

FINANCE

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Rules for Playing

Parker Brothers Business Trading Game

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How the Game Is Played

You move around the board according to the throw of the dice. Sometimes you buy property, receive a reward, draw a "Chance" card, or "Win the Sweepstakes". At other times you have to pay rent, fines, or are subject to a penalty move. The action is swift and the game immediately becomes exciting. Before long one player goes bankrupt, rapidly followed by others, and soon one player owns all the houses and lots and wins the game. (A way to make the game very short will be found at the end of the rules.)

Equipment

The equipment for this game consists of the board, 6 playing pieces of different colors, 2 dice, a pack of "Chance" cards, houses of assorted colors available to all players, scrip money, property ownership markers, and directions.

Banker

Elect one player banker, who will also act as real estate dealer and auctioneer. The banker provides each player with money as noted below. The banker usually plays when fewer than five players take part, and, of course, must keep his personal money separate from that of the bank. In his three capacities, he sometimes finds quite enough to do without playing in addition, but this is optional.

Capital

Each player receives at the start, from the bank, the following amounts of money: **TWO** \$500 bills and **FIVE** each of \$100-\$50-\$20-\$10-\$5. (This will total \$1925.)

Beginning the Game

Players each throw the dice to see who starts first. The largest total throw gives first play. The turn to play passes to the left. Players start in turn from the corner marked "START HERE", moving clockwise the number of spaces shown by the sum of the two dice. According to the space upon which a player's piece may land, he is entitled to buy from the bank a house and lot at the price shown on the space, or he is obliged to pay rent if another player owns the property, or he may be obliged to pay to the bank the fare indicated on a railroad space, draw a "Chance" card, or otherwise as indicated by the space he lands on. If a player throws doubles, he moves his piece and carries out the instructions applying to the space on which he lands, and then he must throw the dice and move again. He may do this without penalty as many times as he throws doubles. **No player may have more than one extra throw due to him at any one time.** If a throw of doubles lands a player on a space giving him an extra throw, the extra throw for the doubles just thrown is cancelled.

Buying Unowned Property

If he buys the lot he receives from the banker one house of any color and he places this on the lot. He also receives a property ownership marker (These half-moon shaped pieces can be punched out of the cardboard strips.) of the color of his playing piece which he places just above his lot to denote his ownership. He may build extra houses according to the rules—see "Buying Extra Houses".

Auctions

If a player lands on a space which is not owned, and he does not choose to buy this particular property at the printed price, it must be put up at auction by the "Banker-Auctioneer". All players may bid, and the property is sold by the bank to the highest bidder. (If no one bids the property remains unowned.) The player who buys the property pays the bank in cash the price he bid and receives the lot and a property ownership marker. The player whose playing piece landed on the lot remains on the space without paying rent until his next turn to throw the dice and move. He is liable for rent should he land on that space on a later turn.

Railroads

Whenever a player's piece lands on a railroad he must pay the fare unless otherwise indicated, throw the dice again, and move forward accordingly. Railroads cannot be bought or sold.

Rentals

Whenever a player's piece lands on property owned by a rival player, he must pay the owner rental for the house and lot. Rentals are greatly increased by the erection of additional houses. Only six houses may be on any one lot. The rent for the lot with one house on it is printed at the bottom of the space on the board. For each extra house on it the rent is doubled. What rent he has to pay you when you have extra houses on your lot is shown below:

If Rent With 1 House is	Rent With 2 Houses is	Rent With 3 Houses is	Rent With 4 Houses is	Rent With 5 Houses is	Rent With 6 Houses is
\$ 25	\$ 50	\$100	\$ 200	\$ 400	\$ 800
30	60	120	240	480	960
40	80	160	320	640	1280
50	100	200	400	800	1600
60	120	240	480	960	1920
80	160	320	640	1280	2560
100	200	400	800	1600	3200
130	260	520	1040	2080	4160
150	300	600	1200	2400	4800

Buying Extra Houses

Each player must make one full circuit of the board before he can erect extra houses on any of his property. After one full circuit has been made a player may buy as many houses as he wishes at any time provided that he does not put more than a total of six houses on any one lot. For each house he buys he must pay the price marked on the lot for which he is buying the house. He may buy houses of any color or colors that he wants.

Salary

Every time a player's piece lands on, or, going forward, passes over the starting space marked "CASH HERE" the bank pays him \$200 salary. If a player is instructed to move forward (or advance) to another space by instructions on a "Chance" card, he collects \$200 if he passes "CASH HERE", unless definitely told not to collect the \$200. A player landing on the corner space of the board marked "MISSED THE TRAIN" moves his piece directly to the "ROWBOAT" space without collecting the \$200 for passing "CASH HERE".

The Forced Move

Whenever a player's piece, by throw of the dice or otherwise, lands on a space, he must immediately complete whatever action the space requires. Then, if a rivals piece was on the space, the rival must move backward 5 spaces and complete the action required by the space which he lands on.
(Note: An extra throw for doubles comes after all action.)

Building Shortage

When there are no more houses left unused, a building shortage occurs. A player may, at private trading, buy houses from some other player who will charge him a profit, or he must wait until some player, in order to raise money, sells his houses to the bank. If there are a limited number of houses available in the bank, and two or more players wish to buy more than the bank has, the houses must be sold one at a time at auction to the highest bidder.

Shortage of Player's Ownership Markers

If a player has all eight of his colored ownership markers on lots which he owns, he is not shut out from bidding for a house and lot at auction. To qualify himself to bid, however, he must sell one of his lots back to the bank before he can bid on more desirable property that comes up for auction. If he bids for and buys property at auction before he has qualified himself to bid, he then must pay for the lot which he bid in at auction, and as a penalty, give back to the bank one of his lots and the houses on it, without receiving anything for it.

Benefits and Penalties

There are spaces other than real estate lots on which a player will sometimes land. Instructions on these spaces must be carried out by him in order to complete his play. In some cases he must pay the bank money—in others he receives money. In other cases he moves his piece as instructed.

"Surprise Move"

A move known as a "Surprise Move" is unique and used only in this business trading game. This move is best illustrated by the following example. If a player's piece (by ordinary move or by being sent forward or back) lands on the space marked "MISSED THE TRAIN—TAKE ROWBOAT", that player immediately moves his piece diagonally across the board to the space marked "ROWBOAT TO SOAK-EM WHARF—\$10 PLEASE" (without passing the "CASH HERE" space and collecting salary), pays \$10 to the bank, advances to "CARNIVAL". Now, still in the same move, he throws the dice again and following instructions on the "CARNIVAL" space, advances his piece if it is an even throw, or must move it backward if it is an odd throw, the number of spaces indicated by the total of the dice, and must follow out instructions on the space on which he lands. (If he throws doubles he has still another turn.)

NOTE: If in the course of the game a player lands on or is sent forward or backward to "ROWBOAT", "SOAK-EM WHARF" or "CARNIVAL" he completes the balance of the "Surprise Move" as indicated by those spaces.

"Chance" Spaces

When a player lands on a "Chance" space by moving or being sent there, he must draw the top card from the pack of "Chance" cards, which are placed face-down in the middle of the board. He must follow the instructions on this card, which will result in benefits or disadvantages to him. The card should then be placed face down at the bottom of the pack.

The Bank

Use the game box or a side table for the Bank. The Bank receives all money paid for a house and lot, extra houses (except in the case of private trades between players, which may go on at any time), all fines and penalties, etc. The Bank will at any time buy back a house and lot and any other houses erected on the lot, for just one-half their value, reckoned from the printed price. A player may sell to the Bank (at half price), at any time, one or more houses.

Private Trading

Much of the fun of the game and some of the skill comes in private trading. A player, at any time, may offer to sell any lot, including houses, he owns to any other player as a private transaction and at a price agreed upon between the traders. The player buying such lots must put a property marker of his own color on the lot and remove that of the other's color.

NOTE: A player may not at any time move his own houses from one lot to another.

Players may not borrow money from another player for any reason during the game.

Sweepstakes

When a player reaches the space "WIN SWEEPSTAKES", either by a throw of the dice or otherwise, he must follow the instructions on that space. The throw of the dice called for by the instructions is only for the purpose of determining how much he shall collect and does not entitle him to move or to throw the dice again.

NOTE: If the player reached "WIN SWEEPSTAKES" by a throw of doubles, after collecting the "SWEEPSTAKES" he is, of course, entitled to still another throw of the dice and moves forward accordingly.

Bankruptcy

A player becomes a bankrupt when he cannot pay the obligations demanded as rent, taxes, or penalties. If a player owes in rent an amount which he cannot pay, even by selling property to the bank or to any other player, he becomes bankrupt and must turn over all the property and houses he owns, and all of his cash, to his creditor and retire from the game. If it is a penalty to the bank which he cannot pay, he must turn all his property back to the bank and retire from the game.

NOTE: A creditor may accept from a debtor only as many lots (with houses on them) as there are property ownership markers of the creditor's color still unused in the bank. Lots in excess of this number must be turned back to the bank at half-price. When a creditor takes lots (with houses on them) in satisfaction of a debt, he may exchange with the bank the colored property marker on each one for one of his own color. Houses remain on the lot undisturbed.

To Win the Game

In the course of the play, players will eventually be retired from the game, leaving only one player, who will, therefore, be the winner of the game. If desired, it may be agreed at the start of play to end the game at a certain hour — the richest player at that time is the winner. In determining the richest player, property values are figured according to the printed amount on each space.

Questions regarding these rules will be answered gladly if correct return postage is enclosed. Address: PARKER BROTHERS, INC., Salem, Massachusetts.