

2023_Goal Achiever_boardgame_BYB_Rule_Sheet (20"x7")

Front

Back

SET IT UP

Made in China

2. Choose a Vault Access Code. **3.** Choose the Vault Access Cash Amount Level. **4.** Each player gets \$25,000: (1) \$10K, (2) \$5K, (4)

Pass out BYB player cards 1-6 (face down).

Build Your Bank name, logo, design of the gameboard and playing pieces are

equipment. Goal Achiever Inc., PO Box 1512, Rancho Cucamonga CA 91729

Consumer contact: USA: Goal Achiever Inc, Consumers Affairs Dept:

PO Box 1512, Rancho Cucamonga CA 91729 www.buildybank.com

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ademarks of Goal Achiever Inc. for its build your bank game and game

HOW TO WIN: **A.** If you obtain all vault access code numbers to rack open the BYB vault,

K, (1) \$500, (5) \$100

hat is in the vault. If you have a positive cash ow in your bank accoun id crack open the vault, bu have WON the game.

u will receive the amou

ii. If you have a negative ash flow in your bank acount and crack open the ault, you must deduct ur negative cash flow om the vault money, as ne money will be short of the BYB Vault cash amount evel card to win. The game 'ill continue until a player vins the amount on the YB vault cash amount

vel card.

iii. If a player has the "BYB ash amount" in their bank ccount without cracking If a player goes inte the vault, that player has debt, they will re-

e Player with the highest BYB layer card.

1K 2K 3K 4K 5K

43

Players **2-6** Ages **8+**

Five instruction cards:

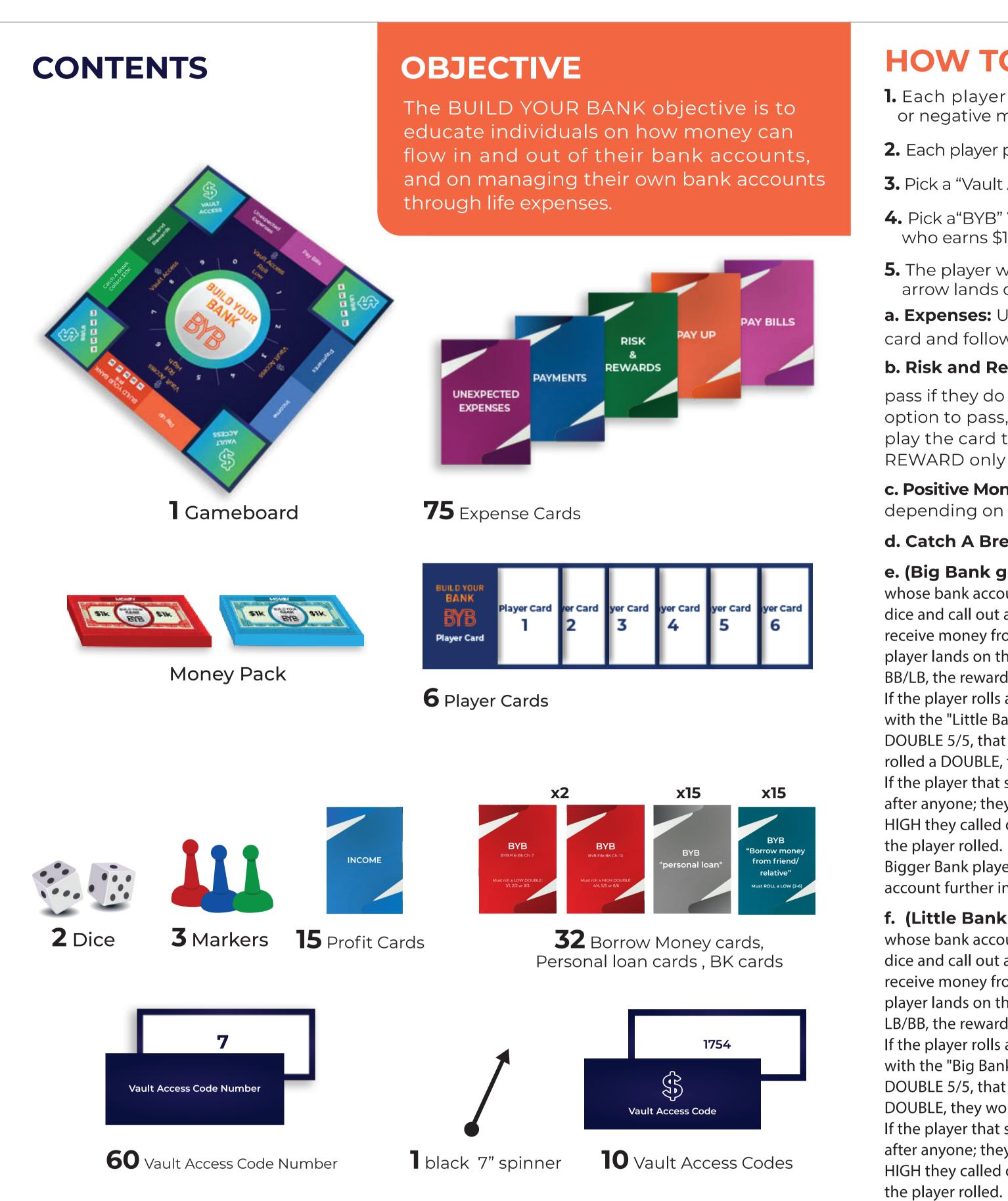
and House Rules.

LB/BB, BB/LB, BYB, Vault Access

If a player has positive money they can spin on their turn.

ARTWORK APPROVAL

SIGNATURE/



HOW TO PLAY

- **1.** Each player starts with \$25k (1) \$10k, (2) \$5k, (4) \$1k, (1) \$500, (5) \$100. All positive or negative money MUST be visible for all players to see. **2.** Each player picks a player card (face down) "BYB 1-6" (the player with the highest card goes first).
- **3.** Pick a "Vault Access Code" from the vault access code card deck. 4. Pick a"BYB" Vault cash amount card from the deck (i.e., if you choose a \$100K card, the player
- who earns \$100k during the game or cracks open the vault wins). 5. The player with the highest card spins the arrow in the middle of the game board, If the
- arrow lands on: a. Expenses: Unexpected Expenses, Payments, Pay Bills, Pay Up - the player must pull a card and follow directions on that card.
- **b. Risk and Rewards,** please read the card instructions and ROLL the dice. Players may pass if they do not want to take the RISK. Two (2) cards are RISK only and do not have an option to pass, you MUST play that card. If the player does not have sufficient funds to play the card that has a no pass option, the next player will spin. Two (2) cards are REWARD only and do not have an option to pass, you MUST play that card.
- **c. Positive Money:** Income Player will pull a card and may receive money from the bank or player depending on the card instructions. d. Catch A Break - the player will automatically collect \$10k from the bank.
- e. (Big Bank goes after Little Bank) BB/LB = A player who spins on this square can pick any (1) player whose bank account is SMALLER than their bank account to receive money. The player that spun will roll both dice and call out a LOW roll (2-6) or HIGH roll (7-12). If the player rolls the LOW or HIGH that they called, they will receive money from that player. The amount of money the player can receive will start at \$1K, and each time a player lands on this square and receives money, they will move the marker up. So, if the next player lands on BB/LB, the reward will now be \$2K. The maximum cash amount on this square is \$5K.
- If the player rolls a DOUBLE (two of the same number), that player will receive 2x the money from the player with the "Little Bank" (LB). For example, if the marker is on \$1K and the player calls out a HIGH roll and rolls a DOUBLE 5/5, that player will collect \$2K from the Little Bank (LB) player. If the marker was on \$2K and they rolled a DOUBLE, they would collect \$4K, and so on. If the player that spins has a bank account that is SMALLER than everyone else's account, that player cannot go
- after anyone; they can only go after a smaller bank account than theirs. If the player does not roll the LOW or HIGH they called out, the player cannot collect money, and the marker will remain at the mark it was at before the player rolled.
- account further into debt. f. (Little Bank goes after Big Bank) LB/BB = A player who spins on this square can pick any (1) player whose bank account is BIGGER than their bank account to receive money. The player that spun will roll both dice and call out a LOW roll (2-6) or HIGH roll (7-12). If the player rolls the LOW or HIGH that they called, they will
- receive money from that player. The amount of money the player can receive will start at \$1K, and each time a player lands on this square and receives money, they will move the marker up. So, if the next player lands on LB/BB, the reward will now be \$2K. The maximum cash amount on this square is \$5K. If the player rolls a DOUBLE (two of the same number), that player will receive 2x the money from the player with the "Big Bank" (BB). For example, if the marker is on \$1K and the player calls out a HIGH roll and rolls a DOUBLE 5/5, that player will collect \$2K from the Big Bank (BB) player. If the marker was on \$2K and they rolled a
- DOUBLE, they would collect \$4K, and so on. If the player that spins has a bank account that is BIGGER than everyone else's account, that player cannot go after anyone; they can only go after a bigger bank account than theirs. If the player does not roll the LOW or HIGH they called out, the player cannot collect money, and the marker will remain at the mark it was at before



- On your turn: Spin the arrow (only if you have a positive bank accour Players with negative bank accounts can only roll the dice to pick from a borrow money, personal loan or BK CH 7, or CH 1
- card. Land on a square and pick a card per
 4. Unexpected Expenses that square. (i.e., if the player spi on "pay bills" they will pick a pay k card and follow the instructions
- Land on the catch-a-break squ and the player automatically co
- \$10K from the bank. Land on the Vault Access square spin on the middle of the gam board to obtain a vault access c

PLAYING WITH NEGATIVE CASH

number.

 Player(s) with negative cash cannot spin; they can only roll th dice for a chance to pull a card from the borrow money deck or personal loan deck. If player rolls a DOUBLE, they will get mone from the FILE BK CH. 7 or CH. 13

Other players can go after a negative player's bank account and cause the player to go further into debt 3) (Recommended) Players can use a calculator to calculate thei money. If a player is in the negative and receives positive money from borrow money card, personal loa card or BK card, the player or anothe player can help calculate what is owed to the bank and owed to the player if any money is owed.



A. (12) Big Squares

1. Risk and Rewards **2.** Pay up

- **3.** Pay Bills
- 5. Payments
- 6. Income
- **7.** Catch A Break Collect \$10k
- 8. BUILD YOUR BANK **9.** BB/LB .. (BB) = BIG BANK, (LB) = LITTLE BANK
- **10.** LB/BB .. LB) = LITTLE BANK, (BB) = BIG BANK **11.** Vault Access (2x)

BYB CARDS

a. Expense cards: risk and rewards (15),pay up(15), pay bills (15), unexpected expenses (15), payment (15) **: total = 75**



b. Profit cards: Income (15)

DATE/



- 2. Vault Access Roll High
- 3. Vault Access Roll Low

C. (3) Marker spots

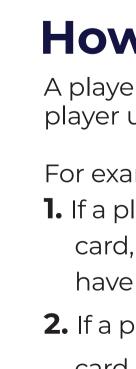
- Marker spot on Build Your
- Bank: 1K-5K Marker spot on Big
- Bank/LittleBank: 1K-5K **3.** Marker spot on Little
- Bank/Big Bank: 1K-5K

c. Borrow Money (15), Personal loan (15), (2) File BK : **total = 32**



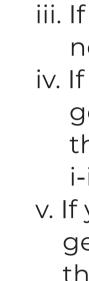
d. Vault access code cards (10) -Choose a Vault Access Code card; †' (4) numbers are the ones a player mu obtain to crack open the vault.

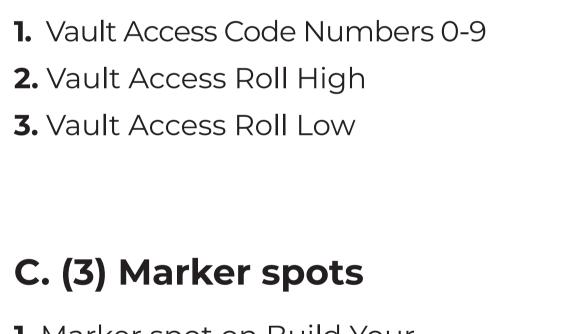




2023/12/08

every player.

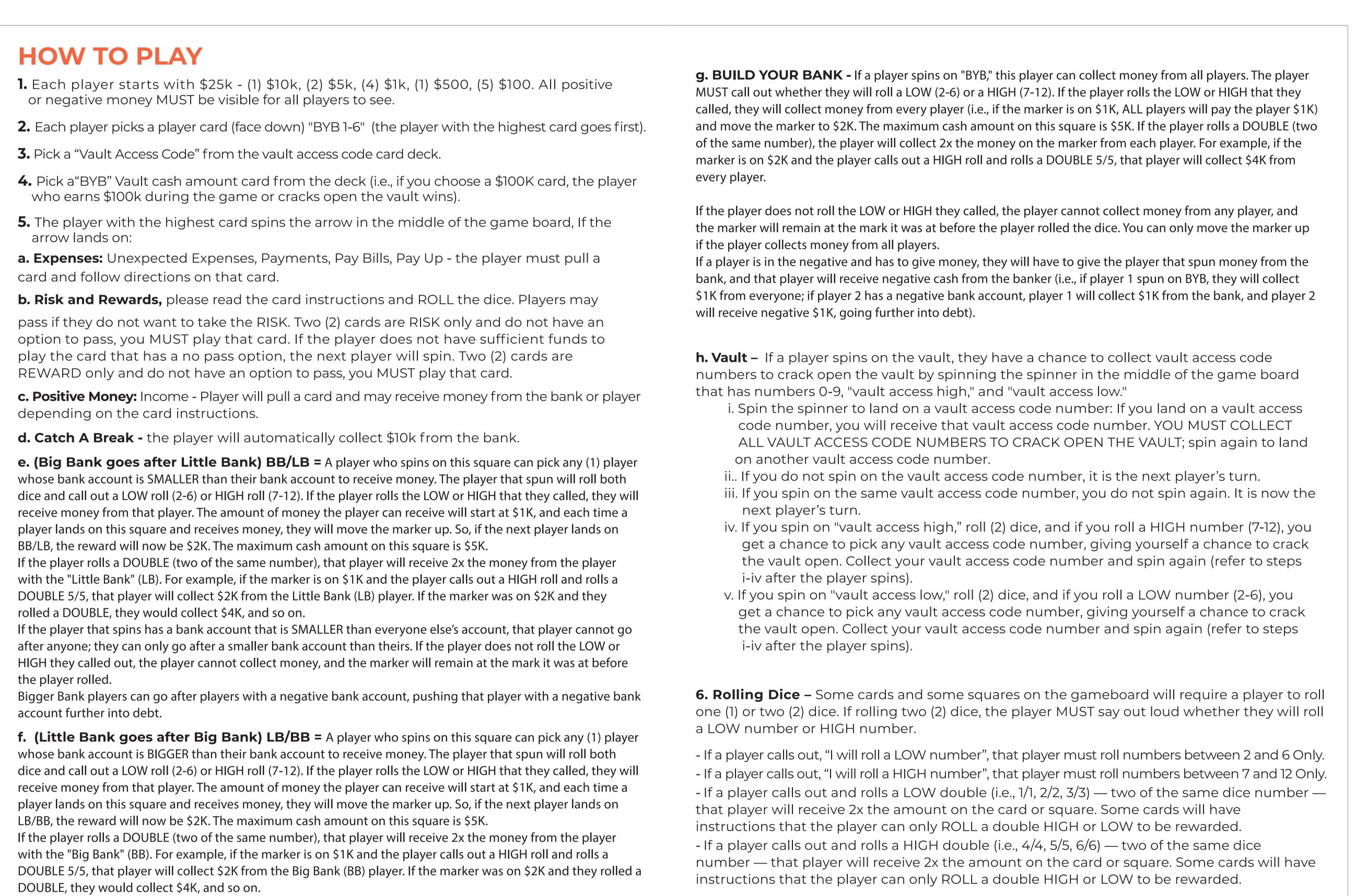


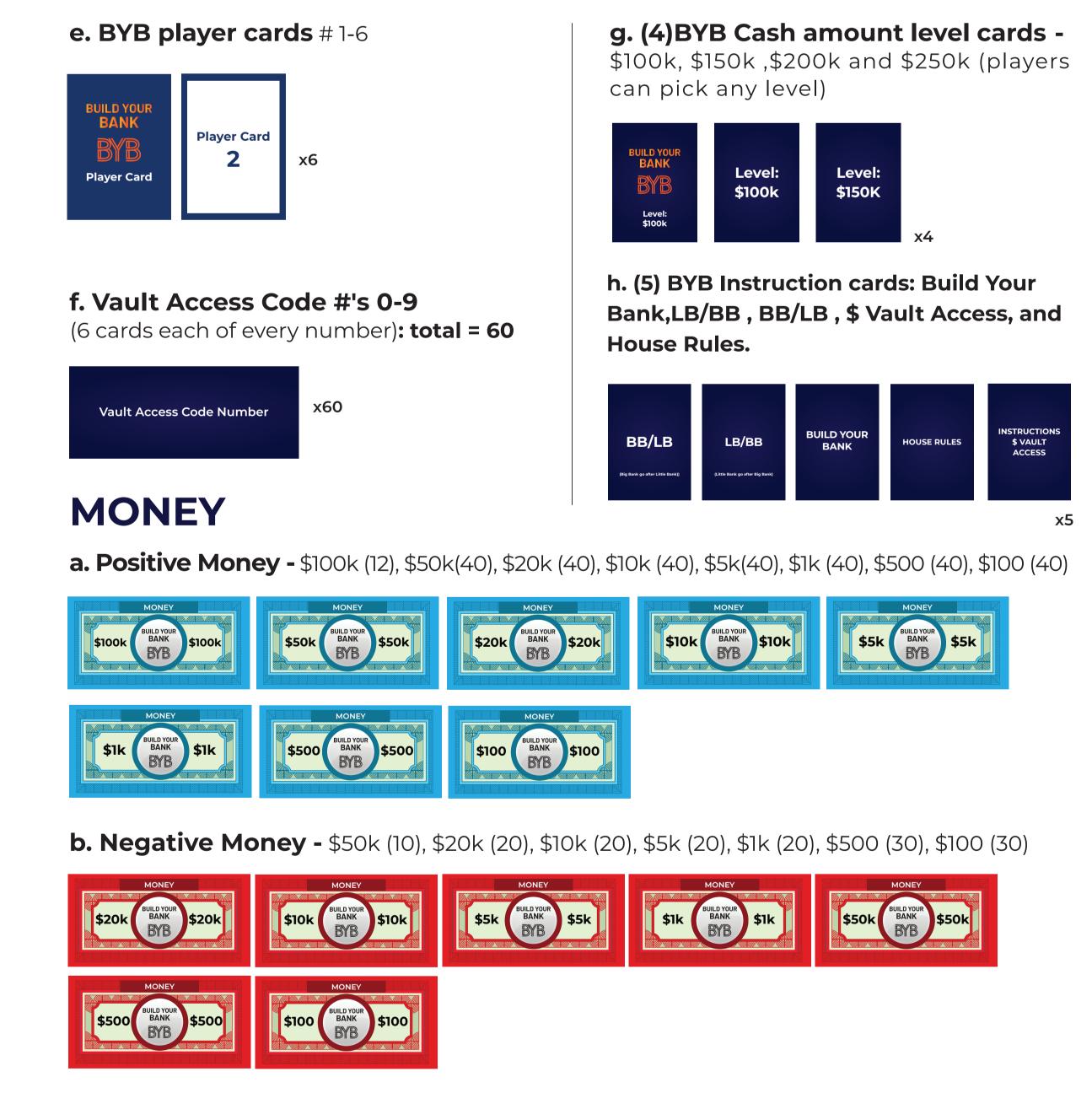


- MONEY

For example:

ARTWORK/PRE-PRODUCTION PROOF





How do I get out of debt?

A player can get out of debt by receiving positive funds. Positive funds will not be given to the player until all debt is cleared.

1. If a player is negative -\$3K in debt and receives \$2k in positive money from a borrow money card, personal loan card, or BK card, the player will give negative -\$2k to the bank and will now have a negative -\$1k bank account and will roll the dice again on their next turn. 2. If a player is negative -\$3K in debt and receives \$5k in positive money from a borrow money card, personal loan card, or BK card, the player will give negative -\$3k to the bank and will receive \$2k in positive money from the bank. The player can spin on their next turn.

SAMPLE APPROVAL/

DELIVERY TIME/

MAKE SURE CHECKED OFF BEFORE SIGNING.

THIS IS DIGITAL PRINT. COLORS WILL BE MATCHED TO PMS AS CLOSE AS POSSIBLE.

4 Color Prcess