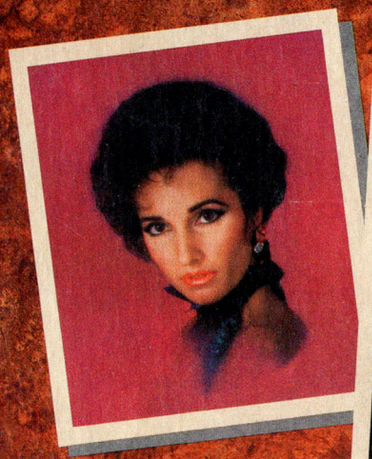
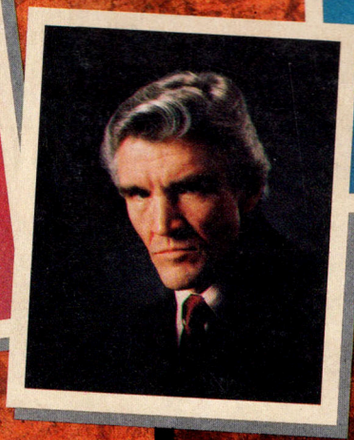
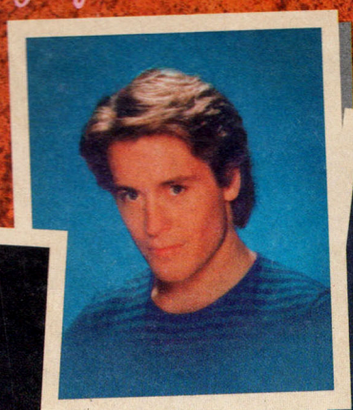
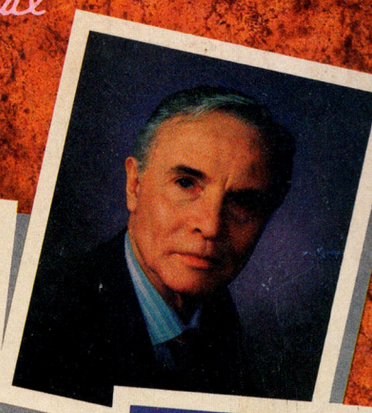
Based on the popular ABC Daytime Serial













All My Children™

Game

A Game of Romance and Intrigue

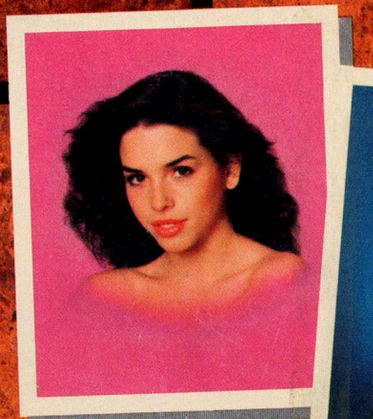
Be your favorite character and experience the struggles for love, power and money

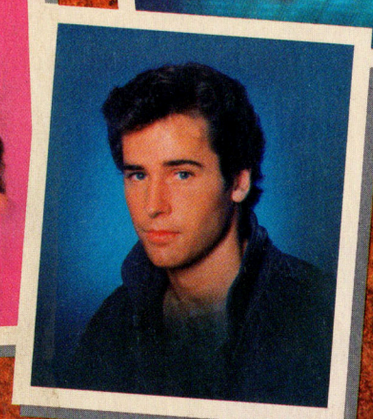












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Pine Valley appears to be a quiet community, but beneath that thin veneer of respectability lie powerful passions and petty jealousies, wild emotions and dark machinations. For this is the home of Erica Kane and Palmer Cortlandt, of Tad Martin and Phoebe Tyler-Wallingford.

This is the home of ALL MY CHILDREN.™

ALL MY CHILDREN™ is a game of romance and intrigue in which each player takes the part of one of the major "stars" of the show, and attempts to fulfill goals to reach ultimate happiness.

- At the Police Station, an informer frames Jesse for Murder;
- At Tempo Magazine, Greg's camera is smashed to bits;
- At Cortlandt Electronics, a shadowy figure waits for a rendezvous with Palmer.

Who could be responsible?

It could be you.

This is your chance to play the characters, set fateful events in motion, and participate in the romance, mystery, and intrigue made popular every day by Pine Valley's residents. This is the world of ALL MY CHILDREN™.

COMPONENTS

Game Board

2 Decks of Cards: Action & Goal Cards

2 Dice (Only one die is used during play)

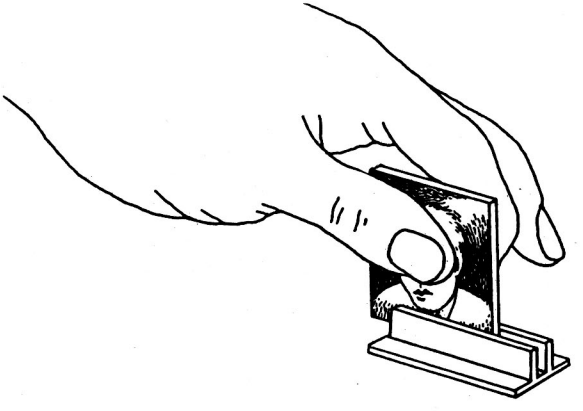
12 Playing Pieces with Stands

Character Profile Cards

...schemes, plots, and forbidden love.

HOW TO WIN

Players must capture goals to collect points. The first player to collect 100 points and then move to the ALL MY CHILDREN™ space wins the game.



HOW TO START

SELECT A CHARACTER: Each player selects a "star" character to play and places the profile card for that "star" face up in front of him. The player should also take the playing piece for that character and slide it into a base as shown.

Only six characters may be played in a game, however, a complete set of the "stars" has been provided so players may choose their favorite characters.

If you have never played the ALL MY CHILDREN™ game, each player should take turns reading their character's background to the other players to understand the character's motives.

"If I were Erica, I wouldn't let him get away with that! He'd pay, oh, how he'd pay!"

DETERMINE WHO GOES FIRST: Roll the dice to determine who goes first. High number wins. Roll again if there is a tie.

The person to the right of the first player is the dealer.

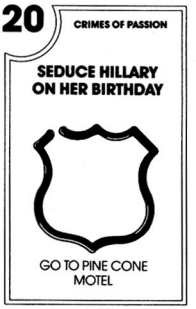
EXAMINE THE DECKS OF CARDS:

Both decks of cards are divided into five different suits:

Affairs of the Heart	Crimes of Passion	Corporate Politics	Talk of the Town	Dirty Deeds
				
Red (16)	Blue (4)	Green (8)	Pink (8)	Purple (12)

The number in parentheses is the number of cards in that suit.

There are two types of cards: Goal Cards and Action Cards.



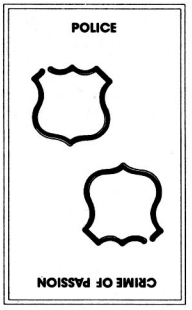
GOAL CARDS

Players earn points by completing the goals stated on the Goal cards. To complete a Goal, a player must move his piece to the destination on the card, or land on the same space as the character named on the Goal Card.

"Good heavens! I have to seduce Hillary?"

Players secretly plan their moves on the board to achieve their goals. The Goal Cards indicate where they must go to accomplish schemes and score points.

A player may play his character's own Goal Card, only after reaching the specified destination, and the player scores double points for that goal.



ACTION CARDS

Action Cards are used to capture Goal Cards. Only Action Cards of the same suit as the Goal Card played may be played to steal a goal. How to play Action Cards is explained hereafter in CAPTURING A GOAL CARD.

"You'll not harm me, Adam, you rogue! I've called the police!"

There are four types of Action Cards: Single Action, Double Action, Wild Action, and Locked Doors.

DOUBLE ACTION Cards may be used as either Suit shown on the card.

WILD ACTION Cards may be used as any Suit.

LOCKED DOORS are explained later.

SHUFFLE AND DEAL CARDS: The dealer shuffles the cards, both decks together into one, and deals seven cards to each player. Place the remaining cards face down to form a Draw pile. When Action Cards are played, discard them face up next to the Draw pile to form a Discard pile.

STARTING PLAY: Each player reviews their cards and selects a "Start" space close to their desired goal's location and places their playing piece there. More than one player can begin at the same "Start" space.

"I'll start near the Chandler Mansion. I'm going to ruin all of their rotten little lives."

HOW TO PLAY

ORDER OF PLAY: Each player, starting with the first player and moving around the table to the left (clockwise), completes the following steps during his turn.

1. Player rolls one die and moves.
2. Complete any instructions on the space landed on.
3. Player plays a Goal Card, if able.

Any time a Goal Card is played, all players may play Action Cards to attempt to capture it.

At the end of his turn, if a player does not hold seven cards he may draw one more. Players may only draw new cards during their turn, not during another player's turn.

If a player has not played a card by the end of his turn he may discard one card and draw another.

If a player holds more than seven cards at the end of his turn, he must discard one card.

MOVING: The player rolls ONE die and moves the number of spaces indicated on the die, in any direction he chooses. A player may not cross the same space twice on one die roll. He must move the full amount of the die roll, unless he reaches one of the pictured destinations and enters.

For example: If a player rolls a 5 and his piece is only 2 spaces from a desired destination, he may enter.

"Daisy will just love an unexpected guest."

LANDING ON ANOTHER PLAYER: If you end your turn on the same space as another player's character or move another to your character you may immediately steal one card at random from their hand. If the character is also mentioned on one of your Goal Cards, you may then play the Goal Card.

FOLLOW ANY INSTRUCTIONS ON SPACE: The player must follow any instructions in the space on which he ends his move.

"*Move one player to your location.* Come here, Hillary, my sweet!"

PLAYING A GOAL CARD: Once a player reaches a desired destination or ends his turn on the same space as the character named on the Goal Card, he may play the Goal Card. He places the card face up on the board to announce his play.

"I've finally reached the 'Pine Cone Motel!' Now I have you where I want you, Tad. You're all mine."

CAPTURING A GOAL CARD: Once a Goal Card is played, all players then have a chance to steal the revealed goal by playing Action Cards. Only Action Cards of the same suit (including Double Action and Wild Action Cards) as the revealed Goal Card may be played.

Starting with the player to the left of the person who revealed the goal, players decide whether to play an Action Card or not. The player who revealed the goal *also* may play Action Cards to try to keep his goal. Players may continue to play cards until they run out of cards in the correct suit if they so choose. The last Action Card played, wins the goal and that player places the Goal Card face up in front of him and adds the points to his score.

Players may *pass* (not play a card) in an attempt to be the last to play. However, if play returns unchallenged to the person who played the Goal Card or to the person who played the last Action Card he captures the goal.

If a player wins a Goal Card with his character's name on it, he scores double the value of the card.

"No! no!—Tad's mine!"

HOW TO SCORE: Once a Goal Card is captured it is out of play; do not discard it. The player should place the Goal Card face up on the table in front of him to keep track of his score. This way each player will know how many points everyone has scored.

If the goal is worth double score for the player, place it sideways to note that it is double.

If you wish, you may keep a running total for all players on a piece of paper, but do *not* discard the Goal Card.

LOCKED DOOR: This special card may be used any time during a player's turn to delay another player. A Locked Door Card can be placed on any pictured destination and prevents everyone from entering or leaving that destination until it is the player's turn again. This card may be used to lock someone out of a destination or to lock someone in, causing them to lose their turn.

DISCARD PILE: When the Draw pile becomes empty, shuffle the Discard pile and place it face down as a new Draw pile.

WINNING

The first player to gain 100 points and then reach the ALL MY CHILDREN space, wins the game.

SPACES ON THE BOARD

ARROWS: Entrances and exits to pictured destinations.

DRAW AN EXTRA CARD: Draw one card. If you end your turn with more than seven cards, you must discard one.

STEAL A CARD FROM ANOTHER PLAYER: Select one player and draw one card from his hand. If you end your turn with more than seven cards, you must discard one.

EXTRA TURN—ROLL AGAIN: Before rolling the die again, if you do not hold seven cards you may draw one. After your move, if you still do not hold seven cards, you may draw a second.

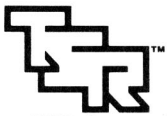
GO TO DESTINATION: Move your playing piece to the noted destination. You may then play an appropriate Goal Card if you have one.

GO TO DESTINY OF YOUR CHOICE: You may move your character to any destination or space of your choice, except the ALL MY CHILDREN space. If you move to a destination, you may then play an appropriate Goal Card if you have one.

ROLL AND MOVE ANOTHER PLAYER: Roll one die and move another player's piece. The turn then ends and the player does not take any action.

MOVE A PLAYER TO YOUR LOCATION: Move another player's character to your location. You may then play an appropriate Goal Card if you have one.

MOVE ANY PLAYER TO ANY LOCATION: Move another player's character to any space or destination on the board.



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CREDITS
Game Design: Anne C. Gray
Special Thanks to: David Cook and Harold Johnson
Graphic Design: David Kaestle/Scott Menchin
Illustration: Wayne McLoughlin

STRATEGY HINTS

1. WHAT TO DO IF YOU DON'T HOLD ANY GOAL CARDS?

If a player does not possess any Goal Cards in his hand don't worry. He may plot to capture goals, steal cards from another player or move to spaces that will allow new cards to be drawn.

2. PLAYING THE BOARD.

Much advantage can be gained by moving to the right space on the board and using its special effect. Plan your move before moving your character.

3. PLAYING CARDS.

Choose carefully what goals you will try to capture. Since you can only draw new cards on your turn, you may deplete your hand before a really valuable Goal Card is played.

If you are playing a Goal you want, it is wise to have at least one or two Action Cards of that suit before you play the card.

Choosing to "pass" when you have only one Action Card in a suit may allow you to still capture a goal.

4. PLAYING THE ODDS.

You may wish to play the odds. The number of cards in each suit are noted earlier. If you plan to capture an Affairs of the Heart goal, which has many cards, you will want to be sure to have a few Action Cards to protect your play. If you are after a Crimes of Passion, it is less likely that someone will be able to steal the Goal, and you will not need to hold onto Action Cards in that suit.

However, remember there are always four Double Action and six Wild Action Cards.

5. CAPTURE YOUR OWN GOALS!

Since a player's character's own goals are worth double score, it is wise to plan to capture these goals. The best way to do this is to save special Action Cards for when they are played. In any event, it is always wisest to save special Action Cards till the last.

6. HELPING OTHER PLAYERS OPTIONAL.

You may help other players during the game, by moving them to a favorable location or by not trying to steal a specific goal. This can be done in return for help at a later time.

Here is an optional rule to help prevent arguments.

Deals can be made for anything in the game—cards, movement, not competing. However, scored goals may not be traded. Any deal made must be fulfilled by the other player if it can be done within one turn. After a full turn, a player does not *have* to honor a deal.

AN AFTERNOON IN PINE VALLEY

The ALL MY CHILDREN™ Game is different from any other game you've played. It is both a card game and a board game. Luck plays a small part, but most of the game is strategy. To help you through your first few games, this sheet gives several examples of play along with notes on why the players did what they did.

The most important thing to realize is that the cards are the heart of the game. To win, you must capture Goal cards by playing Action cards.

"The key to the game is card play!"

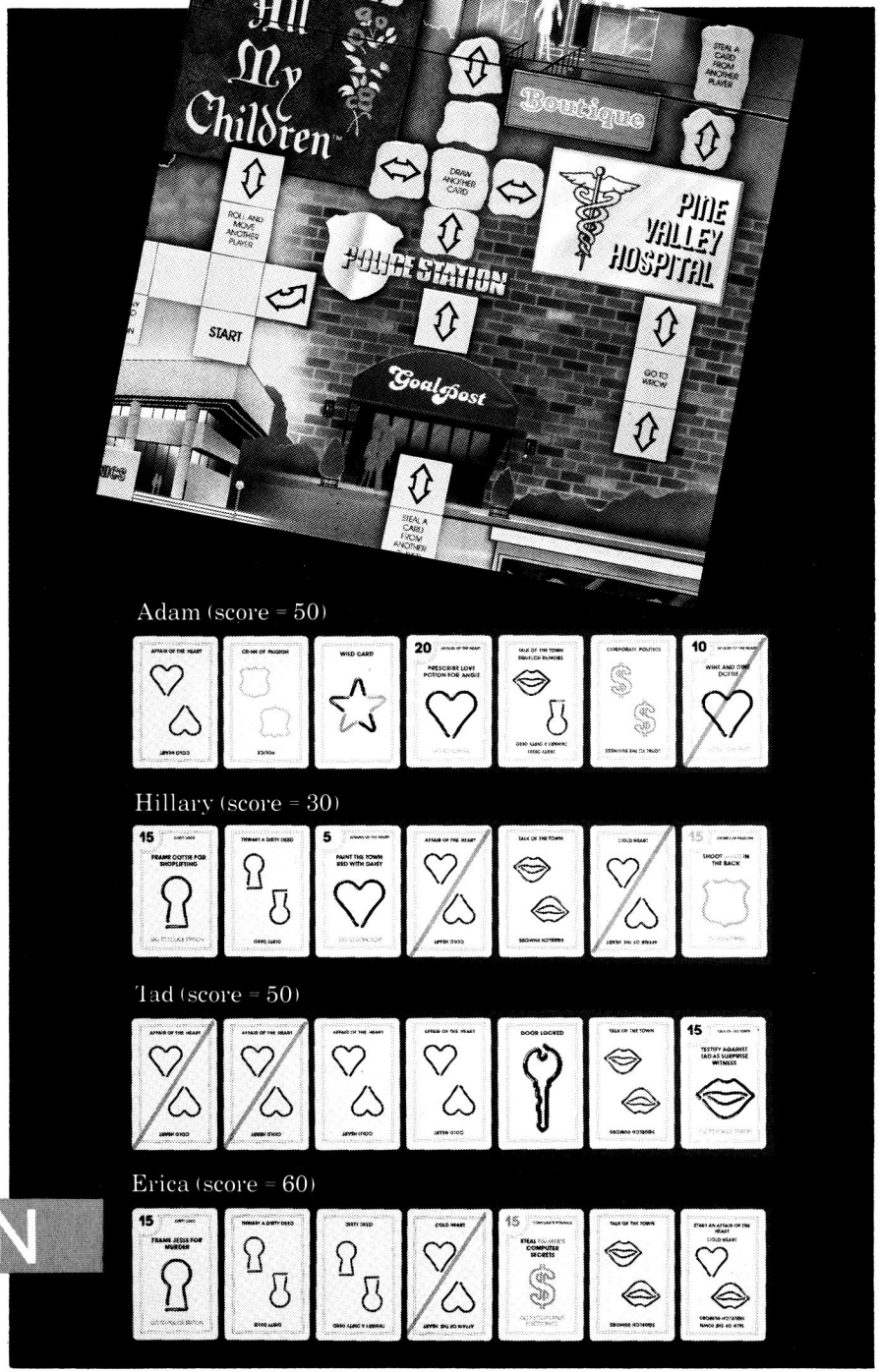
Moving on the board allows you to play Goal cards when you reach the proper location. It also provides an opportunity to delay a character with a winning score while you try to collect more points. If you are running short on cards, try to land on a space that lets you draw one or steal one from another player. But moving on the board never wins points. Points come only from capturing Goal cards.

In short, the board is a tool to success. The key to the game is card play!

The examples that follow are from a game with four players: Adam Chandler, Hillary Wilson, Tad Martin, and Erica Kane. The game has been going on for several turns already. At the point where the example starts, Adam and Tad both have 50 points, Hillary has 30 points, and Erica has 60 points.

"The board is a tool to success."

The cards held by each player at the start of the turn are pictured above the description of the turn. A card with a slash across it is being played that turn.



ADAM'S TURN

ADAM'S TURN

At the start of his turn, Adam is on the space between the Police Station and the Goal Post. He rolls 4, and moves to the Goal Post; he can stop there because the Goal Post is a pictured destination.

At the Goal Post Adam plays his Goal card "Wine and Dine Dottie"; the Goal Post is the location noted on the card.

Adam is being devious. He reasons that the other players may play their Cold Heart cards now, giving him a better chance to capture the 20-point Goal card he holds on his next turn.

Going around the table, the other players try to capture the Goal card. Only Cold Heart cards can be played. The turn goes like this:

Hillary plays a Cold Heart.

Tad passes. If Adam really wants the Goal, he must play again, so Tad can hold his cards until later.

Erica plays a Cold Heart; she wants the Goal herself.

Adam passes. He doesn't want the card, and there seems to be plenty of competition for it.

Hillary passes. She suspects Tad is holding back and wants to force him to play.

Tad plays a Cold Heart. If no one else plays, he captures the Goal Card.

Erica passes, thinking she can afford to wait since there are plenty of Cold Heart cards.

Adam passes.

Hillary plays her second Cold Heart.

Tad plays his second Cold Heart.

Erica passes, deciding to keep her Special Card.

Adam passes.

Hillary passes; she doesn't have any Cold Heart cards left.

Tad played the last card, so he captures the trick and adds 10 to his score.

Adam has fewer than seven cards in his hand, so he finishes his turn by drawing one card. He draws a Dirty Deed.

HILLARY'S TURN

Hillary starts her turn at the Police Station. She rolls 4 and moves to the Pine Valley Hospital. There she plays "Shoot Adam in the Back."

Hillary thinks it's unlikely that anyone will steal the card since there are only four Police cards.

Tad passes.

Erica passes.

Adam plays his Police card, surprising Hillary.

No one else has any Police cards, so everyone must pass and Adam captures the Goal. The Goal card names Adam, so he scores double the card's value and now has 80 points. Hillary draws another card, a Squelch Rumors, to finish her turn.

TAD'S TURN

Tad starts his turn on the arrow to the left of the Police Station. He rolls 1 and moves to the Police Station. There he plays "Testify Against Tad as Surprise Witness," hoping to capture it himself for the double score.

Erica and *Adam* pass.

Hillary plays a Squelch Rumors card to prevent Tad from capturing his Goal.

Tad passes, hoping to bluff the other players into thinking he has no Squelch Rumors cards.

Erica plays a Squelch Rumors card.

Adam plays his special Squelch Rumors/Thwart a Dirty Deed card.

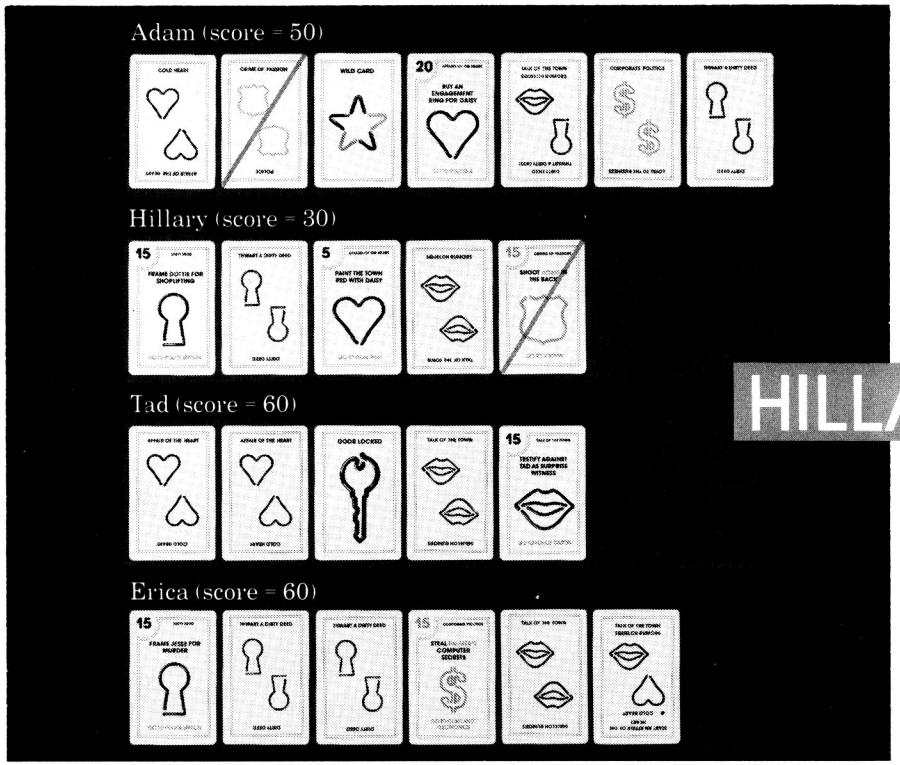
Hillary plays another Squelch Rumors card.

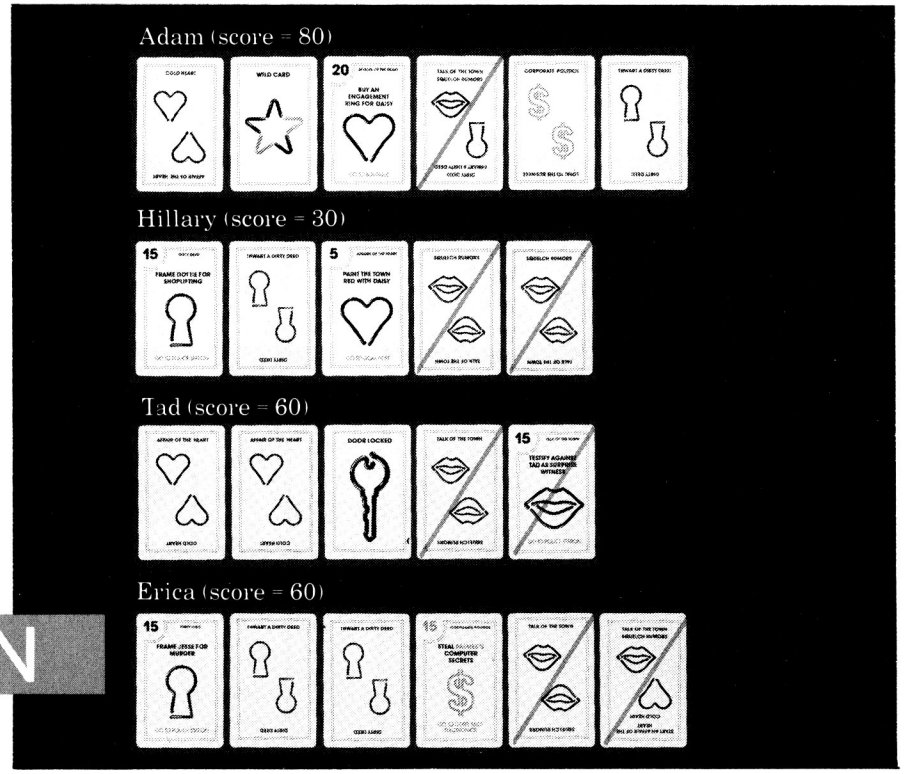
Tad plays his Squelch Rumors card, assuming that his is the last remaining card.

Erica surprises Tad by playing her special Squelch Rumors/Cold Heart card.

Everyone else must pass, so Erica captures the Goal card. Tad draws one card, a Dirty Deed, to end his turn.

TAD'S TURN





At this point, Adam leads with 80 points, Erica has 75 points, Tad has 60 points, and Hillary still has 30 points. Both Adam and Erica could go over 100 points very soon, but the other players can extend the game (and improve their own chances of winning) by landing on spaces that allow them to move someone else, or by locking the ALL MY CHILDREN space for a turn. The options are endless. If something sounds good, try it!

HILLARY'S TURN

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Brooke English

Brooke is a spunky, yet serious and dedicated professional TV journalist with an absolute sense of moral obligations. A loyal and supportive friend with a keen sense of humor, she often sacrifices her personal life to continue pursuing her successful career. She puts her principles first, sometimes jeopardizing family ties and close friendships. She successfully manages career and motherhood.

Tad Martin

A sensual, charming con artist, Tad dreams and schemes of the good life. Women find him hard to resist and he plays this quality to the hilt. He seeks opportunities that will provide him with quick money and pleasure.

Palmer Cortlandt

A shrewd, energetic, and vital man; he is the magnate of Cortlandt Electronics and a charming sleuth, who can out-maneuver his challenging rivals. Often impatient, he lost and regained his empire once and could do it again. A self made tycoon, he is driven to create a dynasty vulnerable only to his love for Daisy and their daughter Nina.

Hillary Wilson

Well-bred and proper, Hillary is a sensitive, yet sensible young woman, recently reunited with her father Langley Wallingford. Hillary is a well educated young lady attracted to her opposite—the hustler and rogue Tad. Always wanting to do the right thing, the moral Hillary even once persuaded Tad to marry Dottie when she was pregnant with his baby.

Dottie Thornton

Dottie is a young woman in transition—an ugly duckling about to blossom into beautiful womanhood. Dottie, as a little girl was protected by an indulgent mother, who bought her everything... even the love of the scoundrel Tad. Blinded by love, Dottie trapped Tad into marriage by getting pregnant, although she later miscarried. Now divorced, Dottie vows never to be a doormat again.

Jesse Hubbard

Jesse is a talented, versatile, passionate, and inventive young black who has survived tough times on the street and turned his life around. Buoyed by the love of Angie and the responsibility of their son Frankie, Jesse has nevertheless jeopardized this security by wanting too much too soon.

1022XXX1401



Phoebe Tyler-Wallingford

Proud matriarch of Pine Valley society, Phoebe is the elegant bastion of respectability. Sharp and practical, she is shrewd but opinionated and her tongue can be razor sharp. Critics would name her a real busy body. Her family is dear, and she will protect hers as a mother bear protects her cubs. This is evidenced by her acceptance of Hillary, her husband Langley's daughter, as her own.

Daisy Cortlandt

Independent, stylish, and witty, Daisy is twice the ex-wife of Palmer with whom she often spars. She is a sensual woman, whose previous affairs with younger men, contributed to the downfall of both of her marriages to Palmer. logical and supportive of her daughter Nina, Daisy looks at life as an experience to be relished and enjoyed.

Greg Nelson

Handsome Pine Valley heart-throb, Greg has just graduated from the University and plans a career as a professional photographer. His seemingly perfect future was dimmed by the death of his young wife, Jenny. Greg is now striving to make it on his own and may be ready to love again.

Erica Kane

A glamorous and ambitious striver who is Pine Valley's hometown celebrity, Erica is often misunderstood. She has lived the fast life which the fame and affluence of her modelling career has provided. Although married several times, she is always searching for true love. Abandoned in childhood by her adored father, Erica is self-absorbed and contrary, seeking approval from everyone.

Angie Hubbard

Angie is the talented, young wife and mother who secretly dated and married Jesse despite parental disapproval. She is super competent as she juggles household duties and motherhood with her Medical studies. Angie strives to mirror the secure home her parents provided.

Adam Chandler

A brutal, amoral man who will stop at nothing to gain an edge over his competitors, Adam is driven to accumulate wealth and power, aphrodisiacs to this self-made mogul of the Chandler Empire. He has a character flaw—his fear of insanity, reinforced by the fact that his twin brother, Stuart, is institutionalized. Despite his public image, Adam remains a man of mystery.





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CORPORATE POLITICS



LOYAL TO THE BUSINESS

CORPORATE POLITICS



LOYAL TO THE BUSINESS

CORPORATE POLITICS



LOYAL TO THE BUSINESS

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LOYAL TO THE BUSINESS

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LOYAL TO THE BUSINESS

CORPORATE POLITICS



LOYAL TO THE BUSINESS

WILD CARD





WILD CARD

SQUELCH RUMORS





TALK OF THE TOWN

SQUELCH RUMORS





TALK OF THE TOWN

SQUELCH RUMORS





TALK OF THE TOWN

SQUELCH RUMORS





TALK OF THE TOWN

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TALK OF THE TOWN

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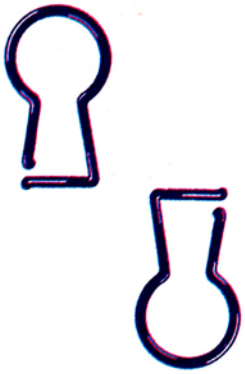
SQUELCH RUMORS





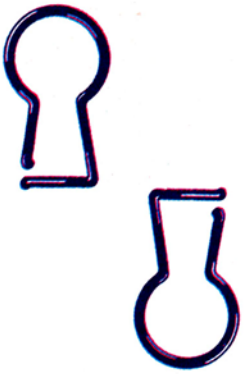
TALK OF THE TOWN

THWART A DIRTY DEED



DIRTY DEED

THWART A DIRTY DEED



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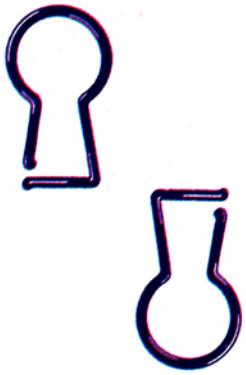
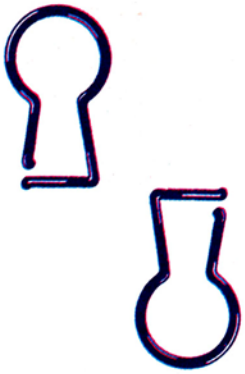


DIRTY DEED

THWART A DIRTY DEED



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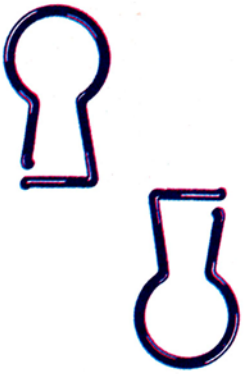

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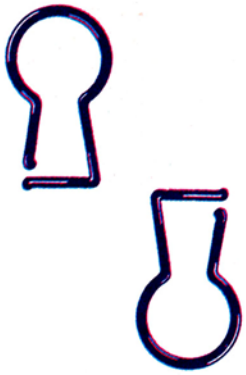

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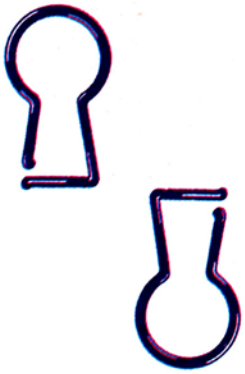

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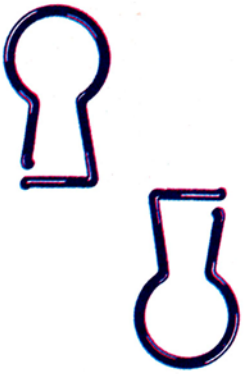

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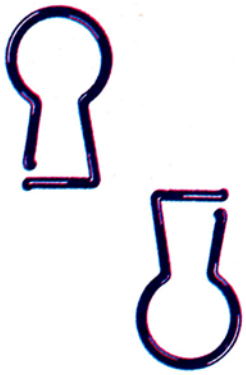

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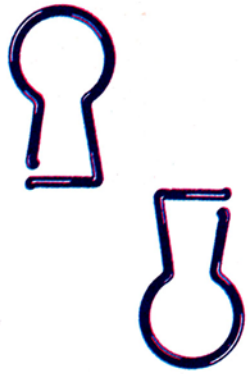

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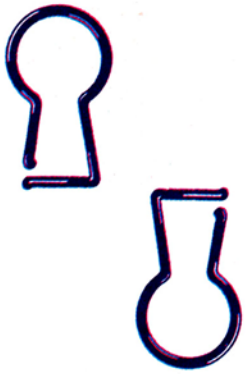

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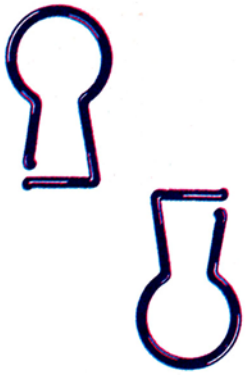
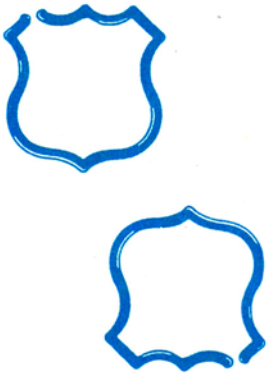


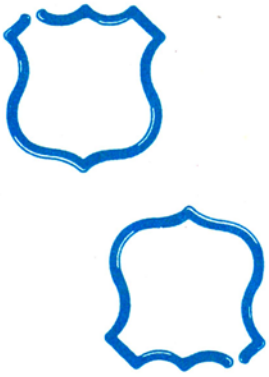
DIRTY DEED

CRIME OF PASSION



POLICE

CRIME OF PASSION



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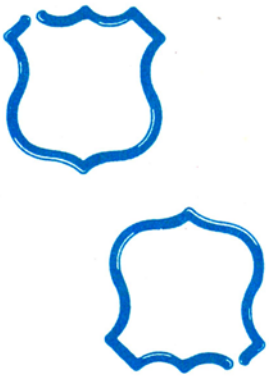
CRIME OF PASSION



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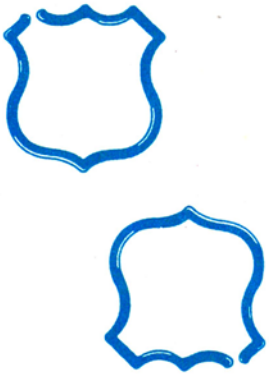
CRIME OF PASSION



POLICE

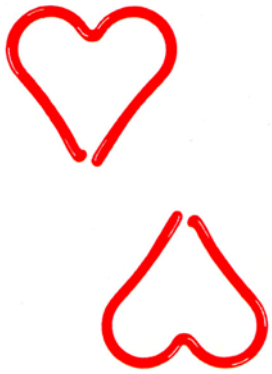
WILD CARD



WILD CARD

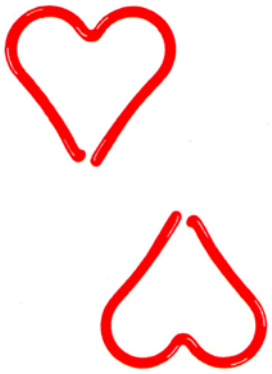


AFFAIR OF THE HEART



COLD HEART

AFFAIR OF THE HEART



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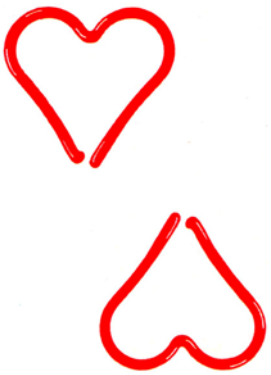

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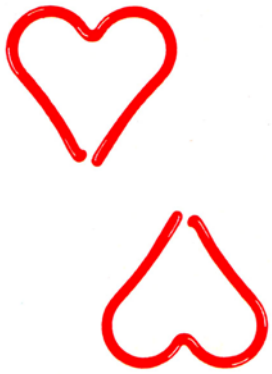

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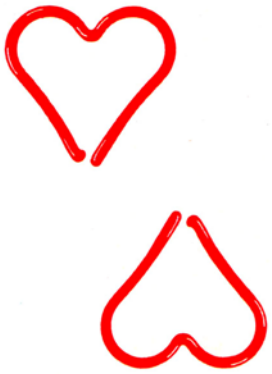

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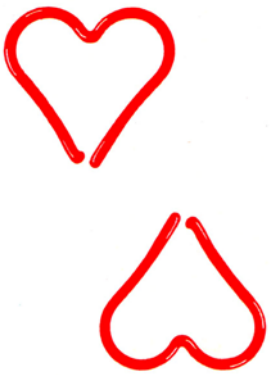

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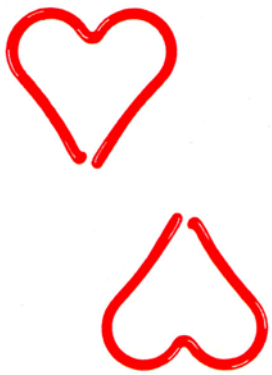

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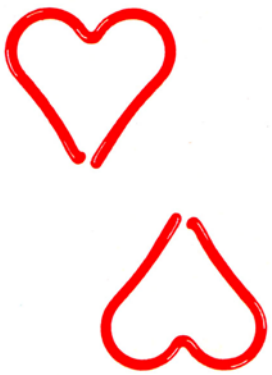

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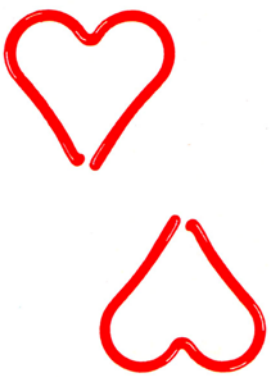

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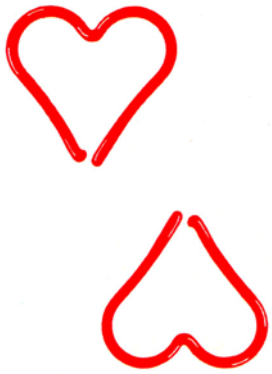

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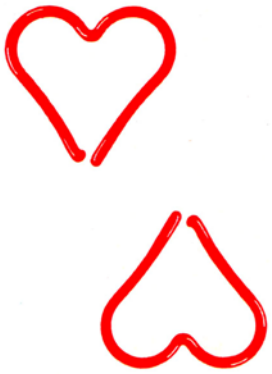

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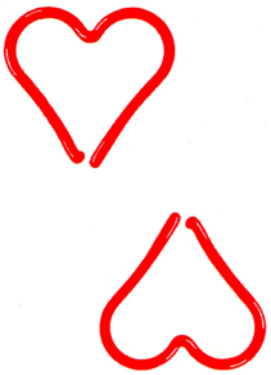

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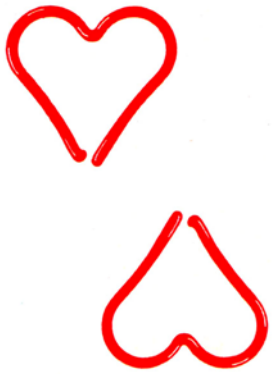

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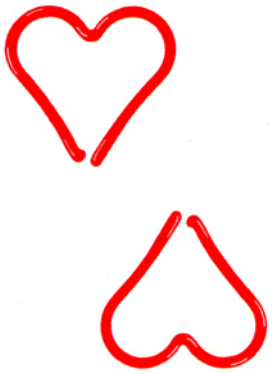

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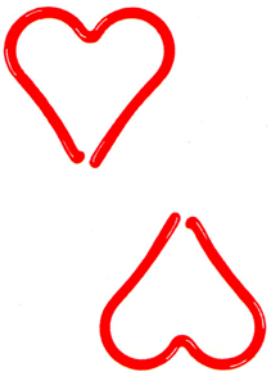

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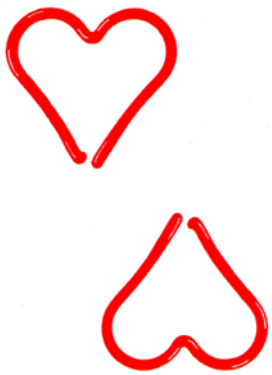

COLD HEART

WILD CARD



WILD CARD



DOOR LOCKED



DOOR LOCKED



CRIME OF PASSION
POLICE





CORPORATE POLITICS
LOYAL TO THE BUSINESS

DIRTY DEED
THWART A DIRTY DEED





COLD HEART

AFFAIR OF THE
HEART

TALK OF THE TOWN
SQUELCH RUMORS





COLD HEART

START AN AFFAIR OF THE
HEART

TALK OF THE TOWN
SQUELCH RUMORS





DIRTY DEED

THWART A DIRTY DEED

5 CORPORATE POLITICS

RIP OFF JESSE'S PAYCHECK



GO TO BANK

5 CORPORATE POLITICS

ACQUIRE PALMER'S SECRET CONTRACT



GO TO CORTLANDT MANOR

10 CORPORATE POLITICS

FOIL TAD'S EASY MONEY SCHEME



GO TO GLAMORAMA

10

CORPORATE POLITICS

SEND GREG ON MYSTERIOUS PHOTO SHOOT



GO TO ERICA'S PENTHOUSE

15

CORPORATE POLITICS

BUG ERICA'S PRIVATE OFFICE



GO TO TEMPO MAGAZINE

15

CORPORATE POLITICS

STEAL PALMER'S COMPUTER SECRETS



GO TO CORTLANDT ELECTRONICS

20

CORPORATE POLITICS

THREATEN ADAM WITH CORPORATE TAKEOVER



GO TO CHANDLER MANSION

20

CORPORATE POLITICS

BRIBE BROOKE TO COVER UP STORY



GO TO GOAL POST

5

AFFAIRS OF THE HEART

TOY WITH ADAM'S AFFECTIONS



GO TO PINE CONE MOTEL

5

AFFAIRS OF THE HEART

PAINT THE TOWN RED WITH DAISY



GO TO GOAL POST

5

AFFAIRS OF THE HEART

BLIND DATE FOR DOTTIE



GO TO THORNTON APARTMENT

5

AFFAIRS OF THE HEART

POP THE QUESTION TO ERICA



GO TO ERICA'S PENTHOUSE

10 AFFAIRS OF THE HEART

WINE AND DINE DOTTIE



GO TO GOAL POST

10 AFFAIRS OF THE HEART

"SPIN THE BOTTLE" WITH HILLARY



GO TO MARTIN HOUSE

10 AFFAIRS OF THE HEART

SLOW DANCE WITH JESSE



GO TO FOXY'S

10 AFFAIRS OF THE HEART

AFTER HOURS RENDEZVOUS WITH PALMER



GO TO CORTLANDT ELECTRONICS

15 AFFAIRS OF THE HEART

ELOPE WITH ANGIE



GO TO HUBBARD HOUSE

15 AFFAIRS OF THE HEART

BREAKFAST IN BED WITH BROOKE



GO TO PINE CONE MOTEL

15 AFFAIRS OF THE HEART

CLIMB IN HILLARY'S WINDOW



GO TO WALLINGFORD ESTATE

15 AFFAIRS OF THE HEART

UNBRIDLED PASSION FOR PHOEBE



GO TO CHATEAU

20 AFFAIRS OF THE HEART

PRESCRIBE LOVE POTION FOR ANGIE



GO TO HOSPITAL

20

AFFAIRS OF THE HEART

BUY AN ENGAGEMENT RING FOR DAISY



GO TO BOUTIQUE

20

AFFAIRS OF THE HEART

MAKE OUT WITH GREG



GO TO FOXY'S

20

AFFAIRS OF THE HEART

RUN AWAY WITH TAD



GO TO MARTIN HOUSE

5

TALK OF THE TOWN

REPOSSESS GREG'S CAR FOR UNPAID DEBTS



GO TO BANK

5

TALK OF THE TOWN

RUIN PHOEBE'S HAIRDO



GO TO GLAMORAMA

10

TALK OF THE TOWN

IMPLICATE ANGIE IN INDISCRETION WITH PROFESSOR



GO TO PINE VALLEY UNIVERSITY

10

TALK OF THE TOWN

SEND PHOEBE TO PSYCHIATRIST



GO TO WALLINGFORD ESTATE

15

TALK OF THE TOWN

ACCUSE DAISY OF ADULTERY



GO TO CHATEAU

15

TALK OF THE TOWN

TESTIFY AGAINST TAD AS SURPRISE WITNESS



GO TO POLICE STATION

20

TALK OF THE TOWN

REVEAL DOTTIE HAS AN HYSTERICAL PREGNANCY



GO TO THORNTON APARTMENT

20

TALK OF THE TOWN

SET UP JESSE IN DRUG BUST



GO TO HUBBARD HOUSE

5

DIRTY DEED

READ ANGIE'S DIARY



GO TO HUBBARD HOUSE

5

DIRTY DEED

ACCUSE HILLARY OF CHEATING ON EXAM



GO TO PINE VALLEY UNIVERSITY

5

DIRTY DEED

EMBARRASS TAD IN PUBLIC



GO TO FOXY'S

10

DIRTY DEED

SLAP ADAM WITH A PALIMONY SUIT



GO TO CHANDLER MANSION

10

DIRTY DEED

PASS BROOKE A FALSE STORY LEAD



GO TO WRCW-TV

10

DIRTY DEED

TATTLE ON DAISY'S AFFAIRS



GO TO CORTLANDT MANOR

15

DIRTY DEED

FRAME DOTTIE FOR SHOPLIFTING



GO TO POLICE STATION

15

DIRTY DEED

SMASH GREG'S CAMERA EQUIPMENT



GO TO TEMPO MAGAZINE

15

DIRTY DEED

FRAME JESSE FOR MURDER



GO TO POLICE STATION

20

DIRTY DEED

SUBMIT ERICA FOR TEN WORST DRESSED LIST



GO TO TEMPO MAGAZINE

20

DIRTY DEED

TRICK PALMER INTO INVESTING IN AN X-RATED FILM



GO TO CORTLANDT ELECTRONICS

20

DIRTY DEED

RIP OFF PHOEBE'S PRIZE JEWELS



GO TO BOUTIQUE

5

CRIMES OF PASSION

KIDNAP BROOKE ON SPECIAL ASSIGNMENT



GO TO WRCW-TV

10

CRIMES OF PASSION

TERRORIZE ERICA WITH THREATENING PHONE CALLS



GO TO ERICA'S PENTHOUSE

15

CRIMES OF PASSION

SHOOT ADAM IN THE BACK



GO TO HOSPITAL

20

CRIMES OF PASSION

SEDUCE HILLARY ON HER BIRTHDAY



GO TO PINE CONE MOTEL

THORNTON APARTMENT
GO TO PINE VALLEY UNIVERSITY
GO TO DESTINY OF CHOICE
DRAW ANOTHER CARD
START
STEAL A CARD FROM ANOTHER PLAYER
ROLL AND MOVE ANOTHER PLAYER
EXTRA TURN roll again
Wallingford Estate
DISCARD AND DRAW A NEW CARD
MOVE PLAYER TO YOUR LOCATION
DRAW ANOTHER CARD
MARTIN HOUSE
STEAL A CARD FROM ANOTHER PLAYER
DRAW ANOTHER CARD
HUBBARD HOUSE
CORTLANDT MANOR
GLAM•O•RAMA
EXTRA TURN roll again
START
ROLL AND MOVE ANOTHER PLAYER
GO TO DESTINY OF CHOICE
WRCW STATION
EXTRA TURN roll again
MOVE ANY PLAYER TO ANY LOCATION
MOVE PLAYER TO YOUR LOCATION
START
GO TO CORTLANDT ELECTRONICS
DRAW ANOTHER CARD
All My Children™
STEAL A CARD FROM ANOTHER PLAYER
Chandler Mansion
DRAW ANOTHER CARD
Boutique
START
The Chateau
GO TO DESTINY OF CHOICE
DISCARD AND DRAW A NEW CARD
STEAL A CARD FROM ANOTHER PLAYER
DRAW ANOTHER CARD
PINE VALLEY HOSPITAL
PINE VALLEY UNIVERSITY
MOVE PLAYER TO YOUR LOCATION
ROLL AND MOVE ANOTHER PLAYER
EXTRA TURN roll again
POLICE STATION
Pine Cone MOTEL
GO TO DESTINY OF CHOICE
DRAW ANOTHER CARD
EXTRA TURN roll again
STEAL A CARD FROM ANOTHER PLAYER
MOVE ANY PLAYER TO ANY LOCATION
START
GO TO WRCW
Goalpost
TEMPO MAGAZINE
MOVE PLAYER TO YOUR LOCATION
CORTLANDT ELECTRONICS
STEAL A CARD FROM ANOTHER PLAYER
Roxy's
EXTRA TURN roll again
DISCARD AND DRAW A NEW CARD
BANK
EXTRA TURN roll again
GO TO POLICE STATION
START
DRAW ANOTHER CARD
EXTRA TURN roll again
STEAL A CARD FROM ANOTHER PLAYER
GO TO DESTINY OF CHOICE
ERICA KANE'S PENTHOUSE
Locust Street

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All My Children™ Game

COMPONENTS:

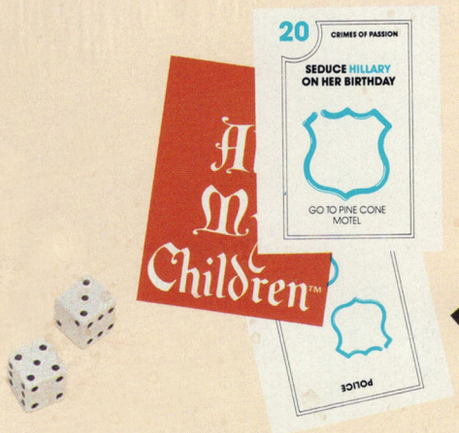
- game board
- 2 decks of cards: action and goal cards
- 2 dice
- 12 playing pieces with stands
- character profile cards

...schemes, plots, and forbidden love

Pine Valley appears to be a quiet community, but beneath that thin veneer of respectability lie powerful passions and petty jealousies, wild emotions and dark machinations. For this is the home of Erica Kane and Palmer Cortlandt, of Tad Martin and Phoebe Tyler-Wallingford.

This is the home of **All My Children.™**

All My Children™ is a game of romance and intrigue in which each player takes the part of one of the major "stars" of the show, and attempts to fulfill goals to reach ultimate happiness.





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