

The Greatest of All Trading Games!

Easy Money

REG. U.S. PAT. OFF. U.S. Patent 1,509,312—U.S. Patent 2,026,082

For 2 to 4 Players

The Players in this game buy properties from which they “enjoy” collecting rent from their Opponents. They may build more houses on these properties to collect higher rents, or sell the properties at a profit. Most properties may be mortgaged when more money is needed. As his MAN moves around the board, the throws of the dice may also bring a Player good fortune (or bad), depending on which space his MAN stops.

THE OBJECT OF THE GAME is to be the Player to collect the most money in Cash and Property Value.

The Equipment for Easy Money consists of: The game board, two dice, Houses (in colors), Playing Pieces – referred to in the directions as “MEN” – a liberal supply of “Easy Money,” and Trays for holding the Houses and Money bills. Take out the tray containing the accessories. Assemble the PARTITION to the UPRIGHTS in this large wide tray. Detach the Houses from the stems and keep them separated by color in four pockets of this tray. The other two pockets remain empty and are not used during game play. . . store pawns and dice in them after game is over (the stems from Houses should be discarded).

Remove the “WASTE” strips from the two narrow, brown trays and put the Money Bills in the slots.

THE BOARD

READ CAREFULLY, LEARN THE BOARD, AND YOU'LL KNOW
THE GAME

PROPERTIES: Yellow Spaces

BUILDING COSTS. The number with the letter “B” (as B 1100) is a cost of a Property with ONE House. The first player to land there can buy it for this price. Each additional House, built on the Property, costs the same amount.

MORTGAGE VALUE. The number with the letter “M” (as M 1800) is the amount of money the Owner receives if he mortgages a Property. The amount is the SAME for ONE or MORE Houses on a Property.

RENTS. The column of numbers on the right hand side of each Property shows the RENT the Opponent landing there pays the Owner. The smallest amount is paid for one House. The higher amounts are paid for additional Houses. The number below the Picture at the top is the RENT paid on five Houses, which represents a Sub-Division.

COMMERCIAL BUILDINGS: Blue spaces

These are Milton Motels, Elm Country Club, and the Majestic Center. Each bears a legend showing the RENT an Opponent landing there pays its Owner.

MORTGAGE VALUE. Commercial Buildings may be mortgaged like Properties, as "M 3000."

UTILITIES: also Blue spaces

These are Airline Transports, M. B. Shipping, Video Telephone Co., National Airways Co., and Flymor Freight Airways. Each of these spaces bears a legend showing the RENT the Opponent landing on it pays the Owner. Utilities have NO mortgage value.

CITY HOSPITAL: Orange Corner

The money paid by Players landing on Ski Accident and Auto Accident spaces is placed in the Hospital Corner. Any player landing there collects ALL this money. If there is none, he collects nothing. Money paid to the Hospital while a MAN rests there is collected by the next Player stopping there. The City Hospital is neither sold nor owned by any Player.

LEGEND SPACES: Colored Green or Red

Bingo Game, United Trust Co., Real Estate Tax, etc.

Each Green space tells how much a Player landing there WINS, or TAKES.

Each Red space tells how much the Player landing there LOOSES, PAYS, or GIVES. This money is taken from or paid to the Bank. These spaces are never sold or owned by any Player.

RED TRAFFIC LIGHT: the double Orange spaces.

Players landing on either space, DO NOT pay a traffic fine.

BONUS CORNER: Orange

Each time a Player moves completely around the board, CROSSING or LANDING on this space, he collects \$2,500 from the Bank.

GIVE OR TAKE CARDS

These 24 cards are shuffled and placed face down in a pile in the center of the board.

DOUBLES — When a Player throws DOUBLES on the dice (2 dice reading the same number) he draws the top card from the pile and follows the instructions on it, before moving his MAN. This is done even if it is the first throw of the game. If the card orders him to advance his MAN, he does so, pays the RENT and his turn is ended. If the card orders him to "Take or Pay," he does this, then moves his MAN the number of spaces thrown on the dice, completing his play as usual.

SPECIAL EXEMPTION CARD — The Player drawing this card keeps it and is free from paying Taxes and Traffic fines. It may be sold to any Opponent at any time. When all the cards are drawn, they are reshuffled and returned to play with exception of this SPECIAL EXEMPTION CARD.

PLAYING PIECES AND COLORED HOUSES

Each Player uses a different colored MAN to move on the board. The number on the dice thrown, shows the number of spaces a MAN is moved.

The Agent gives one House to each Player when he buys a Property, Utility, or Commercial building. A House should match the color of the Player's MAN to show ownership of the space on which it rests.

PLAYING THE GAME

THE AGENT: One Player acts as Agent, and handles all the Money and Houses for the Bank. He also plays in the game, as the other Players.

At the start of the game, the Agent gives each Player a different colored MAN and \$20,000 in Easy Money as follows: five \$10's, seven \$50's, six \$100's, four \$500's, seven \$1,000's, and two \$5,000's. The balance of the money remains in the Bank, each denomination in its own slot.

METHOD OF PLAY — All Players in turn throw the dice. High throw plays first. He throws the dice again. Counting the Start space as one, he moves his MAN, in the direction of the Arrow, the number of spaces equal to the throw of the dice. The Player to his left plays next.

BUYING PROPERTY — When a MAN lands on an Unowned Property space, that Player can buy it at the printed price (as B1100). If he does not wish to buy, or cannot, (see rule on OWNING PROPERTY), the Agent Auctions it to the highest bidder after announcing its name, building cost and rent schedule. The Player who refused to buy this property, causing it to be auctioned, cannot bid on it. If there is only one Player qualified to bid, the property is not auctioned but sold to that Player, if he wishes it, for the "B" price.

The Buyer pays the Bank. The Agent gives him a House of his color to place on this Property OVER the lowest figure in the RENT column. Now every Opponent landing there pays the Owner this RENT.

BUYING UTILITIES OR COMMERCIAL BUILDINGS — When a MAN lands on one of these Unowned spaces, the Agent offers it at Auction to ALL Players.

The highest bidder is declared the Owner and pays the Bank the price bid. The Agent gives him a House of his color to place on that space to mark his ownership. Now every Opponent landing there pays the Owner the designated RENT.

ELM COUNTRY CLUB — A MAN sent to the club by a "Give and Take" card before it is Auctioned does not pay RENT, but the Club is put up for Auction at once as above.

LEGEND SPACES — When a Player lands on Bingo Game, United Trust Company, Real Estate Tax, and so forth, the Player Pays to or Receives from the Bank the amount printed on that space. The Agent oversees this play as well as watching the City Hospital's money making sure it is paid when Players land on Ski or Auto Accident spaces.

OWNING PROPERTY — When a Player has purchased one Property, he must buy his next Property on another side of the Board. The rule is "A Player cannot buy more than one Property on the same side of the Board, nor can he have more than one House on a Property UNTIL he first owns 4 Properties, one on each of the FOUR SIDES of the Board."

Players owning four Properties, one on each side of the Board, may buy more Property on any side of the Board and/or build additional Houses on Property already owned.

Utilities and Commercial Buildings may be owned on ANY SIDE of the Board as they have no relation to the above rule.

PLAYING THE GAME (continued)

BUILDING HOUSES AND SUBDIVISIONS — To collect more RENT, a Player in his turn may buy additional Houses for his Properties. He buys them from the Bank at the "B" price (as B1100) placing them over the next higher figure in the RENT column. A Player owning his fifth House on a Property completes a Subdivision. He places the fifth House on the Picture at the top of the column, returning the other four Houses to the Bank. Now, every Player landing there pays the Owner the RENT printed below this House. This is the highest RENT that can be paid on that Property.

PAYING RENTS — When a Player's MAN in moving around the board lands on an Opponent's Property, Utility or Commercial Building, he pays the RENT to the Owner. A Player's MAN landing on his own possessions pays nothing.

RESALES — If a player needs money to make payments, he may sell any of his Properties to any Opponent AT ANY TIME, at price agreed upon by both players.

MORTGAGES — A Player may borrow money from the Bank IN HIS TURN by mortgaging any of his Properties or Commercial Buildings. Utilities cannot be mortgaged. The mortgage value (as M1800) is the amount the Bank lends him, regardless of the number of Houses he has on the Property. All the houses on MORTGAGED property are STOOD ON END to show that they are mortgaged. NO RENTS are paid by Opponents on MORTGAGED Property NOR can new Houses be built there.

To lift a Mortgage, the Player repays the loan to the Bank, plus 10% Interest. Since there are no denominations of \$1 or \$5 bills, you might have to round off your payment to a zero figure ending. For example, if the figure you must pay is \$1,716, round it off to pay \$1,720.

Houses are built and Property mortgaged ONLY in a Player's turn, either before or after the throw of the dice.

WINNING THE GAME — When ONE Player does not have enough money to pay RENT, or make other payments and has sold or mortgaged all his Property, he is declared bankrupt and the game ends. Now each Player counts his money, adding it to the value of his Properties. The Player with the largest total WINS THE GAME.

Property values are scored by multiplying the building costs of a Property by the number of Houses on it. Utilities and Commercial Buildings are valued at 3 times their rental value. The Milton Motel is valued at \$15,000. MORTGAGED PROPERTIES are NOT scored as the owner received money when the Property was mortgaged.

BREAKING THE BANK — Should the Bank run out of money, the game also ends. The Player with the largest total at that time WINS THE GAME.

NOTE: If all Players agree, the rule of owning four properties, one on each side of the board, may be dropped. This allows the Players to buy Property anywhere on the Board and build more Houses on them at any time in their turn.