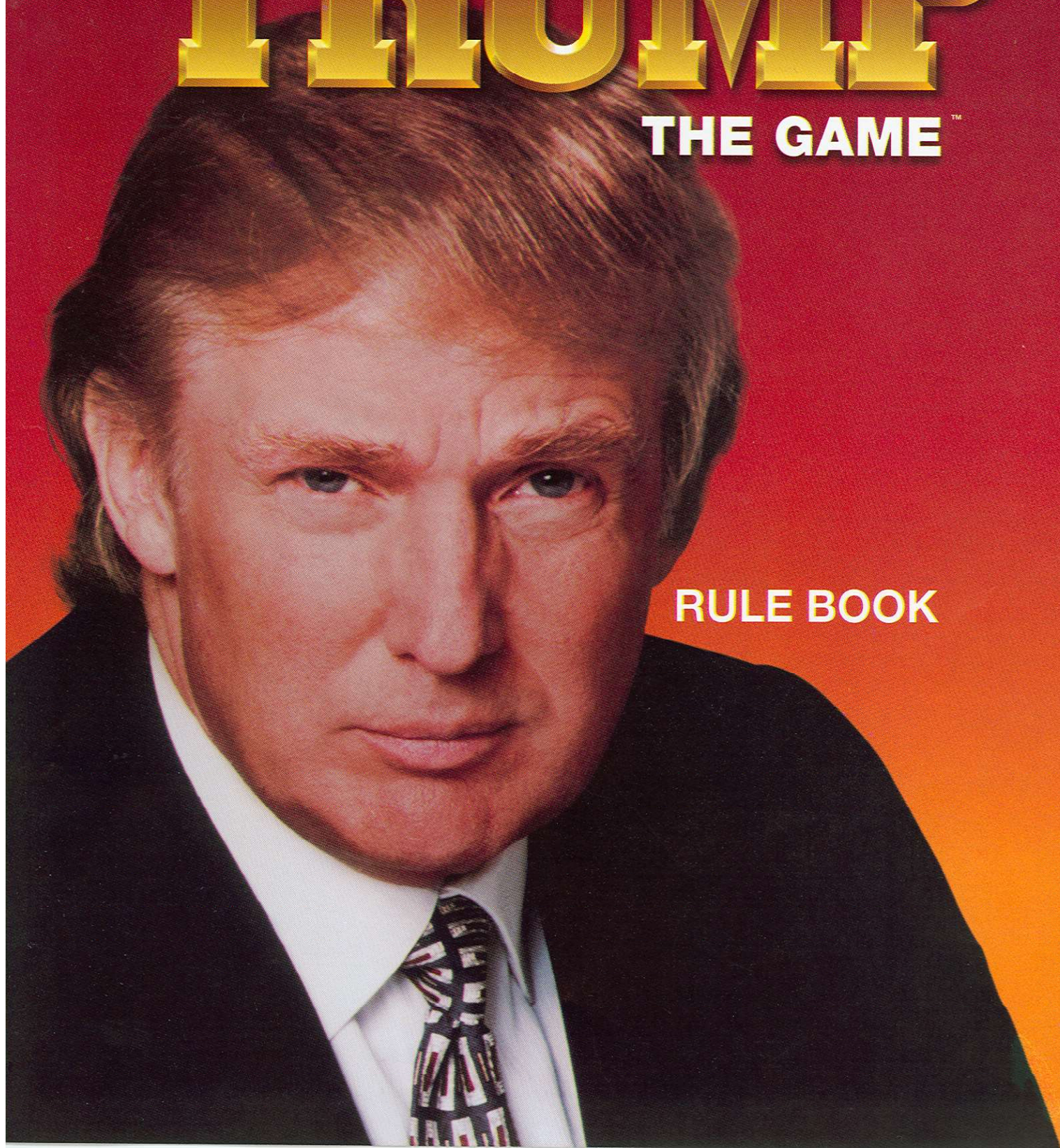


For 3 to 4 Players / AGE: ADULT

TRUMP

THE GAME™

RULE BOOK





Now that you are about to play my game, I invite you to live the fantasy! Feel the power! And make the deals!

The object of the game is to make the most money. I'm talking about hundreds of millions of dollars. If you are clever, aggressive and lucky, you could end up with a billion or more!

Bid against the other players for seven different properties on the board. Play it smart and stack up huge profits! Pay too much and you could lose your shirt!

You can also cash in your cards or sell them to another player. If you play them right, millions could be yours.

When all of the cards are played, count up your cash. The player with the most money wins!

Now, read the rules. Have fun — and remember, it takes brains to make millions... it takes TRUMP to make billions!

Donald J. Trump

YOUR GOAL

Have the most money at the end of the game.

CONTENTS

Gameboard
60 Trump cards
4 T pawns
2 Dice

7 Property boxes with covers
7 Cover inserts
Trump money
Plastic money tray
Money tray label

GAME SETUP

1. Carefully remove the seven cover inserts from the parts sheet. Discard the parts sheet. Attach one insert to the cover of each property box as shown in Figure 1. Then place the property boxes on their corresponding gameboard spaces.
2. Apply the label from the label sheet to the top of the money tray. Discard the label sheet.

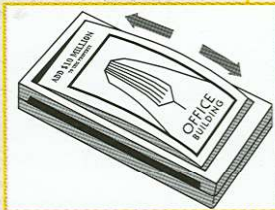


Figure 1

3. The Banker: Choose a player to be the Banker. This player separates the money into piles by denomination and places each pile into a compartment in the money tray. This is the bank.

Each property box has a starting amount listed on top of it (for example: The Office Building starts with \$50 million). The Banker checks each property box and slides the appropriate amount (from the bank) into the slot in each of the seven boxes (see Figure 2).

The Banker then gives each player \$500 million in cash (two \$100 million, four \$50 million and ten \$10 million) to start the game.

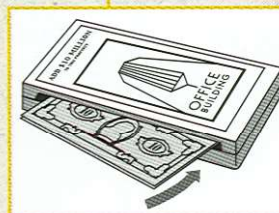


Figure 2

4. Shuffle the card deck and deal seven Trump cards facedown to each player. You can look at your cards but keep them secret from the other players. Place the remaining cards off to the side of the gameboard. This becomes the draw pile.
5. Each player selects a different color T pawn and places it on the START space.
6. Each player rolls one die. The player with the highest roll goes first. Rolling a T is higher than rolling a 5. Play then passes clockwise.

GAMEPLAY

On your turn, you should first **DRAW A TRUMP CARD** from the top of the draw pile. If you forget to do this before taking the next part of your turn, you do not get to draw one until your next turn.

After drawing a card, you can do **ONE** of the following three things:

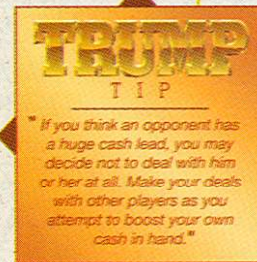
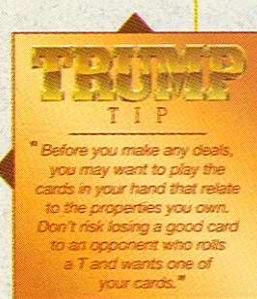
1. Roll the dice and move your pawn clockwise around the gameboard;
 2. Play **ONE** card from your hand;
- OR
3. Offer to sell **ONE** card from your hand to another player.

Until some properties are sold, you will most likely be rolling the dice and moving around the board.

1. If you decide to roll the dice and a number comes up, move your pawn clockwise around the gameboard the number of spaces indicated by your roll. Then do

what the space directs. (See **GAMEBOARD SPACES** on the next page for details.) More than one pawn may be on a space at the same time. If you land on a space with a property box, just place your pawn on top of the box.

Rolling a T: If you roll a T, draw a card at random from another player's hand and add it to your own. Then move your pawn the number indicated on the other die. If you roll **TWO Ts**, draw two cards from one player **OR** draw one card from two players and add them to your hand. Since you rolled no numbers, do not move your pawn.



2. If you decide to play a card, you **DO NOT** roll the dice or move your pawn. Instead, do what the card says. Then place the card faceup onto the discard pile. (See **THE TRUMP CARDS** on page 5 for an explanation of the cards.)

3. You may offer to sell **ONE CARD** to another player. If, for example, another player bought the Casino and you hold a Casino Profit card, you might make a deal to sell that card to the player who owns the Casino. This card is worthless to you once someone else purchased the Casino. (See the Trump Tip on the bottom of the card for suggestions on the deal.) If you make an offer and the other player declines the deal, try a counter offer. If you and the other player cannot come to an agreement on the price of the card, the "deal is dead" and you must place the card on the discard pile, ending your turn.



THE GAMEBOARD SPACES AND TRUMP™ CARDS

Pages 4 and 5 explain what to do as you move around the gameboard or play your Trump cards.

THE GAMEBOARD SPACES

Each space on the gameboard asks you to do something special! Here's what to do when you land on one of these spaces:



This is where all pawns start the game. If you land on this space during the game, you draw one Trump card randomly from each player's hand and add it to your own. This ends your turn.

Shown below are the seven property boxes. They sit on the corresponding gameboard spaces.

These properties are referred to as unowned properties until they are purchased by a player. Once a property has been purchased, the property box is removed from the board and placed in front of the player who bought it.

If you land on an unowned property box or the space of a property that has already been bought, the Banker puts the amount of money indicated on the top of the box, from the bank, into the property box. This ends your turn.



If you land on one of these spaces, the Banker places \$50 million, from the bank, into the unowned property box of your choice. This ends your turn.



If you land on one of these spaces, choose one of the remaining unowned properties to go up for sale. (See

SELLING A PROPERTY for details.) After the sale, your turn ends.



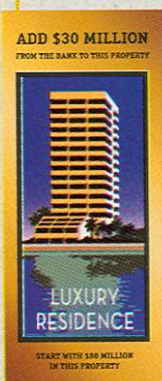
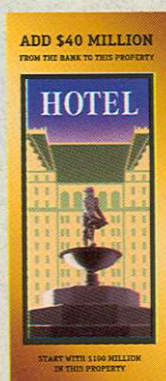
If you land on one of these spaces, choose to either put one of the remaining unowned properties up for sale (see *SELLING*

A PROPERTY for details), or draw a Trump card from the draw pile. This ends your turn.



If you land on this space, roll the dice again. Multiply the total number rolled by \$10 million and collect that amount from

the bank. Take a card, randomly from another player, for every T rolled. If you roll two Ts you can take two cards from other players, but you don't get to collect any money. This ends your turn.



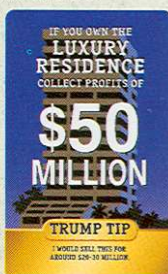
THE TRUMP™ CARDS

In most instances, you'll play a Trump card by placing it faceup onto the discard pile. You cannot look through the discard pile to see which cards have already been played. On your turn, here's what to do when playing one of the following Trump cards:

PROFIT CARDS

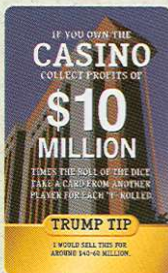
There are five different profit cards.

1. The profits listed on these cards vary from \$40 million to \$60 million. If you have one of these cards in your hand and you own its corresponding property, you may play the card to collect the amount shown from the bank. Add the money to your cash in hand.



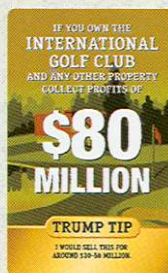
There is one of these cards for each of the seven properties.

2. If you have one of these cards in your hand and you own its corresponding property, you may play the card, roll the dice and collect from the bank \$10 million times the number indicated by your roll. Add the money to your cash in hand. Take a card, randomly from another player, for every T rolled. If you roll two Ts, you can take two cards from other players but you don't get to collect any money.



There is one of these cards for each of the seven properties.

3. The profits listed on these cards vary from \$60 million to \$120 million. If you have one of these cards in your hand and you own the corresponding property (and any other property), you may play the card and collect the indicated amount from the bank. Add the money to your cash in hand.



There is one of these cards for each of the seven properties.

4. The profits listed on these cards are either \$40 million or \$50 million. If you have one of these cards in your hand and you own at least one property, you may play the card and collect the indicated amount of money from the bank. Add the money to your cash in hand.



There are eight of these cards.

5. These multi-property cards can deliver big payoffs. If you own the number of properties specified on the card, you may play it and collect the indicated amount of money from the bank. Add the money to your cash in hand.



There is one 2-Property card and one 3-Property card.

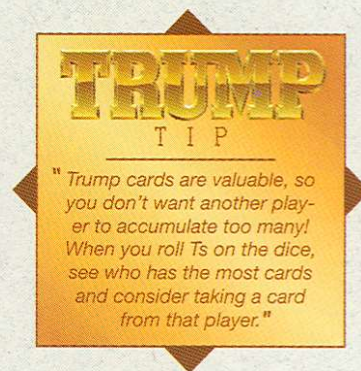
TAX CARDS

If you play one of these cards on another player, that player must pay you \$20 million for each property he/she owns. If the player does not have enough cash to pay the tax, he/she must surrender all cash, plus one property (his/her choice) to you. Add the money to your cash in hand and place the property box in front of you.



If you think a player might be low on cash, consider playing a tax card on him/her. If your hunch is correct, you'll get some cash and a property!

There are three of these cards.



IMPORTANT NOTE: If another player asks you how many Trump cards you have, you must reveal the number but you do not need to reveal how much cash in hand you have.

There are three other types of cards in the deck. These are special Bidding cards. See **SELLING AND BUYING PROPERTY** on the next page for explanations of these cards.



SELLING AND BUYING PROPERTY

Pages 6 and 7 explain everything you need to know about selling and buying property!

TRUMP TIP

"It is usually to your advantage to bid at least \$10 million. If you don't make an opening bid, you cannot join the bidding later and you cannot play any cards during the bidding."

SELLING PROPERTY

When to sell: Whenever a player lands on a FOR SALE space, a property must be put up for sale.

How to sell: The player landing on the FOR SALE space is the Broker. As the Broker, this player chooses an unowned property to go up for sale, removes its property box from the gamepath and places it in the center of the board. Any pawns on top of the property box are placed on the corresponding space. **NOTE:** You CANNOT look inside a property box before bidding. Only after you have bought the property can you open the box to see what the property is worth.

BUYING PROPERTY

To purchase a property, you must be the highest bidder.

How to bid: Bidding is a 3-step process:

- An opening bid is made
- The bidding continues
- The bidding is concluded

An opening bid is made

You MUST put in an opening bid if you want to participate at all in the bidding for a property that has been put up for sale. From their cash in hand (you cannot use TRUMP BACKS YOU CARDS for an opening bid), players secretly take the amount of cash they want to offer as an opening bid. If you are short on cash or don't want to bid, you don't have to.

The Broker then asks the players to reveal their opening bids. Starting with the Broker, players announce their bids in a clockwise direction, so the highest opening bid can be

TRUMP TIP

"During the game, try not to reveal your cash in hand to your opponents. That way, it will be harder for them to tell if you're cash rich or poor."

determined. In case of a tie, the first player in clockwise order to make the tied bid is considered to have the highest opening bid.

The bidding continues

After all players have announced their opening bid, they continue taking turns in clockwise order, starting with the Broker, trying to be the highest bidder.

IMPORTANT: If you decide to bid on your turn, you **MUST** raise your bid so that it tops the highest bid by at least \$10 million.

On each turn, a player can do one of the following:

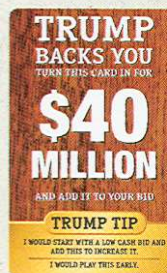
1. Increase your bid by enough to top the highest bidder.

You can increase your bid by using your cash on hand, playing a TRUMP BACKS YOU card, or

a combination of the two. This ends your turn.

These cards (there are six of them) range in value from \$40 million to \$60 million. Try to play one or more of these

cards on your turn to raise your bid. When you play this card(s), place the card onto the discard pile, take the indicated amount of cash from the bank, and add ALL OF IT directly to your bid.



You must increase your bid by the total amount on the card — no change is given.

NOTE: You may want to bid higher than you think a property is worth, especially if you are holding corresponding Trump cards that can bring you big profits.

2. Pass

On your turn, you can pass on a particular bid. This ends your turn. You can re-enter the bidding on your next turn (as long as you made an opening bid, haven't been knocked out and all other players haven't passed).

3. Play a YOU'RE FIRED card to knock an opponent out of the bidding.

Play one of these cards faceup in front of the opponent you want out of the bidding. Once knocked out, a player can only get back into the bidding by playing a THE DONALD card on his/her turn. You cannot play a YOU'RE FIRED card on an opponent if you are already knocked out of the bidding. This ends your turn.

There are 16 of these cards.

4. Play a THE DONALD card to get back into the bidding.

If you've been knocked out of the bidding, you can get back in on any of your

turns by playing a THE DONALD card on top of the YOU'RE FIRED card in front of you. Then continue your turn by doing one of the previous 3 steps: Increase your bid, Pass, Play a YOU'RE FIRED card. NOTE: You can be fired again.

There are four of these cards.

The bidding is concluded

Bidding, playing of cards, or passing continues in a clockwise direction until all players still in the bidding have consecutively passed. The highest bidder still in the bidding gets the property. Place the property box in front of you. You can look inside the box anytime you want, but the amount of money inside it never has to be revealed until the end of the game.

The high bidder's money is paid to the bank. All unsuccessful bidders get their entire cash bid back. Place all played YOU'RE FIRED and THE DONALD cards onto the discard pile.

THE DRAW PILE RUNS OUT

If the draw pile runs out, continue to play without drawing cards. On your turn you can still do one of the following three things:

1. Roll the dice and move;
2. Play ONE card from your hand;
3. Offer to sell ONE card from your hand to another player.

ENDING THE GAME

When the last property is purchased, players (beginning with the player that purchased the last property and going clockwise) have one last chance to cash in on any cards that directly apply to ANY properties they

own. Players cannot make any more deals with the other players.

Any cards, held by a player that do not relate to his/her specific properties can be turned in for \$10 million per card from the bank.

WINNING THE GAME

All players count up their money (including the money in any properties they own). The player with the most money wins!

Two Bidding Examples

THE HOTEL GOES UP FOR SALE

PLAYERS: Sitting clockwise around the table are you, Karen, Steve and Bill.

THE SALE: You land on a FOR SALE space and choose the unowned Hotel to go up for sale. You are now the Broker.

THE BIDDING: All players secretly decide their opening bids. You direct everyone to place their bids on the table.

- Players announce their bids in a clockwise direction, beginning with you. You bid \$100 million, Karen bid \$70 million, Steve bid \$120 million and Bill bid \$10 million. Steve's is the highest opening bid.

- The bidding process continues. Since you are the Broker, you go first. You play a YOU'RE FIRED card on Steve to knock him out of

TRUMP TIP

"If the player to your right is the high bidder and then you and all other players pass, the high bidder gets the property."

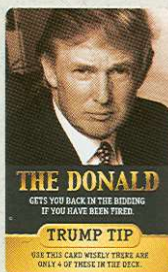
YOU'RE FIRED!

YOU ARE OUT OF THE BIDDING AND YOU CANNOT FIRE ANYONE!

THE ONLY WAY BACK IN IS WITH THE DONALD CARD

TRUMP TIP

IF YOU HAVE SEVERAL OF THESE CARDS, I WOULD USE THEM FIRST AS MANY PEOPLE AS I CAN.



TRUMP TIP

"Although the highest bidder gets the property, don't throw money around by bidding foolishly! It should always be your goal to buy a property at the best possible price."



the bidding. Your bid is now the highest bid.

- Karen passes. Her bid remains at \$70 million.
- Steve doesn't have a THE DONALD card, so he is out of the bidding.
- Bill passes. His bid remains at \$10 million.
- Since all players able to bid have passed, the bidding is over.
- You get the Hotel for \$100 million, which you pay to the bank.
- You look inside the property box and see that there is \$50 million. You paid more than the property is worth — but you have some valuable Trump cards that will make your purchase very profitable.
- The unsuccessful bidders take back their bidding money and return it to their cash in hand. **The played YOU'RE FIRED card is placed onto the discard pile.**

THE LUXURY RESIDENCE GOES UP FOR SALE

PLAYERS: Same as before.

THE SALE: Karen lands on a FOR SALE space and puts the un-owned Luxury Residence up for sale. She is now the Broker.

THE BIDDING: All players secretly decide their opening bids. Karen directs everyone to place their bids on the table.

- Karen bid \$60 million, Steve bid \$50 million, Bill bid \$60 million and you bid \$10 million. There is a tie for highest bid, so the first \$60 million bid moving clockwise beginning with the

Broker is Karen's. Her bid is declared the highest opening bid.

- The bidding process continues. Since Karen is the Broker, she goes first. Because she already has the highest opening bid, she passes.
- Steve plays a TRUMP BACKS YOU card worth \$50 million to raise his bid to \$100 million.
- Bill raises his bid to \$110 million by adding \$50 million from his cash in hand.
- You pass. Your bid is still at \$10 million.
- Karen uses her cash in hand to raise her bid to \$120 million.
- Steve passes. His bid is still at \$100 million.
- Bill plays a YOU'RE FIRED card on Karen to knock her out of the bidding. (Bill is now highest bidder.)
- You pass. Your bid is still at \$10 million.
- Karen doesn't have a THE DONALD card, so she is out of the bidding.
- Steve plays a YOU'RE FIRED card on Bill. (Now Steve is the highest bidder at \$100 million.)
- Bill has a THE DONALD card but decides not to play it, so he is out of the bidding.
- You pass again. (You didn't want the property.)
- Karen and Bill are out of the bidding, so Steve gets the property for \$100 million, which he pays to the bank. He sees that there is \$130 million inside the property box.

- The unsuccessful bidders take back their bidding money and return it to their cash in hand. **All of the played YOU'RE FIRED cards are placed onto the discard pile.**

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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