

★ **CASINO**

To enter the Casino you do not need to land on the enter space. If your throw takes you beyond the space you carry your move on into the Casino. You do not have to enter the Casino unless sent there. If you use an 'Invitation to the Casino' card to go to the Casino, you must announce this at the start of your go. Move your playing piece directly to the Casino enter space, (you do not collect any money for passing the 'Bank' space) your invite is then returned to the bottom of the 'He Who Dares' card pile, then throw the dice and move that number of spaces into the Casino.

The spinner is used on the win or lose spaces. If you spin and lose, you must pay the amount shown to the bank.

In order to win the £1 million you must have a minimum stake of £500 before reaching and stopping on the 'Entry Restricted' space and spinning the 'Wheel of Fortune'.

If you don't have the money then head for the exit and resume play. If you become bankrupt or can't pay your debts, you will be immediately thrown out of the Casino. You 42 carat plonker!

★ **BRASSIC SPACE**

If a player lands on this space whilst in the Casino, they must return all of their money to the bank and return all of their 'Hooky Goods' cards to the bottom of the pile.

★ **BANKRUPT SPACE**

If a player lands on this space, the player must return all their money to the bank.

★ **WINNING THE GAME**

Having reached the Casino 'Entry Restricted' space with your £500 minimum stake you may play the 'Wheel of Fortune'. Pay your stake to the bank and spin the spinner.

"It's a win-lose situation..."

WIN... you receive the £1 million cheque and win the game!

LOSE... exit the Casino and rejoin the game.

So good luck and remember, if you fail to understand any of these rules, don't despair. It's a game and as long as you are all in agreement, the rules can be flexible!



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WARNING! Not suitable for children under 36 months. Choking hazard - contains small parts.



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TROTTERS TRADING GAME



★ **CONTENTS** ★

1x gameboard, 6x character playing pieces, 50x 'He Who Dares' cards, 50x 'Hooky Goods' cards, 1x spinner, 1x card sheet of money tokens, 1x £1 million cheque card piece, 1x dice & instructions.

★ **BEFORE YOU START**

Money Tokens: Remove all of the money tokens from the card sheet.

Cheque: Add the counter piece to the bottom of the £1 million cheque.

★ **CHARACTER PLAYING PIECES**

Coin: Del, **Suitcase:** Rodney, **Hat:** Grandad, **Broom:** Trigger, **Ship wheel:** Uncle Albert, **Car keys:** Boycie.



★ **OBJECT OF THE GAME**

To be the first person to win £1 million.

★ SETTING UP THE GAME

Each player selects a character playing piece and places it on START.

Decide which player goes first by rolling the dice.

Shuffle the 'Hooky Goods' cards and the 'He Who Dares' cards and place them face down on the spaces marked in the centre of the gameboard.

Starting with player one, each player takes two 'Hooky Goods' cards from the deck. They place these face down in front of them so that the 'Buy Price' can be seen by all players.

- Each player also takes £150 in money tokens, these are placed in front of them face up, so that all players can see each other's money. The rest of the money tokens are placed together to become the 'Bank'.

★ PLAYING THE GAME

Player one starts by throwing the dice, the other players then take their turn in sequence. Using the number rolled, each player moves in an anticlockwise direction around the board. To win the Million you will need to build up enough funds to pay the minimum stake of £500 to enter the Casino.

If you don't have that amount of cash by the time you reach the 'Wheel of Fortune' in the Casino, you will not be allowed to play for the jackpot. So, in order to build up enough money you will need to be either very lucky and have lots of money given to you, or you will have to buy and sell 'Hooky Goods'.

There are 5 areas on the playing board – the main outer board, where you start the game and 4 internal sections. 3 of these: 'Boyce Autos', 'Hooky Street' and 'The Nags Head', can only be entered by either landing on the enter space or being sent there by an instruction. Once inside you continue to roll the dice and move as directed. To enter the 'Casino', you do not need to land on the enter space (please see more details about the 'Casino' later).

Players can only sell their 'Hooky Goods' once inside these areas, unless instructed by a card otherwise.

While moving around the board, players may be instructed to pay money or lose money. This money is always paid to the bank unless otherwise instructed. Similarly, money won is taken from the bank unless otherwise instructed.

★ BANK SPACE

Each player collects £100 plus the outcome of the spinner when they pass over this space.

Example:

Receive £100

Spin +£70

Receive £170



★ HE WHO DARES CARDS

If you land on the 'He Who Dares' space you must take a card from the top of the pile and do as it instructs. You may be asked to move your playing piece, pay money, receive money, receive goods cards or sell to other players. The card is then returned to the bottom of the 'He Who Dares' card pile.

The only card a player can keep is the 'Invitation to the Casino'. This card enables the player to move directly to the Casino on any of their following turns. The card must be used prior to rolling the dice and returned to the bottom of the 'He Who Dares' card pile as soon as player has moved. It can also be pawned for £250 if the player is short of money!

★ HOOKY GOODS CARDS

BUYING: If you land on a 'Hooky Goods' space you can take a card from the top of the pile free of charge! However if you land on a BUY space within 'Boyce Autos', 'Hooky Street' or 'The Nags Head', you must pay the price stated on the top card on the pile.

If you have insufficient funds to buy the 'Hooky Goods' then you must pawn your existing cards (see 'Pawning Cards' below).

The 'Hooky Goods' cards, once bought, are retained by the player and used to trade throughout the game.

SELLING: If you land on a SELL space you must choose a 'Hooky Goods' card to sell to any other player, for the sell price stated on the card. You must then spin the spinner to determine a + or - amount to be added to, or deducted from, the value.

Example:

Sell price £60.00

Spinner outcome +£20

Total sell price £80.00

★ PAWNING CARDS

If the player you are selling to has insufficient money to buy the card from you, they must pawn their existing cards to make up the funds. Cards are pawned to the value stated on the card back. The amount is taken from the bank and the pawned card returned to the bottom of the 'Hooky Goods' card pile. If the player still has insufficient funds after pawning all their cards, you take only what they have, even if it means totally clearing them out!

This is worth bearing in mind, prior to selling a card to a player with very little money! Players may also be forced to pawn their cards in order to pay outstanding fines!

