

Feudalist



Set-Up:

- Each player chooses a pawn and places that pawn on the space marked “Go.”
- The goal of a Feudal economy is to protect the ruler and profit from the labor of the peasantry.
- Each player rolls both dice once. The player with the highest combined score is the Royalty. The second highest score is the Noble. All others are Peasants. If two players tie, they roll again to break the tie.
- Place Community Chest and Chance cards on the game board.
- The Noble will serve as the Banker (**this individual will be in this role for the duration of the activity**). The Banker should then issue each player the following amount of money:

Starting Purses		
<i>Royalty</i>	<i>Noble</i>	<i>Peasant</i>
2 - \$500 bills 2 - \$100 bills 2 - \$50 bills 6 - \$20 bills 5 - \$10 bills 5 - \$5 bills 5 - \$1 bills	5 - \$100 bills 2 - \$50 bills 3 - \$20 bills 2 - \$10 bills 3 - \$5 bills 5 - \$1 bills	1 - \$20 bill 1 - \$10 bill 3 - \$5 bills 5 - \$1 bills

- The Royalty will be the Property Manager. They will handle property transactions between buyers and the bank.

Starting Purses		
<i>Royalty</i>	<i>Noble</i>	<i>Peasant</i>
<ul style="list-style-type: none"> • May move on any roll. • May purchase any unowned property that they land on. • Collects 100% of rent. • Collect \$200 when passing "Go." • Houses and Hotels may be built if all properties of the same color are owned. • Automatically owns all railroads and utilities. 	<ul style="list-style-type: none"> • May move on any roll. • May purchase any unowned property that they land on. • Collects 50% of rent, gives 50% to the Royalty. • Collect \$200 when passing "Go." • Houses and Hotels may be built, with the permission of the Royalty, if all properties of the same color are owned. 	<ul style="list-style-type: none"> • Moves only on doubles. • Go straight to jail if move past Royalty or Noble. • May purchase one total property with permission of Noble. • Collects 10% of rent, gives 50% to Noble and 40% to Royalty. • Collect \$200 when passing "Go." • May not improve property (no Houses nor Hotels).

General Rules:

- Roll the die to see who will go first. Game play will go clockwise from selected player.
- When a player lands on a property that is owned by another player, they must pay that player the rent as stated on the property card.
- When a player lands on Community Chest or Chance they must take the appropriate card and do as the card instructs. All monies for fines go into the middle of the board and will serve as a reward for the player who lands on FREE PARKING.
- When a player lands on, or passes, GO they collect \$200.
- Houses must be bought equally among properties in the set. Hotels may be bought once the set of properties all have 4 houses.
- Players may mortgage their properties to pay debts. The mortgage price is listed on the bank of each property card.
- Bankruptcy occurs when a player can no longer cover their debts.

Card Definitions

- Use the alternate definitions listed on the next page.

New Card Definitions

Chance	Community Chest
<u>Chairman of the Board:</u> In tribute to the leadership provided by the Royalty, each player tithes \$10.	<u>Life Insurance:</u> Distribute the money as rental income.
<u>Building and Loan Matures:</u> Collect \$150, give \$75 to the Royalty and \$50 to the Noble.	<u>Bank Error:</u> The Royalty does not make an error, do not collect.
<u>Poor Tax:</u> Poor tax is collected by the church, place the money in Free Parking.	<u>Income tax Refund:</u> The Royalty does not over-collect, do not collect a refund.
<u>Go Back 3 Spaces:</u> Follow instructions on card.	<u>Go to Jail:</u> Follow instructions on card.
<u>Advance to the Nearest Utility:</u> Roll the dice and pay the Royalty 10 times that amount.	<u>School Tax:</u> Education is unnecessary when you know your place in the world. Do nothing.
<u>Get Out of Jail:</u> You may pay the Noble \$30 to forget your crimes and release you.	<u>Get Out of Jail:</u> You may pay the Noble \$30 to forget your crimes and release you.
<u>Bank Dividend:</u> Distribute the money as rental income.	<u>Receive for Services:</u> Pay \$25 to the Royalty from whom all services come.
<u>General Repairs:</u> Follow instructions on card. All peasants lose two turns conducting repairs.	<u>Doctor's Fee:</u> Royalty: Do nothing. Noble: Pay \$100 to Free Parking. Peasant: You are dead.
<u>Go to Jail:</u> Follow instructions on card.	<u>XMAS Fund:</u> Tis the season for giving, give each peasant \$1.
<u>Advance to Go:</u> With permission of Royalty, follow instructions on card.	<u>Advance to Go:</u> With permission of Royalty, follow instructions on card.
<u>Advance to the Nearest Railroad:</u> You must pay the Royalty 2 times the rent.	<u>Inheritance:</u> Only Royalty and Nobles can inherit, the receive \$100 each from bank.
<u>Advance to Illinois Ave:</u> With permission of Royalty, follow instructions on card.	<u>Hospital Bill:</u> Royalty: Do nothing. Noble: Pay \$100 to Free Parking. Peasant: You are dead.
<u>Advance to St. Charles Place:</u> With permission of Royalty, follow instructions on card.	<u>Beauty Contest:</u> Collect \$10. Royalty won first prize, they collect \$100.
<u>Take a Walk on the Board Walk:</u> With permission of Royalty, follow instructions on card.	<u>Grand Opera Opening:</u> The Noble pays the Royalty \$50 for the honor of joining them at the Opera.
<u>Take a Ride on the Reading:</u> You must pay the Royalty 2 times the rent.	<u>Street Repairs:</u> Follow instructions on card. Peasant loses two turns conducting the repairs.
	<u>Sale of Stock:</u> Do not collect anything. Stock has no role in this economy.

Capitalist



Set-Up and Game Play:

- The goal of a capitalist economic system is to allow those with skills to succeed.
- There are no more classes of players, Royalty and Nobles lose their special privileges.
- All players retain their money and property from Feudalism.
- All unowned property is available for sale when a player lands on it. If the player who lands on the space cannot afford the property or does not want to buy it, the property goes up for auction. All players may bid in the auction.
- Remember to use all of your business skills to avoid bankruptcy! If a player goes bankrupt (all property sold, all money gone), they sit in jail until the game is over.

Card Definitions

- Follow the instructions as written on all cards and property pieces.



Socialist



Set-Up and Game Play:

- The goal of a socialist or welfare economic system is to provide equal opportunity for all.

Each player is to total their money. Add the monies of all players together and divide by the number of players. Do not issue any money from the bank. Each player will start the game with an equal amount of money.

- In a socialist economy the government controls all vital resources and transportation. All utility and railway cards must be removed from play (owners will be compensated \$50 for each property). When you land on one of these spaces you must now pay the government (**\$20 for landing on a railway and ten times the roll of the dice for a utility**).
- You must also redistribute all the property that has been bought so that everyone has the same number. Each player may decide which of their properties they will keep. If there is an odd number return the extra property card(s) to the bank. They may be resold once the game resumes.
- In a socialist system taxes are higher to account for additional government services. When you pass GO collect \$150.
- When a player lands in FREE PARKING any money there must be split among all players.
- To fund the various government programs income taxes are high. When you land on the INCOME TAX square you must pay the government 20% or \$400.
- Since luxuries are more difficult to obtain in a socialist economy the tax is high. When you land on the LUXURY TAX square you must pay the government \$125.
- The cost of bail is greater in a socialist economy. You must pay \$75 to get out of jail.

Socialist Card Definitions

Chance	Community Chest
<u>Chairman of the Board:</u> As a thank you for being elected give each player with less money than you \$40.	<u>Life Insurance:</u> Do not collect anything. With socialized medicine you have no need for life insurance.
<u>Building and Loan Matures:</u> Collect \$150 then pay the government \$50 of that for taxes.	<u>Bank Error:</u> The government decides to use the money to begin building a new government structure.
<u>Poor Tax:</u> Because equality is a goal of a socialist economy, you must equal your wealth with all players who have less money than you.	<u>Income tax Refund:</u> Do not collect anything. Socialist governments do not give tax refunds. They will find a worthwhile use for your money.
<u>Go Back 3 Spaces:</u> Follow instructions on card.	<u>Go to Jail:</u> Follow instructions on card.
<u>Advance to the Nearest Utility:</u> Roll the dice and pay the government 10 times that amount.	<u>School Tax:</u> Since education is government funded through college taxes are greater. Pay \$200.
<u>Get Out of Jail:</u> Nothing is free. With the card your cost to leave jail is \$50. Without it would be \$75.	<u>Get Out of Jail:</u> Nothing is free. With the card your cost to leave jail is \$50. Without it would be \$75.
<u>Bank Dividend:</u> Do not collect anything. The government has decided to use your bank dividend to help the poor.	<u>Receive for Services:</u> You receive \$25. Be sure to give \$10 of that to the government on general principles.
<u>General Repairs:</u> Repair costs are greater in a socialist economy. You must pay \$40 per house and \$115 per hotel.	<u>Doctor's Fee:</u> Pay \$5. Socialized medicine comes at a low cost but it may take a longer amount of time to receive services. You lose 1 turn waiting.
<u>Go to Jail:</u> Follow instructions on card.	<u>XMAS Fund:</u> Collect \$50. The government will use the remainder for the orphans.
<u>Advance to Go:</u> Collect \$150.	<u>Advance to Go:</u> Collect \$150.
<u>Advance to the Nearest Railroad:</u> You must pay the government 2 times the rent (\$40).	<u>Inheritance:</u> Since your government believes in equality split the \$100 inheritance equally amongst all players.
<u>Advance to Illinois Ave:</u> If property is owned you must pay the cost of rent to the owner. If the property is for sale you may purchase it.	<u>Hospital Bill:</u> Pay \$10. Socialized medicine comes at a low cost but it may take a longer amount of time to receive services. You lose 1 turn waiting.
<u>Advance to St. Charles Place:</u> If property is owned you must pay the cost of rent to the owner. If the property is for sale you may purchase it.	<u>Beauty Contest:</u> Collect \$10. You may keep half but must give the other half to the government.
<u>Take a Walk on the Board Walk:</u> If property is owned you must pay the cost of rent to the owner. If the property is for sale you may purchase it.	<u>Grand Opera Opening:</u> Collect \$50 from every player. You may keep half but must give the other half to the government.
<u>Take a Ride on the Reading:</u> You must pay the government 2 times the rent (\$40).	<u>Street Repairs:</u> Repair costs are greater in a socialist economy. You must pay \$50 per house and \$125 per hotel.
	<u>Sale of Stock:</u> Do not collect anything. You do not own stock.

Communist



Set-Up and Game Play:

- The goal of a Communist economy is complete equality.
- The Banker's role has changed and they are now a Government Agent. Their job is to collect all payments due to the government. As an incentive to do so, and in reward for their service to the Communist Party, they will receive 10% of any government payments.
- Monetary excess is not valued in a communist economy. Place all monies, over \$250 in the government owned bank box. If you every receive monies that put you over this limitation you must return them to the government bank. The Government Agent is exempt from this rule.
- There is little private property ownership in a communist economy. You may keep one piece of property. You may not purchase houses and hotels as that would be taking resources away from others for personal gain.
- Because government controls industry, when a player lands on utility they must pay the government 10 times the role of the die.
- Transportation is managed by the state, the government owns the railroads and they now charge \$10.
- In a communist system, most needs and wants are provided by the government. When a player passes GO the salary is now just \$100.
- Since your salary is already assessed for taxes the Income Tax space does not apply.
- Luxuries are almost impossible to obtain in a communist society. The Luxury Tax space does not apply.
- When a player lands in jail he will automatically lose two turns.
- No monies should be placed in FREE PARKING. All monies paid to the government are to go through the government agent.

Communist Card Definitions

Chance	Community Chest
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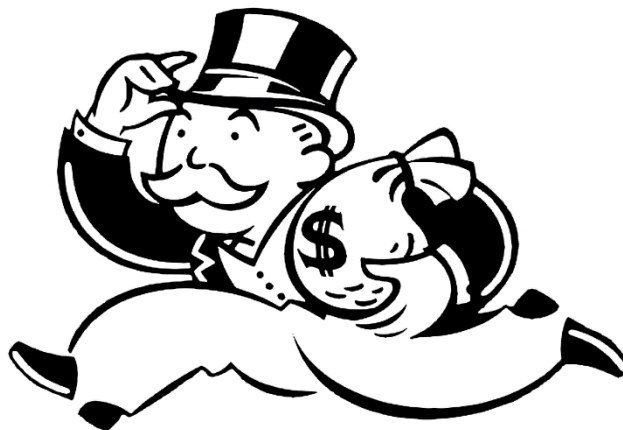
<u>Chairman of the Board</u> : Pay the government representative \$100 to maintain this title.	<u>Life Insurance</u> : Do not collect anything. The government acts as your insurance company and takes care of survivors.
<u>Building and Loan Matures</u> : Since you own only one property you are ineligible for any money. Do not collect anything.	<u>Bank Error</u> : The government decides to use the money to begin building a new government structure.
<u>Poor Tax</u> : Do not pay anything. Government provides you with the minimum standard of living.	<u>Income tax Refund</u> : Do not collect anything. Communist economies do not pay income taxes.
<u>Go Back 3 Spaces</u> : See Card	<u>Go to Jail</u> : Follow instructions on card.
<u>Advance to the Nearest Utility</u> : Roll the dice and pay the government 10 times that amount.	<u>School Tax</u> : Taxes are already assessed in your salary. You do not need to pay.
<u>Get Out of Jail</u> : Nothing is free. With the card your cost is the loss of one turn.	<u>Get Out of Jail</u> : Nothing is free. With the card your cost is the loss of one turns.
<u>Bank Dividend</u> : Do not collect anything. There are no dividends paid to citizens in a communist system.	<u>Receive for Services</u> : You receive \$10.
<u>General Repairs</u> : Repair costs are greater and more time consuming in a communist economy. Lose one turn waiting for repairs.	<u>Doctor's Fee</u> : You do not need to pay anything but you will lose one turn while being passed from one doctor to another.
<u>Go to Jail</u> : Lose two turns.	<u>XMAS Fund</u> : Communism is the only belief you have. No fund needed.
<u>Advance to Go</u> : Collect \$100.	<u>Advance to Go</u> : Collect \$100.
<u>Advance to the Nearest Railroad</u> : You must pay the government 2 times the rent (\$20).	<u>Inheritance</u> : Excess wealth is frowned upon in a communist society. You do not get an inheritance.
<u>Advance to Illinois Ave</u> : If property is owned you must pay the cost of rent to the owner.	<u>Hospital Bill</u> : You receive free medical benefits from the government but lose two turns waiting to be seen by the doctor.
<u>Advance to St. Charles Place</u> : If property is owned you must pay the cost of rent to the owner.	<u>Beauty Contest</u> : In a communist society the citizens live for the government. Prize winnings will go toward the state.
<u>Take a Walk on the Board Walk</u> : If property is owned you must pay the cost of rent to the owner.	<u>Grand Opera Opening</u> : There is a shortage of entertainment. The show has been canceled. No refund on your ticket price.
<u>Take a Ride on the Reading</u> : You must pay the government 2 times the rent (\$20).	<u>Street Repairs</u> : The government pays for the upkeep of the roads.
	<u>Sale of Stock</u> : Do not collect anything. You do not own stock.

Oligarchic



Set-Up and Game Play:

- Communism has failed. Your government has decided to shift back to Capitalism.
- All public property is now available for sale, when a player lands on it.
- The Government Agent has been given responsibility for returning the Railroads and Utilities to the private sector. They may select any method to distribute the properties.
- As the recognized experts in Capitalism, the Government Agent will resume the duties of the Banker and may continue to receive a 10% commission in return for their services.
- The services of the Banker are too valuable to society, the Banker cannot be sent to jail.
- In the best interests of keeping the economy running, a player may now pay the Banker \$20 rather than any fine which otherwise be paid to the Free Parking.
- All other rules revert back to the original Capitalist rules.



Fascist



Set-Up and Game Play:

- REVOLUTION! While the rich were getting richer, the women were taking control of the levers of power. Welcome to fascism.
- The goal of a fascist economy is to ensure that a specific group (women, in this case) leads a better life than everyone else (men).
- The bank has been taken over by the women, a woman must now be the banker.
- The Government has seized the public transportation and works, Railroads and Utilities should be divided equally among the women.
- The Government demands that property be managed appropriately. All private property is seized by the Government and redistributed to give two properties to women for every one given to a man. Extra properties are made available in the market.
- To encourage national identity and good will, if a woman lands on another woman's property, she will give the ceremonial high five and pay no rent.
- If a man lands on a woman's property he will pay twice the rent.
- If a man lands on another man's property he will place half of the rent money in Free Parking.
- If a woman lands on a man's property she has two options: pay the man the rent as listed or purchase the property from the man for \$50.
- Men must ask permission before passing a woman's playing piece, if permission is denied, the man's piece stops one place behind the woman's piece.
- Any player who lands on Free Parking will distribute the reward equally among the women players.
- The services of the women are too valuable to society, the women cannot be sent to jail.
- Men in jail serve for three turns. Each turn they roll the dice and pay ten times the amount on the dice to the Free Parking.

Fascist Card Definitions

Chance	Community Chest
<u>Chairwoman of the Board</u> : Pay each woman \$50.	<u>Life Insurance</u> : Do not collect anything. The government insures the well-being of all women.
<u>Building and Loan Matures</u> : Collect \$150 and distribute amongst the women players.	<u>Bank Error</u> : The government decides to use the money to build the all-woman military.
<u>Poor Tax</u> : Do not pay anything. Government does not see any poor women in this society.	<u>Income tax Refund</u> : Follow instructions on card.
<u>Go Back 3 Spaces</u> : Follow instructions on card.	<u>Go to Jail</u> : Follow instructions on card.
<u>Advance to the Nearest Utility</u> : Follow instructions on card.	<u>School Tax</u> : School is free for all women. Each man pays \$25 to the government.
<u>Get Out of Jail</u> : Only work will set you free. Serve your time according to the rules.	<u>Get Out of Jail</u> : Only work will set you free. Serve your time according to the rules.
<u>Bank Dividend</u> : Follow instructions on card.	<u>Receive for Services</u> : You receive \$10.
<u>General Repairs</u> : Follow instructions on card. All men lose one turn conducting repairs.	<u>Doctor's Fee</u> : Women's health is most important. Each man pays \$50 to the government.
<u>Go to Jail</u> : Follow instructions on card.	<u>XMAS Fund</u> : The government decides to use the money to build the all-woman military.
<u>Advance to Go</u> : Follow instructions on card.	<u>Advance to Go</u> : Follow instructions on card.
<u>Advance to the Nearest Railroad</u> : Follow instructions on card.	<u>Inheritance</u> : Excess money is needed to build the state, the government keeps it.
<u>Advance to Illinois Ave</u> : Follow instructions on card.	<u>Hospital Bill</u> : Women's health is most important. Each man pays \$50 to the government.
<u>Advance to St. Charles Place</u> : Follow instructions on card.	<u>Beauty Contest</u> : If a woman, collect \$50. If a man, apologize to the women and lose one turn.
<u>Take a Walk on the Board Walk</u> : Follow instructions on card.	<u>Grand Opera Opening</u> : Each woman pays \$50 to the government for tickets. Men lose one turn.
<u>Take a Ride on the Reading</u> : Follow instructions on card.	<u>Street Repairs</u> : Follow instructions on card. All men lose one turn conducting repairs.
	<u>Sale of Stock</u> : Follow instructions on card.