GAME RULES #2

THE PLAY:

Players begin by taking turns rolling dice to determine their signing bonuses as represented by *Signing Bonus Chart* at the side of the game board. After that, players take turns rolling dice to determine how many spaces they should advance their token on the game board. One trip around the board represents one season in the career of each player. Every time players pass *Minor Leagues*, they are entitled to collect their salary as well as any additional money earned through endorsements.

The game board includes several different types of activity spaces that players can land on during play:

PLAY BALL!:

Upon landing on *Play Ball!*, players draw the top card from the designated pile in the middle of the board. *Play Ball!* cards describe consequences related to player performance on the field — both positive and negative.

FAMILY MATTERS

Upon landing on *Family Matters*, players draw the top card from the designated pile in the middle of the board. *Family Matters* cards relate to players' financial decisions with regard to family and friends.

INSTRUCTIONS CONTINUED ON NEXT PANEL >

