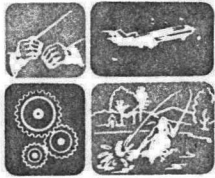


Bangor Daily News



**GREATER
BANGOR
CHAMBER OF
COMMERCE**

WELCOME TO

BANGOR

"THE GOOD LIFE"



**WHITE
HOUSE
MOTEL**

M.R.C. 1-95
at Cold Brook Rd. Exit
862-3737

**Standard
Shoes**

- Downtown Bangor
- Bangor Mall
- Airport Mall

"Experienced
shoe fitting"

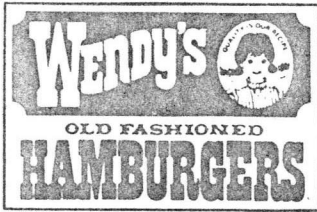
ALL ABOUT TOWN RULES AGES 8 to ADULT

OBJECT: The object of this game is for the PLAYERS, using dice and playing pieces, to travel on the gameboard from a RESIDENCE SQUARE to the bank and shopping locations shown on their SHOPPING LISTS. The first PLAYER to return to his RESIDENCE with the TRAVEL CARDS for all locations contained on his SHOPPING LIST wins the game!

SETTING UP PLAY: Each PLAYER chooses one of six RESIDENCES on gameboard and places his playing piece there to start. One PLAYER is chosen BANKER. BANKER shuffles SHOPPING LISTS and gives each PLAYER one list and \$25 in ALL ABOUT TOWN MONEY. HAZARD CARDS are shuffled and placed, face-down, on the appropriate spot on the gameboard. TRAVEL CARDS are separated by color and placed, face-up, on their appropriate spot on the gameboard. NOTE: For strategy reasons, once PLAYERS are familiar with the game, it is recommended that each PLAYER keep his SHOPPING LIST secret.

PLAYING THE GAME: Players each roll dice, high roller goes first, play then proceeds clockwise. PLAYERS must stop at any branch of the bank illustrated by picture or logo on their SHOPPING LIST to acquire additional starting money. (See 'MONEY' in RULES). SHOPPING LIST may then be completed in any order. A typical SHOPPING LIST might include furniture, groceries, a library book, etc., and the places where these items are to be found. PLAYERS move their playing pieces on the streets of the gameboard onto each of the locations on their SHOPPING LIST. Upon landing on a location listed on his SHOPPING LIST PLAYER receives TRAVEL CARD from BANKER for that location. PLAYER must pay or receive play money as instructed on TRAVEL CARD. PLAYER continues his travels on his next turn. Each PLAYER attempts to complete his SHOPPING LIST first by picking the fastest route of travel. When a PLAYER has acquired TRAVEL CARDS for all locations shown on his SHOPPING LIST, he leaves for his RESIDENCE. The first PLAYER TO 'make it home' by landing on his RESIDENCE with all TRAVEL CARDS required by his SHOPPING LIST wins the game!

TRAVEL EXPLANATION: Players roll dice and move the number of squares on the streets as shown on the dice. RESIDENCES SQUARES and all other boards locations count as one square



1049 Union St.

The Bank for
People Like You



**PENOBSCOT
SAVINGS BANK**

**BANGOR
ELLSWORTH
NEWPORT**



member
FDIC

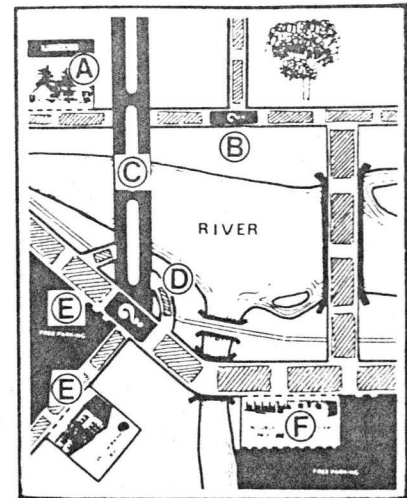


193 Broad St.

Tel: 947-H-E-L-M

when moving. Land directly on each location. But, no exact count is necessary to enter a location. (Example: If PLAYER rolls an eight but needs only a five to reach his objective, the additional three spaces are disregarded.) When arriving at or leaving any location (RESIDENCE, BUSINESS OR CULTURAL POINTS), PLAYERS must enter and exit a location via the dotted lines separating location and street.

- (A) Residence-start and finish at a Residence
- (B) Hazard Square-Stop! Draw a Hazard Card
- (C) Limited access highway-each white line represents one "move"
- (D) Highway entrance-enter or exit highways through these squares only
- (E) Enter and exit locations and parking lots by these dotted lines
- (F) Go to location immediately after entering through parking lot



SPECIAL TRAVEL RULES: Limited access highways are major roads, differently colored and double spaced. They increase a PLAYER'S travel speed to SHOPPING LIST areas. PLAYERS must stay on roads except when at one of their SHOPPING LIST locations. PLAYERS rolling doubles may take only one extra roll per turn. If a PLAYER'S move lands him directly on an opponent's playing piece, the PLAYER must choose another street or forfeit his turn. PLAYERS may not change the direction they are traveling. To correct errors, "go around the block". PLAYERS must move in the direction of the arrows on one-way streets. When any PLAYER lands on a square directly in front of a BILLBOARD, he has the option of going to that location immediately.

HAZARD SQUARES: When any PLAYER comes to or LANDS on a HAZARD SQUARE while traveling on the board, PLAYER must STOP and draw a HAZARD CARD and follow its instructions. If a HAZARD CARD says, "...go to...", move playing piece through enough turns to reach location specified on HAZARD CARD. If the HAZARD CARD is a STRATEGY CARD, PLAYER may then take any TRAVEL CARD from any other PLAYER. ALL PLAYERS must reveal their already collected TRAVEL CARDS at this time. If a PLAYER takes a TRAVEL CARD not necessary to complete his own progress, that TRAVEL CARD should be returned to the TRAVEL CARD deck on the gameboard. A PLAYER who has a TRAVEL CARD taken away must go back to that location to acquire that TRAVEL CARD again. Once the PLAYER has completed the instructions on the HAZARD CARD, the CARD should be returned, face-down, to the bottom of the HAZARD CARD deck on the gameboard.

PARKING LOTS: PLAYER entering any PARKING LOT may move 5 additional spaces immediately. PLAYER must acquire at least one TRAVEL CARD before using another PARKING LOT.

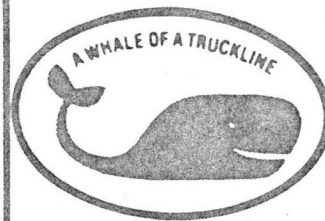
MONEY: Each PLAYER starts the game with \$25. On his first turn each PLAYER proceeds to his bank (*as illustrated by picture or logo on his SHOPPING LIST*) and receives \$1,000 additional playing money. BANKER may pay PLAYERS in any denominations.

When a PLAYER receives a TRAVEL or HAZARD CARD that says, "SEE BANKER" they must, on their next turn, stop at any branch of their bank before continuing to other locations. Once the stop at the BANK has been made, PLAYER may then leave immediately. If a PLAYER runs out of cash, he may return to "his bank" and receive \$500 as a loan. If PLAYER is making a purchase when he runs out of cash, PLAYER must return to that location after making his loan and continue from there.

LONG GAMES: With up to six PLAYERS you may play a longer game by starting each PLAYER with two (2) SHOPPING LISTS and \$1500 ALL ABOUT TOWN MONEY. With up to four PLAYERS YOU MAY EACH USE THREE (3) SHOPPING LISTS and start with \$2000 play MONEY. It is possible to allow as many as 12 PLAYERS to compete using one (1) SHOPPING LIST each and doubling up on the RESIDENCE SQUARES but you may be low on starting play MONEY. (*If BANK runs out of money BANK pays PLAYERS as BANK'S funds are replenished by shoppers.*) It is recommended that all PLAYERS understand strategy clearly before attempting play with over six PLAYERS or long versions of game.

HOW TO USE RULES BACK PAGE INDEX TO FIND GAMEBOARD/ MAP LOCATIONS AND THEIR MATCHING TRAVEL CARDS:

Find the location in the alphabetical list. Travel Cards will match the color in the next column. Compare the third column labeled 'Gameboard/Map Section' to the miniature illustration of the gameboard. Section A, B, C, D, E and/or F will represent locations as indicated.



HEMINGWAY
TRANSPORT INC.



207-989-5353
[collect]

The staff of Aladco, Inc. gratefully wishes to acknowledge the wholehearted support of your Chamber of Commerce and business community making this publication possible.

Your Chamber of Commerce has worked diligently introducing Aladco to your community, assisting with the development and promotion of ALL ABOUT TOWN and provided the local information enabling us to make the game of your community truly 'a special edition'.


We hope you enjoy playing the game as much as we enjoyed producing it.
Aladco, Inc.



**"We Are
The Bank
Depositors
Trust!"**

DEPOSITORS
Member FDIC


*Sawyer
Environmental Recovery
Facilities, Inc.*

"We help keep Maine beautiful" 

TRUCK-A-WAY
SYSTEM, INC.

SING'S 勝利樓



CANTONESE AND
POLYNESIAN RESTAURANT, LOUNGE
AND GIFT SHOP

41-51 Washington St.
942-0212

Open 7 days a week
Call for take-out while
playing

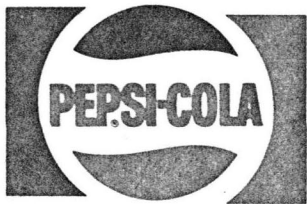
**ALL
ABOUT TOWN.**

947-8308 or 947-8309



BREWER Savings Bank
MEMBER FDIC

We'd rather
build a better
community
than a bigger
bank



Dedicated
to promoting
youth activities
in the
eastern Maine
area

Pepsi-Cola Bottling Co.
Wilson St. Brewer, Me.

PARTICIPANT

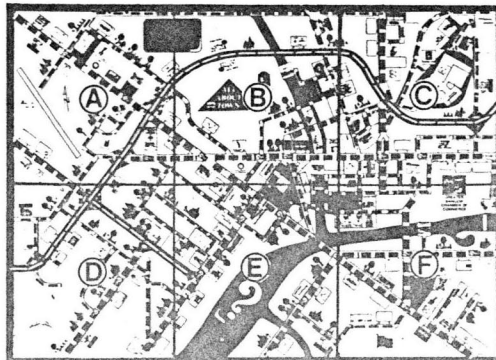
Bangor Civic Center
Bangor Community Theatre
Bangor Daily News
Bangor Hobby & Craft
The Bangor House
Bangor Mall
Bangor-Merrifield
Bangor Public Library
Bangor Salmon Pool
Bangor Savings Bank
Bangor Symphony Orchestra
Bangor Theological Seminary
Bangor Travel Agency
Brewer High School
Brewer Paint and Decorating
Brewer Savings Bank
The Bus
Canteen
"Continuity of Spirit" Sculpture
Dead River Oil & Heat
Depositors
Doug's Shop 'N Save
Eastern Maine Medical Center
The Gamekeeper
Gold Star Cleaners
Gosselin Realty & Insurance
Greater Bangor Chamber of Commerce
The Helm
Hemingway Transport Inc.
Holiday Inn
Loring Short & Harmon
Maine Savings Bank
Merrill Bank
Morse Covered Bridge
News Charities, Inc.
Paul Bunyan
Penobscot-Piscataquis Chapter American Red Cross
Penobscot Savings Bank
Pepsi-Cola
Pierce Memorial
Pilots Grill
Porteous
Post Office Pharmacy
Sampson's Family Pride Food Stores
Sherman Homes, Inc.
Sing's Restaurant and Gift Shop
Standard Shoes
St. Joseph Hospital
Susse Chalet
Tarratine Club
Tibbetts Real Estate Agency
United Way
Veazie Salmon Club
Walk for Mankind (WLBZ-Z62)
Wellby Super Drug Stores
Wendy's
WGUY
White House Motel
WLBZ-Z62
WLBZ-TV
WPBC-FM
YMCA
YWCA

COLOR OF
TRAVEL CARD

green (2)
green
green
green
green
white
green
green
green
yellow (4)
green
green
yellow
pink
pink
yellow (2)
white
pink
pink
green
green (2)
yellow (5)
white
pink
white (5)
yellow
pink
yellow (2)
white (2)
green (3)
pink
white
yellow (6)
green
green
green
white
green (2)
white
green
pink
pink (2)
pink
pink (2)
yellow (3)
white
pink
pink
green
pink
pink
pink
pink (2)
white (2)
white
white
white (2)
pink
pink

GAMEBOARD/
MAP
SECTION

E
A
E
C
E
C
B
B/C
F
B,C(2),F
C
A/B
C
F
F
B
D
B
A
F
A,B,C(2),F
C
B/E
E,F(2)
E
F
E
F
D,E
B
C
A(2),C(2),C/F,F
B
E
E
A
A,B
F
C
A
C
B
C,E
F
F
A,B/E,C
C
A/D
C
C
B
F
C
A,F
A,C
B
D
C
C
C
B
E

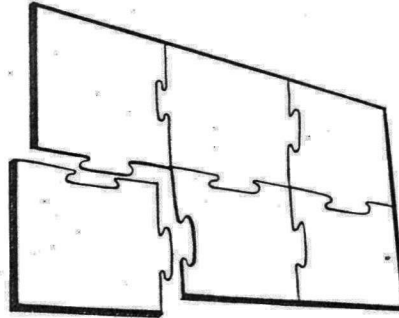


ALL ABOUT TOWN.

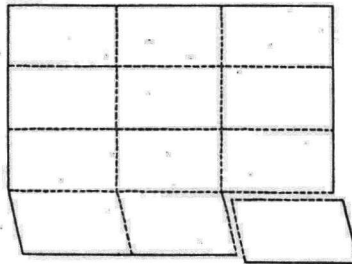
Special Edition Assembly Instructions and Parts List

GAME BOARD

Assemble 6 gameboard puzzle pieces on any flat surface:

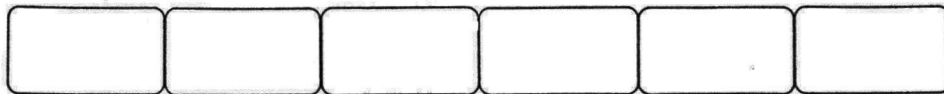


Travel Cards (96)
Hazard Cards (24)
Shopping Lists (12)



Fold on perforated lines.
Separate and stack by color in correct position on gameboard.

PLAYING PIECES AND STANDS



Remove Playing Pieces from card
Insert vertically or horizontally
into Playing Piece Stands



Stand



Stand

OTHER GAME PARTS INCLUDE:

- 1 bundle of All About Town play money
- 1 folded rules booklet
- 2 Dice
- 27 Redeemable Coupons (green) that can be used at local businesses for savings and FREE gifts!
- 1 Game label MAP that can be used as a great guide to local travel (carry it in your purse or glove compartment of your car).

Please write and let us know how you liked All About Town!