

DIRECTIONS
for
DEMOCRACY

(For 2 to 6 players)

The winner of "DEMOCRACY" is the first person to win \$8,000,000. Thus he arrives at a financial position which enables him to purchase all the units of a complete National Defense. As the game progresses, many unforeseen things may happen to each player, just as in real life, strikes, sabotage, shortages, troubles of all kinds beset the way but the end is well worth while. Lots of fun for everybody!

EQUIPMENT

The game consists of a Democracy Board with a spinning dial in the center and a road around the edge of the board over which the Players travel; six individual Charts for players, each chart with a scoring device on top; one Priority Board Chart; forty-eight Defense Units in eight groups, each group being characterized by a different color background; six individual players Tokens, each of a different color.

THE START

Two to six people may play. The Democracy Board is placed in the center of the table. Each player is given a Chart and a colored Token. One player is chosen as Chief of the Priority Board and he takes care of the Priority Board Chart (he may also play in the game). The Chief of the Priority Board places the 48 Defense Units in their correct places on the Priority Board Chart. He then gives each player 3 Defense Units to place on the correct places of their own charts. The 3 Defense Units given to each player must have the same color background. (Example: Player A is given 3 Defense Units with a green background, etc.)

THE PLAY

Each player spins the center dial once. The highest spinner starts the game. Then, starting from the Flag, taking turns clockwise, each player moves his Token the number of spaces he spins on the dial. If the Token lands on a Yellow block, the player chooses one of the 4 Defense Units shown by the pointer, requesting it from the Priority Board Chief and then follows the directions printed on the block. If all 4 Defense Units shown by the spinner are already on other players' charts, he advances his Token to the next nearest Star. If the Token lands on a Red block, the player is not entitled to draw any Defense Units but the directions printed on the block must be followed. If a Token lands on a block occupied by any other player, then in addition to the regular play, he may also choose 1 Defense Unit from that players' chart. The four corners of the board marked by Stars and the Flag are safety blocks and any number of Tokens may occupy these blocks at the same time without forfeiting a Defense Unit.

SCORING

When a player gets 6 Defense Units of a common color background on his Chart, he returns the Defense Units to the Priority Board Chart and scores \$1,000,000.

Every time a player passes the starting flag he scores \$500,000.

Each time a player spins his own color he scores \$250,000.

TOY CREATIONS, Inc.
200 FIFTH AVENUE . NEW YORK, N. Y.