockwise. When you reach the slide to your corner, you must move to your start and collect your salary and a Life Card. If you decide to go back downtown, you may do so.

Quick Reference!

If you owe a bill or visitation fee to a business, you must pay the amount to the owner. If the property is unowned, pay the realtor, who will attach the money to the real estate card. When the business is purchased, the buyer will collect the real estate deed card and any money earned.

If you owe a bill and can't pay, you have several options, including jail. See the rules for **Paying Bills**.

To make an investment, draw an investment opportunity card and pay the cost. Keep the card until you draw the matching cash-in card.

You earn an instant bonus by owning all the property on a residential, small business, or professional row. See **Earning Money from Property**.

To buy a professional business, you must have a degree in that field.

There are several ways to earn a degree—follow the instructions on the space or card. However earned, all degrees (including honorary) have the same value and allow you to purchase a professional business.

At the end of the game you receive a bonus if you own a franchise: \$50,000 for small businesses and \$100,000 for professional businesses. See the **Final Tally**.

If you become a drug dealer, you collect \$500 whenever someone lands on your space. You collect even more if you land on a Sweet Lenny space; you pay \$500 to the drug dealer, but collect a re-up price from the bank (\$2000-\$4000). If you collect all four Lenny spots you will receive \$100,00, which is stashed under the sweet Lenny corner. See **Drugs: the Lenny Factor**.

Game Scores:

Game	South Side	East Side	West Side	North Side
One				
Two				
Three				
Four				
Five				
Six				
Seven				
Eight				
Nine				
Ten				
Eleven				
Twelve				
Thirteen				
Fourteen				
Fifteenth				

J
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N
D
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R
S
O
N

Thanks to: God – Carol, JoJo, Mom, Olivia,
Jonathan, Paige, Payton, Bear, and All my friends
who supported me:

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The Life Card Board game ® Produced by Joe Henderson