

BRISK BIZZ

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RULES OF PLAY

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INTRODUCTION

BRISK BIZZ is a game where individual players compete against each other to amass great amounts of wealth, through acquirement of Commercial Companies and Cash Holdings. In their endeavour to secure and hold on to their empires, players are subject to the pitfalls of the real business world. Bankruptcy Challenges, taxation demands, take over bids, high cost purchase and rental payments (determined by an ever changing Inflation Rate), high pressure Company decisions and over-shadowing all of these factors is the possibility of personal ill-health.

All these situations and more await your next venture into BRISK BIZZ!

SETTING UP TO PLAY

Place all cards onto the board in their allotted areas.

The 'Inflation Rate' commences at number one (1) and remains at this rate until an Inflation Rate change card is drawn. (See Challenge Card.)

Each player selects a token and places it on the 'Game Start' position. (Circle.)

All players must now set a "deadline" time limit for completion of the game. Once this time limit has elapsed the game is over (BRISK BIZZ can be played for 15 minutes, 2 hours, or indefinitely).

All players receive \$4000 at commencement of the game.

Each player rolls the dice, the player rolling the highest dice value starting the game. Play then continues in a clockwise direction.

The player who throws the highest dice value then nominates any other player, to act as 'Banker'.

The chosen Banker CANNOT refuse this decision and must keep the Bank Funds and Interests separate from their own funds, as a player.

The Banker is responsible for all transactions between players and the Bank, and is the sole custodian and issuer of the Company Deeds.

DIRECTION RESTRICTIONS

While moving around the board, certain direction restrictions MUST be observed –

INNER PATHWAY

Anybody entering the Inner Pathway can only do so by the IN corridor. Regardless of the number thrown on the dice, every player MUST STOP on the IN corridor and wait until their next turn, before entering the Inner Pathway.

All movements on the Inner Pathway are to be in a CLOCKWISE direction. Players may move out of the Inner Pathway at any time without stopping on the OUT corridor.

BLUE COMPANY PATHWAY

Players on the Blue Company Pathway may move in any direction, however, they are restricted to moving in one (1) direction per turn.

RED COMPANY PATHWAY

Players on the Red Company Pathway are restricted in their movements to the one (1) direction only. Once a player crosses into the Red Company Pathway, that player must travel around the pathway and leave by the other entry/exit point. No player is allowed to back-track or to leave by the same entry point.

If a player draws a red BRISK BIZZ card and is sent to a Red Company, after that player has purchased or paid rental for the Company they MUST nominate a point of exit and proceed in that direction only.

TO START

The player who rolled the highest dice value now rolls the dice again, to start the game. That player then moves the number of squares indicated by the dice, in any direction from the 'Game Start' position. Play then continues with the next player on the left-hand side, that is, clockwise.

If a player lands on a CHALLENGE square, that player must draw a CHALLENGE card from the top of the pack and act according to the instructions given. (See CHALLENGE SQ/CARDS).

If a player lands on a square marked BRISK BIZZ, coloured blue, that player must draw a BRISK BIZZ card from the top of the blue BRISK BIZZ pack and act according to the instructions given.

THE ONLY EXCEPTION TO THIS RULE, is, if a player is in possession of a 'Cancellation of BRISK BIZZ' card (which is a CHALLENGE card), in which case they may use this card if they choose, to avoid drawing a BRISK BIZZ card. If a player decides to use the 'Cancellation of BRISK BIZZ' card, they must do so without having drawn or sighted the next BRISK BIZZ card.

ALL cards drawn are placed at the bottom of their respective packs after use.

BLUE PATHWAY COMPANY SQUARES

When a player lands on a 'Blue Company' square, they MUST purchase that company unless it is already owned. The purchase price is governed by the current Inflation Rate. The cost of the company is determined by multiplying the Inflation Rate with the Company cash sale price, as indicated on the Company square.

If a player lands on a 'Blue Company' square and that Company is owned by another player, the 'landing' player must pay rental to the 'owner' at the current Market Value rate. (See Abbrev.)

If a player lands on a 'Blue Company' square that they own, that player receives a rental payment at the rate described above, from the Bank.

The only occasion when a different purchase or rental price is paid, is upon being sent to that square by a blue BRISK BIZZ card. This card indicates the purchase or rental price to be paid.

If a player does not hold enough cash for any purchase or rental payment, then they MUST attend 'Bankruptcy Court'. (See Bankruptcy Court).

RED PATHWAY COMPANY SQUARES

When a player lands on a 'Red Company' square, they MUST purchase that company unless it is already owned. The purchase price is governed by the current Inflation Rate. The cost of the company is determined by multiplying the Inflation Rate with the Company cash sale price, as indicated on the Company square.

If a player lands on a 'Red Company' square and that Company is owned by another player, the 'landing' player must pay rental to the 'owner' at the current Market Value rate. (See Abbrev.)

If a player lands on a 'Red Company' square that they own, that player receives a rental payment at the rate described above, from the Bank.

The only occasion when a different purchase or rental price is paid, is upon being sent to that square by a red BRISK BIZZ card. This card indicates the purchase or rental price to be paid.

If a player does not hold enough cash for any purchase or rental payment, then they MUST attend 'Bankruptcy Court'. (See Bankruptcy Court).

BRISK BIZZ SQUARES

When a player lands on a blue or red BRISK BIZZ square, that player must draw a card from the corresponding coloured pack. The BRISK BIZZ cards indicate which Company square the player MUST move directly to. When the player has moved to that Company, they MUST if it is not already owned, purchase it for the price indicated on the BRISK BIZZ card.

If the Company is already owned, then the player MUST pay the owner rental at the rate also indicated on the BRISK BIZZ card.

If a player owns the Company to which they have been sent, then they will receive a rental payment as stated on the BRISK BIZZ card from the Bank.

If a player does not have enough money for any purchase or rental payment, that player MUST attend Bankruptcy Court. (See Bankruptcy Court).

The Inflation Rate DOES NOT APPLY when a BRISK BIZZ card (either blue or red) is used.

CHALLENGE SQUARES/CARDS

When a player lands on a CHALLENGE square, that player MUST draw a CHALLENGE card from the top of the pack. If this card is an 'Inflation Rate Change' card, it is immediately placed on the Inflation Rate square at the centre of the board and from that time on acts as the new Inflation Rate. The old Inflation Rate card then returns to the bottom of the CHALLENGE card pack.

Any other CHALLENGE card is also returned to the bottom of the pack, once instructions have been complied with. (See Bankruptcy Court.)

A player MUST throw the exact dice value to land on any of the four (4) Challenge squares between the Blue and Red Company pathways. A player who lands on any of these four (4) Challenge squares, may if they choose on their next turn, move back onto the Blue Company pathway.

WAGE SQUARES

'Wages' squares can only be found on the 'Inner Pathway'. If a player lands on one of these squares, that player receives a wage equal to \$1000, \$2000 or \$3000, multiplied by the dice value just thrown. The value of payment is indicated on each of the three (3) Wages squares. All wages are paid by the Bank.

INSURANCE

The single 'Insurance' square is also located on the 'Inner Pathway'. If a player lands on this square, that player may draw a Free Insurance Policy (if available). This policy entitles the holder to limited protection in the case of a Bankruptcy. (See Bankruptcy Court). After use, the policy card MUST be returned to the pack. A player may only hold ONE (1) policy at any one time. These policies have NO monetary value and are NOT transferable to another player.

HOSPITAL

A player may only be admitted to Hospital by drawing a CHALLENGE card with that instruction. Once a player has been admitted to Hospital, that player MUST re-throw the dice in accordance with the Hospital rules as layed out in the 'Hospital Grounds'.

If a player experiences a 'Miracle Cure', that player moves directly to the Hospital Re-Start position and on their next turn, re-enters the game.

While in Hospital or waiting in the Hospital Re-Start Position, a player CANNOT collect Rental from any Companies owned or receive money from any Challenge Card drawn. However, although these players cannot receive any monetary gain, they are still open and liable to any demand made upon them by a Challenge Card.

All players re-enter the game via the Hospital Re-start position.

BANKRUPTCY COURT

A player is summonsed to the 'Bankruptcy Court' when they cannot pay cash in full for any purchase of a Company, any demand to pay cash by a CHALLENGE card or failure to meet any rental payment due. If a player cannot pay in full any monies due, but does hold some money, that player retains that money, but moves directly to Bankruptcy Court for judgement.

A player who attends Bankruptcy Court must throw the dice again so a judgement can be passed upon them as follows –

If the player throws a one (1) or six (6), the player is deemed to have been found GUILTY.

If the player throws a two (2), three (3), four (4) or five (5), then the player is deemed to have been found NOT GUILTY.

A GUILTY player MUST surrender all Companies and money to the Bank, leaving themselves without any assets.

This player then remains in the Bankruptcy Court and forfeits their next TWO (2) TURNS. On the player's third (3rd) turn, they move their token to the 'Game Start' position and collect \$4000 before re-entering the game.

A GUILTY player who holds a Business Insurance Policy, may retain any three (3) Companies or less that they own. If a player decides to use the Insurance Policy, ALL other Companies AND Monies MUST be returned to the Bank and the used Insurance Policy to the pack. This player must then follow the rules as stated in the previous paragraph.

If a player is found NOT GUILTY, that player moves directly to the 'Bankruptcy Failure Re-Start' position and on their next turn, re-enters the game.

A player found NOT GUILTY does not forfeit any Companies or money held.

A player in Bankruptcy Court or waiting in the Bankruptcy Failure Re-Start position CANNOT collect Rental from any Companies owned or receive money from any Challenge Card drawn. However, although these players cannot receive any monetary gain, they are still open and liable to any demand made upon them by a Challenge Card.

THE GAME'S END

A game is deemed to have ended when any one of the following occurs –

At the completion of a set time limit.

If ALL players are Bankrupt at the same time.

If ALL players agree to cease playing.

If the Bank has run out of money.

THE WINNER

The winner is the player who holds the most assets at the close of the game. In summarising total assets, a player multiplies their total Companies' cash sale prices by the current Inflation Rate, and then adds the amount of cash money held.

ABBREVIATIONS

Market Value Market Value of a Company is obtained by multiplying the Company cash sale price by the current Inflation Rate.

Dice Value The Dice Value is the total number shown on the dice.

Inflation Rate Inflation Rates are increased or decreased according to the CHALLENGE cards drawn.

NO PLAYER may BORROW or LEND money from or to another player OR the Bank.

Companies are NOT TRANSFERABLE.

CONTENTS OF THE GAME

One (1) Board	Cash Denominations –
One (1) Dice DIE	50 x \$100
Six (6) Tokens	30 x \$200
22 Blue Company Deeds	20 x \$500
20 Red Company Deeds	50 x \$1000
22 Blue BRISK BIZZ Cards	20 x \$5000
20 Red BRISK BIZZ Cards	20 x \$10,000
40 CHALLENGE Cards	
Two (2) Business Insurance Cards	

