

LET'S MAKE A DEAL

Game Rules

Object:

Be the player with the highest total value of prizes and cash after each player has had a chance to be the host.

Contents:

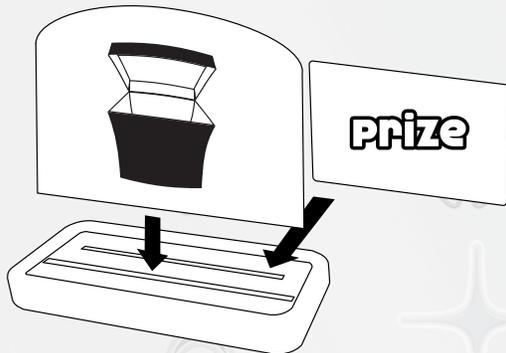
- 3 Door bases (with plastic stands in the back)
- 3 Door cards
- 3 Number cards (1, 2, 3)
- 2 Box bases (flat bottoms with two slots)
- 1 “?” box card
- 1 “\$” box card
- 45 Prize cards
- Play money

Set Up:

Choose one player to be the first host. Use the package back for reference in setting up the following:

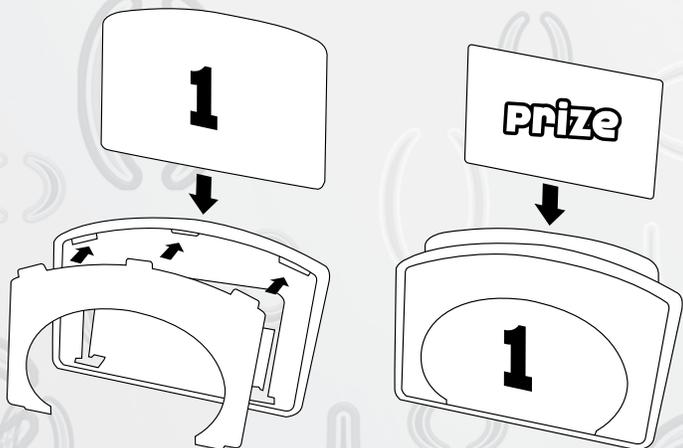
Two gift boxes:

The host positions each box base so that the longer of the two slots faces the other players. Place the “\$” card into one of the larger slots, so that it faces the other players. Do the same with the “?” card and the other box base.



Three doors:

Insert the three tabs on the door card into the outside frame of the door.



The host positions each door base so that the art frame faces the other players. Slide the “1” number card from the top, into one of the door bases. Do the same with the “2” and “3” number cards.

Each player, including the host, takes \$10,000 to start.

The host:

- separates the prize cards into three decks (Top Prize, Prize, Zonk!). He/she mixes each deck, then takes the top two prize cards from each Prize deck, the top two cards from the Zonk! deck and the top card from the Top Prize deck.
- looks at the five prize cards just selected and secretly places one in each of the two small slots behind the box cards (color side of card facing other players) and one behind each of the three door cards (color side of card facing other players).

Playing:

Round 1: Bidding on \$ Gift Box:

The game starts with bidding for what’s behind the “\$” box. The host selects any player to start the bidding, then bidding rotates to the left of that player and so on. The player who makes the highest bid pays that amount to the bank.

Now the host can either:

- reveal the prize to the bidder. The bidder will then either collect the card (if Prize or Top Prize) or lose money (Zonk!) via the bank.

OR, BETTER YET:

- try to make a deal with the bidder for the prize card.

Making a Deal with the Highest Bidder

It’s a good idea for the host to try to make a deal with the bidder!

If it is a Prize or Top Prize card, the host should try to get the bidder to take a cash offer that is lower than the value of the prize card. The host can make a total of three offers to have the high bidder not take the prize card. The final cash offer can never be more than \$4,000. (If the host’s first offer is \$4,000, he/she cannot make any more offers).

Bidder Takes the Prize

If the bidder decides to take the prize, the host reveals it and reads it out loud.

If it's a Zonk Prize!

The bidder must pay the amount mentioned on the card to the bank. Also, the host collects, from the bank, the amount of money he/she offered the player to not take the card.

Example: If the Zonk! says the bidder must pay \$1,000, he/she gives \$1,000 to the bank. If the host's final offer to the bidder to not take the card was \$2,000, the host collects \$2,000 from the bank. Note: this rule does NOT apply to Prize and Top Prize cards!

If it's a Prize/Top Prize:

The player keeps the card and the value of the Prize/Top Prize will be included in his/her final score. The host doesn't collect anything.

Bidder Takes Cash Offer

If the bidder decides to take the host's cash offer instead of the prize card, the host pays him/her the amount of cash offered from the bank. The host then shows the prize card, reads it out loud and places it at the bottom of its deck.

Round 2: Bidding on ? Gift Box

After the deal for the \$ box is done, the host selects a player to open the bidding for the card that's behind the ? Gift Box. Moving to the left, all players, including the player who was the high bidder in the first round, can bid. Play the same as above, with the host being able to make three cash offers to the high bidder up to \$4000.

Round 3: Bidding on Doors 1, 2, 3

Bidding on doors 1, 2 and 3 is the same as for the boxes. The high bidder, though, will choose only one of the doors after winning the bid. After announcing which door they want, the host tries to make a deal for the door of up to \$4000. Again the high bidder can take the cash offer or take the prize that's behind the selected door.

Scoring

After all three rounds have been played, the players who are not the host add up the value of their prizes and cash. The player with the lowest amount becomes the host for the next game. After three more rounds, any other player who has not been the host does so, until every player has been the host for one time. When that happens, players add up their total wealth. The player with the highest amount gets to go first for the Big Deal; the player with the second highest amount also plays for the Big Deal. Note: if either of these players does not want to participate in the Big Deal, then the next highest player will compete and so on.

Big Deal

A player who is not competing for the Big Deal is chosen to be the host. The host mixes the Top Prize Cards and takes the top three cards from the deck. The host secretly places one card into the slots behind Door 1, Door 2 and Door 3.

The two Big Deal players must turn all of their prize cards and cash into the bank. The player with the highest value of prizes/cash gets to choose Door 1, Door 2 or Door 3. The other player chooses between the remaining two doors.

Ending and Winning the Game

After each of the two Big Deal players have selected their doors, the host takes the cards from behind the doors and gives them to their players. The player who has won the most valuable prize compares its value against the wealth of each of the other players. The player with the high value of prizes and/or cash wins the game.

We appreciate your comments on Lets Make a Deal. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.



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