

Waddingtons®

presents

THE *Yuppie* GAME™

for Yupwardly Mobile Adults

For 2 - 4 Players
or more with teams

INTRODUCTION

Welcome to **THE YUPPIE GAME** and the world of the Young Urban Professional or "Yuppie." Once known simply as "Baby Boomers," Yuppies are generally 25-40 years old, reside in or near a major metropolis, and earn (or aspire to earn) \$40K + per annum. Yuppiehood is characterized by conspicuous but careful consumption and a single-minded devotion to careers, condos, CDs, counseling and competitive eating. Yuppies are hell-bent on "having it all," and on the way, they develop a taste for trendy and esoteric pursuits. They have transformed Brunch into a religious experience, spaghetti into "pasta," aerobic exercise into the narcotic of the 80's, and have spawned a thriving market for obscure kitchen gizmos, imported canines and exotic varieties of lettuce.

THE YUPPIE GAME is just as competitive as the "fast track" on which Yuppies are forever trying to succeed. *Are you "Yup" to the challenge?*

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Each Yuppie Game contains:

1 Playing Board
2 Dice
300 Playing Cards
50 Lifestyle Cards
50 Investment Cards
50 Possessions Cards

50 Family and Career Cards
100 Yupheavals Cards
4 "Yuppie Express Cards"
Yuppiedollars
4 Yuppie Playing Pieces

NOTE: Saavy players may wish to keep some engraved paper and a pocket calculator handy in order to expedite financial adjustments.

OBJECT OF THE GAME

The object of THE YUPPIE GAME, like Yuppiehood itself, is having The Best — cooking it, owning it, birthing it, driving it, inhabiting it and jobbing it. Therefore, the WINNER of this game is the first player/team to achieve these seven Yuppie goals:

1. **\$150,000.** in cash
(or any other amount mutually agreed to by players *before* the game begins)
2. **A Marriage Partner**
The term "spouse is so passé."
NOTE: You must have a Yuppie Lover card (no more than three) before you can accept a Marriage Proposal Card.
3. **A fast-track Career**
with a minimum salary of \$40K
4. **At least one child or "Yupling"™**
NOTE: Marriage is a requirement for parenthood. After three Yuplings, you can refuse additional children.
5. **A Private School** for your Yupling to attend
NOTE: Only one school care is required to win the game no matter how many Yuplings you have.
6. **At least one Living Space** —
preferably one that could be chosen for an "Architectural Digest" cover
7. **At least one Yupmobile**
that fits your turbo-charged personality

PREPARATION

1. Sort cards into the five different categories, shuffle well and place on the appropriate space on the playing board.
2. A banker is appointed and each player, including the banker, receives:
 - \$50,000 Cash comprised of: 2-\$10,000; 4-\$5,000; 6-\$1,000; 6-\$500 and 10-\$100
 - 1 "Yuppie Express" card (*see card for description of usage*)
 - A Playing Piece
3. Players place their playing piece on the corresponding "Pay Up Yuppie" home-base. There are four of these on the board. Each player, in turn, rolls the dice. The high roller goes first and play continues in a clockwise direction.

PLAY

1. Each player roles the dice and in turn, moves the number of spaces indicated on the dice. As players journey through Yuppiedom, they must use the same strategy, common sense, and good taste required in real life to survive, prosper and WIN! Players take stock and make decisions pertaining to the following areas of the board: **Possessions, Family & Career, Investments, Lifestyle, Taking Stock and Yupheavals.**

When a player lands on any of these spaces, he/she draws a card from the corresponding pile on the board (with the exception of Taking Stock) and follows the instructions. More than one player can occupy the same space during the game. When a player lands on another player's Homebase, he or she rolls again.

TAKING STOCK SPACE

A player landing on this space, may take from another player, one of the following: A Living Space, Yupmobile, Career, Private School or any other tangible belonging. The player may not choose an item that he/she already has, or under any circumstances a player's Yuplings. If the player chooses not to take one of these items from another player, he/she may draw a card from any pile.

OPTIONS

Yuppies like to keep their options open and are constantly on the prowl for something (*anything!*) new and trendy. Therefore, players have the option of "trading up" when they fancy a fling with a new Yuppie Lover or yearn for a new Yupmobile. Real Estate, Careers, Yuppie Lovers, Yupmobiles and Private Schools can all be exchanged for a variation on the same theme by trading in the old card, when a new, more appealing card is drawn. If, for example, the Honda pales by comparison with a new Saab Turbo, the Honda card is placed at the bottom of the Possessions pile when the Saab card is drawn. At the beginning of each turn only, a player may sell property back to the bank for the resale value noted on the card.

The four **DOLLAR DERBY** spaces on the board are self-explanatory. One die is rolled when a player lands on these spaces.

PASSING HOMEBASE

Each trip around the board, from a player's homebase and back to this point of origin, represents one year in the fast-track life of a Yuppie. Upon completion of each circuit (or year) a player is required to reconcile that year's financial affairs.

The player:

- Is paid all salaries and income by the bank
- Pays back all annual expenses as noted on the playing cards in his/her possession
- If desired, any outstanding Yuppie Express debts are paid at this time
- After a player's finances are in order, he or she then picks up a card from the appropriate pile and continues play

If a player lands *directly* on his or her homebase, he or she receives a bonus of \$5,000. from the bank, and rolls again to complete the turn.

WINNING THE GAME

In order to win the Yuppie Game, a player must first achieve *all seven* of the Yuppie goals stated in "Object of the Game" and continue playing in turn until he or she lands on or passes his or her homebase.

If the player *lands directly on* homebase, all financial affairs must be reconciled as described above in "Passing Homebase". **NOTE that all Yuppie Express debts must be paid before a player can claim to win the game.**

If a player *passes* his or her homebase and has achieved all seven goals, he or she must draw the appropriate card and follow its instructions, then reconcile all financial affairs.

NOTES ON PLAY

We don't mean to embarrass you, but if you don't understand some of the references in **THE YUPPIE GAME**, take heart. Yet another characteristic of Yuppiehood is a penchant for continued education, so jot down what you don't know and visit your local gourmet shop, adult education center or bookstore for further edification.

Last, but not least — Yuppies have limited time for sedentary leisure pursuits like playing board games, so enhance the experience by serving the appropriate culinary accompaniments. You can't go wrong with properly-aged Brie, assorted Sushi, crisp white wine, chèvre, fresh raspberries and imported dark beer. *Don't* embarrass yourself by serving cocktail wienies, pizza snacks or jug rosé wine. Your display of bad taste could prevent you from winning the game ... and keeping your friends. *ENJOY!*

THE *Yuppie* GAME™

from

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