

# LAWSUIT!™

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*A game of fun, skill and learning for everyone!*

(ages 8 and up)

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## THE OBJECT

To become Attorney of the Year.

## CONTENTS

1 game board, 6 playing pieces, 1 die, 3 sets of cards (LAW-SUIT!, APPEAL and SETTLEMENT), and game money (in \$250, \$500, \$1,000, \$5,000 and \$10,000 denominations).

## SET-UP

The game board should be unfolded, and each set of cards should be shuffled and then placed, face down, in its proper place along the top. Each player should choose a playing piece, and one player should be designated as banker. The banker should give each player \$40,000 and separate the remaining money into piles, one for each denomination.

Playing pieces should be placed on the START square. Each player should then throw the die to determine the order of play. Play proceeds in a clockwise fashion beginning with the player whose throw was highest.

## PLAYING THE GAME - THE BASICS

At each turn, a player may choose either to throw the die and move his or her piece the indicated number of spaces in the direction of the arrows, or (except as noted under DRAWING SETTLEMENT CARDS) draw a SETTLEMENT card.

A player who chooses to throw the die follows the directions on the space upon which he or she lands.

If a player lands on a LAWSUIT! space, he or she draws a LAWSUIT! card:

- If directed to move back a number of spaces, the player follows the directions on the new space landed upon.
- If directed to draw a SETTLEMENT card, the player follows the SETTLEMENT card's directions.
- Otherwise, the player may either follow the directions on the LAWSUIT! card, or appeal them. An appeal is taken by drawing an APPEAL card and following its directions instead.

(Directions to move back several spaces, or draw a SETTLEMENT card, are not appealable.)

Once drawn, each card should be returned to the bottom of its proper stack.

## DRAWING SETTLEMENT CARDS

At each turn after landing on, or passing the space – “You passed the bar exam. Pay \$5000 to start your law practice” – instead of throwing the die and advancing on the board, a player may instead choose to settle a case by drawing a SETTLEMENT card. If the player does so, he or she follows the directions on that card, and remains in place for that turn. Players also draw SETTLEMENT cards when directed to do so by a LAWSUIT! card.

NOTE: No appeal may be taken from a SETTLEMENT card.

## DOUBLING AWARDS

Any time after landing on, or passing the space – “You passed the bar exam. Pay \$5,000 to start your law practice” – a player may choose to discontinue practicing law solo and become a partner in a firm. The player may do so by “buying into” the law firm partnership by paying \$20,000 to the bank. The player then becomes a “Partner,” and all amounts thereafter collected or paid are doubled.

NOTE: A “Partner” may also resign his or her partnership at any time. If he or she does so, however, only \$10,000 of the buy-in is returned by the bank.

Thereafter, the player again receives (or pays) only the face amounts indicated on the spaces upon which he or she lands, or the cards which he or she draws.

## THE FINISH

A player who runs out of money during the game is disqualified. Otherwise, the first player to reach or pass “FINISH” receives a \$5,000 bonus and ends the game. At that point, players count their money and the one with the most is the winner and the Attorney of the Year.

We'd love to hear your comments about LAWSUIT!™

Please write us at:

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Find out what's new with LAWSUIT!™ at [www.lawsuitgame.com](http://www.lawsuitgame.com)!



**WARNING:**  
**CHOKING HAZARD-Small Parts.**  
**Not for children under 3 years.**