

SELLING GRATEFUL DEEDS AND BUILDINGS

You may sell deeds (without luxury hotels or cheap motels) to any other player at an agreed-upon price. Buildings may be sold back to the Bank at half the price paid at any time. Luxury hotels and cheap motels may not be sold to another player.

Any undeveloped deeds may be mortgaged to the Bank (at the value listed on the back of the Grateful Deed card). If they contain luxury hotels and cheap motels, these must first be sold back to the Bank at half-price. Mortgaged property deeds are placed face down and no rent is collected if a player lands on that space. To lift a mortgage, you have to pay the Bank the mortgage amount plus 10%.

BROKE!

If you owe more than you own, guess what? You're broke. Sell your buildings at half price and mortgage your album master, concert venue or road trip. When only mortgaged album masters are left, these go to the player you owe. He or she must pay the mortgage plus 10% to redeem the album masters. If the creditor is the Bank, the Manager will resell the broke player's albums through auction immediately.

The winner is the last player remaining with cash or album master properties.

SHORT GAME OPTION

(The Dead play for hours, but you don't have to.) Players may agree on a time limit: say, one hour. After this time, the value of each player's cash, album master properties and buildings is totaled. The richest player is the winner.

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*The Rex Foundation was established by the Dead in 1984 to directly channel proceeds from benefit concerts to charitable causes. For more information visit <http://www.RexFoundation.org>

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GAME RULES



GRATEFUL DEAD OPOLY

Get ready for a long, strange, and magical trip!

When you play Grateful Dead-Opoly, you tour with the Dead, traveling from gig to gig trying to get rich by purchasing and trading master album recordings, concert venues, road trips, cheap road motels and luxury hotels.

You know all the rules by now... but here they are just in case. And like rock and roll, don't be afraid to bend them a little when needed!

THE GEAR

1 – Extremely cool game board

6 – Tokens (guitar, amp, tour bus, Otis the dog, cowboy boot, drum)

28 - Grateful Deed cards

30 - Karma cards

30 - REX Foundation* cards

1 – Pack of "Dead Bucks"

32 - Cheap Motels

12 - Luxury Hotels

2 – Dice

1 – VIP Pass



SET UP:

- Choose a Manager (aka Banker)
 - Often under-appreciated, being Manager is a major responsibility.
 - To start, the Manager gives each player a total of \$1500. (2 x \$500; 4 x \$100; 1 x \$50; 1 x \$20; 2 x \$10; 1 x \$5; and 5 x \$1)
 - The Manager gets to wear the VIP Pass at the start of the game. (See VIP Pass below).
 - If more than one player wishes to be the Manager at the start of the game, each player should roll the dice and the player with the highest amount shall be the Manager.

THE MANAGER

- Holds all money and Grateful Deeds not owned by players.
- Pays players \$200 per diem when they pass Front Street.
- Collects taxes and fines from players.
- Sells and auctions album masters, concert venues and road trips.
- Sells cheap motels and luxury hotels.
- Loans money to players who mortgage their deeds.
- NOTE:** The Bank can never "go broke". If the Bank runs out of money, get out some paper and a pen and start printing your own money!

- Shuffle the Karma and REX Foundation cards and place them face down on the board.
- Sound check... put on your favorite Dead album or concert tape. Now...
- Everyone chooses a token and places it at Front Street (Grateful Dead rehearsal hall, studios and hangout in Marin County).
- Roll the dice to see who goes first. High roll starts, then play proceeds clockwise.
- For each turn, move the number of spaces indicated on the dice.
- If you land on Karma or REX Foundation, pick a card, do what it says and put it on the bottom of the deck. Pay the Management Commission or Promoters Fee if you land there; chill in the Parking Lot or "pass through" the Off the Bus square. If you land on or pass Front Street, hit up the Manager for \$200 "per diem" spending money.
- If you roll doubles, take your turn and roll again. But if you roll three doubles in a row, forfeit your turn. You are "Off the Bus"! Move your token to the OFF THE BUS space. Do not pass "Front Street," do not collect \$200.
- When you finish your move and action, pass the dice to the player on your left.

VIP PASS

Wearing the VIP Pass gets you back on the Bus immediately AND gets you into any show for free.

- If you land on "You're Off the Bus" or draw the card, having the VIP Pass puts you right back on board. (Just chill in the "Passing Through" lane till it's your turn again).
- The VIP pass lets you land on any owned concert venue without paying.

When a player draws the VIP Pass card, the current VIP must immediately surrender it to that player. The VIP Pass may be sold to another player at any time (if the price is right!)

BUYING GRATEFUL DEEDS

When you land on an unowned album master, concert venue or road trip, you may buy it for the list price on the Grateful Deed. If you don't want it, the Manager auctions off that deed to the highest bidder. All players may bid in the auction, including the player who landed on the space.

TOURING

When you land on an owned album master, concert venue or road trip, you must fork over the rent to the owner. Rents are listed on the Grateful Deed card. If that property is a part of a monopoly in that color, the rent is doubled. Rent is higher with cheap motels and luxury hotels, as shown on the cards.

OFF THE BUS

If you're kicked Off the Bus by a card, or by landing on the "You're Off the Bus" square, or by rolling three doubles in a row, you don't get anything for passing Front Street. Just get off the Bus!

If you have the VIP Pass, surrender it immediately and you're back on the Bus. If not, you can get back on the bus by (a) throwing doubles on any of your next 3 rolls (you may then immediately advance your token that many spaces) or (b) paying a fine of \$50 before rolling on any of your next two turns.

After your third try at doubles, you must pay a \$50 fine to get back on the Bus and resume play by moving forward the number of spaces shown by your throw. Even when you're Off the Bus, you may buy and sell album masters, concert venues, road trips, cheap motels and luxury hotels, and trade with other players.



MANAGEMENT COMMISSION & PROMOTERS FEES

When collected, all Management Commission and Promoters Fees are placed into the center of the board in the Parking Lot Pot.

PARKING LOT

Land in the Parking Lot and just chill, or if you're really lucky, ... Ka-Ching! – collect the all the Management Commission and Promoters Fees collected to that point in the center of the board.

CHEAP MOTELS

When you own all albums in a color group, you may build cheap motels there by buying them from the Manager for the amount listed on the Grateful Deed card. Cheap motels must be distributed as evenly across the group as possible. For instance, three motels on one group must be laid out as 1-1-1; 5 motels as 2-2-1; and so on. You may only build four motels on one property, because... enough is enough. Oh, and you can't build on a concert venue or road trip.

Likewise, when you sell cheap motels back to the Bank, the distribution across the properties must be as even as possible.

LUXURY HOTELS

Players with four cheap motels on an album master may buy a luxury hotel from the Bank at the listed price. The cheap motels are returned to the Bank. Only one luxury hotel may be built per album master property.

NO MORE LUXURY HOTELS OR CHEAP MOTELS?

Bummer. You'll have to wait until another player sells some back to the Bank. If motel/hotels are limited and two or more players wish to buy them, the Manager must auction them off to the highest bidder.