

THE LANDLORD'S GAME AND PROSPERITY

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At the beginning of the LANDLORD'S GAME every player is a landlord having certain properties and \$300 in money pieces. The object of each player is to become the Big Landlord, which title he wins when he has accumulated \$2,000.

The various ways in which the players may obtain money are:
From rent on improved and unimproved land;
From the sale of improved and unimproved land;
From speculation in idle land;
Income from interstate and local public utilities;
From wages.

IMPLEMENTS OF THE GAME

1 Game Board	10 No Trespassing Signs	2 Dice
34 Hand Cards	79 Money Pieces	4 Checkers
48 Improvement Signs	1 Dice Cup	Paper Clips

CLASSIFICATION AND MEANING OF BOARD SPACES

The Figures in Board-spaces Denote the Number of the Rule Governing Play on That Space

Green Board-spaces represent certain localities of Land In Use, ownership of which is indicated by the 20 matching green cards, called title deeds.

Orange-color Board-spaces represent certain Local Public Utilities, ownership of which is indicated by the three matching orange-color cards, called franchises.

Red Board-spaces, three corners with red borders, represent Interstate Public Utilities, ownership of which is indicated by the three matching red cards, called franchises.

Yellow Board-spaces are Real Estate Offices, where property represented by the various cards called title deeds and franchises may be bought and sold.

Blue Board-spaces are Tax Offices, where Land Taxes, Personal Property Taxes, and Improvement Taxes are paid.

Star-border Board-space represents absentee ownership of land held out of use.

Pink Board-space represents fashionable hotels catering only to the wealthy.

Gray Board-space, the Jail, where trespassers are imprisoned.

Three-color (red, yellow, blue) Board-space, Your Wages Corner. The players start here, and after working around the Board, stop here to collect wages, the sum varying with the number and kind of spots uppermost when the dice are thrown.

Public Treasury:--General Fund; Prosperity Land Rent Fund--General Fund receives and pays all public monies in the LANDLORD'S GAME. In PROSPERITY the Prosperity Land Rent Fund receives all Land Rent paid to the Public Treasury and pays for all the condemned Public Utilities, the General Fund receiving and paying all other moneys.

General Land Office.--The unsold cards, and cards bought from players are put in the General Land Office, separated as shown on the Board.

The color of the Checker used by each player is indicated on the side of the Board in front of each of the four players.

CLASSIFICATION AND MEANING OF THE 34 HAND CARDS

20 Green Cards--title deeds to Land In Use (matching green Board-spaces);
8 Yellow Cards--title deeds to Idle Land (for speculation only);
3 Orange-color Cards--Local Public Utility franchises (matching orange-color Board-spaces);
3 Red Cards--Interstate Public Utility franchises (matching "railroads"--red-boarded corners of Board).

NUMBER AND DENOMINATION OF MONEY PIECES

1 Orange-color piece...\$1,000=\$1,000	12 Yellow pieces.....\$50=\$600
9 Pink pieces.....\$500= 4,500	24 Blue pieces.....\$10= 240
18 Green pieces.....\$100= 1,800	15 Red pieces.....\$5= 75
In all, 79 Money pieces, making.....\$8,215	

PRELIMINARY TO PLAYING

Shuffle and deal 7 cards, one at a time, to each of the four players, and place the remaining 6 cards on the Board, in the General Land Office--the yellow cards on "For Sale, Idle Land," the green cards on "For Sale, Land In Use," and the franchises in between, where indicated.

Provide each player with one checker, see "Your Checker (color)" lines on the Board, each player using his own color throughout the game. Also provide each player with

1 Improvement Sign the same color as his checker;
1 No Trespassing Sign (more if desired, as needed);
\$350 in Money pieces, as follows:

2 green pieces.....\$200	4 blue pieces...\$40
2 yellow pieces.....\$200	2 red pieces.....\$10

The balance of the Money pieces are placed in the Public Treasury, General Fund. Place extra Improvement Signs and No Trespassing Signs in the General Land Office.

Place all the checkers in Your Wages Corner.

Each player then places his Improvement Sign on any green Board-space (Land In Use) for which he holds the matching card (title deed), using a paper clip to hold the sign on the edge of the Board at green space.

TO PLAY

Red checker has first go, throwing the dice and moving his checker along the Board as many spaces as there are spots in this throw, counting Jail space as one, Wayback two, and so on around the Board, as far as his throw carries him. (Corner spaces are counted the same as side spaces.)

The player to the left of the first player is next to play, and so on around the Board.

To avoid confusion and delays in the game, players should follow these suggestions:

When a player throws the dice he should let them fall on the side of the Board nearest to him and should leave them there just as thrown until he has entirely completed his play, and then, and not until then, he puts the dice into the cup and hands it to the next player.

No player should throw the dice or otherwise begin his play until the preceding player indicates that he is entirely through with his own play or transaction by relinquishing the dice and cup.

Players should try to keep the smaller money denominations on the Board as far as possible, to avoid confusion and delay in making change during the progress of a play.

When there is not enough money in the Public Treasury to meet the Board's obligation, I. O. U.'s may be used.

When a player has a business transaction with the Board the player to the left acts as Clerk for the Board.

There is no advantage and no disadvantage in two or more players occupying the same Board-space.

OPTIONAL

A.--Improvements--A player may, in his turn, before throwing the dice, buy from the General Land Office one or more Improvements at the rate of \$250 each, placing them on his own green Board-space (Land In Use), only one on a space. For each Improvement so placed he receives \$100 rent in addition to the land rent. An Improvement once placed can not be removed except to change its color according to ownership, that is, when sold to another player. When an Improved Land In Use card is sold the Improvement Sign must be exchanged at the General Land Office for an Improvement Sign the same color as the checker of the purchaser.

B.--"Improvements" stand for any kind of work done on or in the ground.

C.-- No Trespassing.--A player may at any time in his own turn put a No Trespassing Sign on any of his own green Board-spaces (Land In Use), thus sending trespassers to Jail. The No Trespassing Signs may be removed at the will of the owner.

D.--Business transactions--Players may buy from, sell to, mortgage, or trade cards with each other at any time during the game, according to their individual needs, providing always that they do not violate any rule of the game. All such transactions must be in the regular turn of one of the players in the transaction.

HINTS TO PLAYERS

Sell all the Idle Land (yellow cards) that you can, and buy as many as you can to sell later at double the price you pay for them. (The Gold Mine sells for five times as much as is paid for it.)

By purchase, trade, or foreclosure get as many Land In Use cards as you can, especially on the higher-priced sides of the Board, and then improve them. Try to get at least four on a side improved. (See Rule 1 (a).) It might be profitable, if you own a majority of the green spaces on any one side of the Board and have at least three of them improved, to lend, or even give, an opponent land-owner on the same side of the Board, enough money to improve his lot in order to double the land rent. The best time to improve is when at least two of the players are within eight or nine spaces behind the space you improve.

Get a monopoly on either or both of the Public Utilities groups. (See Rule 2 (d) and Rule 3 (c) (Landlord's Game).)

When a player sees his resources getting dangerously low he should lose no time in establishing PROSPERITY rules.

We would be pleased to receive comments on this game

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RULES

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Rule 1.--Land In Use (green Board-spaces, see also the 20 matching green cards):

(a) A player stopping on a green space pays to the landlord thereof (the holder of the matching green card or title deed) the amount of rent indicated. If there is no Improvement on the space he pays \$100 in addition to the land rent, additional payment being rent for the use of the Improvement. If there are four or more Improvements on this side of the Board, the land rent is doubled on every green space on this side of the Board.

Example--If Player A stops on Broadway and Player B holds the matching card (title deed) for that space, then Player A pays to B the required land rent, \$100, or \$200 if the land rent is doubled by four or more improved green spaces on this side of the Board. Rent for the Improvement, if any on the space played to, is the \$100 additional.

(b) If a player is himself the landlord--that is, if he holds the matching card or title deed--he, of course pays no rent and remains there until his next turn.

(c) If this space is for sale--that is, if the matching card is still on the Board (General Land Office)-- all players bid for it, the highest bidder paying to the Board (Public Treasury, General Fund) the amount of the bid, takes the card (title deed) into his own hand and then, as new owner, collects rent from the player on that space, unless of course, he is himself the buyer of the title deed. If no sale is made, the player pays rent for the space to the Public Treasury, General Fund.

(d) If there is a No Trespassing Sign on the space a player must not stop there at all (unless it is his own) but must go to Jail--that is, he moves his checker *backward* to the Jail space. (See Rule 9.)

RULE 2--Local Public Utility (orange-color Board-space; see also the three matching orange-color cards called franchises):

(a) A player on this space pays to the owner thereof (the holder of the matching orange-color card or franchise) the amount indicated, \$50; or

(b) If he is himself the owner--that is, if he holds the matching franchise card--he collects "dividends" (\$50) from the Board (Public Treasury, General Fund).

(c) If the matching card or franchise is for sale--that is, if the card is still in the General Land Office--all players bid for it, restricting bids to the one card, the highest bidder paying to the Board (Public Treasury, General Fund), the amount of his bid, and taking the card (franchise) into his own hand, the new franchise owner collects the charge, or, if the player on the space is the buyer, collects "dividends" from the Board (Public Treasury, General Fund). If no sale is made, the player on the space pays the required sum, \$50, to the Public Treasury, General Fund.

(d) Local Public Utility Monopoly.--If the three Local Public Utility franchise cards--Slambang Trolley, Soakum Lighting System, and Ting-A-Ling Telephone Company--are held by the same player, that player has a Monopoly, and payments made or received for plays or "dividends" on the matching Board-spaces are doubled--\$100 instead of \$50.

RULE 3.--Interstate Public Utility (railroads--red corner Board-spaces; see also the three matching red cards called franchises):

(a) A player on this space pays to the owner thereof the amount indicated, \$100; or

(b) If he himself is the owner--that is, if he holds the matching franchise card--he collects "dividends" from the Board, Public Treasury, General Fund, \$100.

(c) If the matching Interstate Public Utility franchise is for sale--that is, if the card is still in the General Land Office--all players bid for it, the highest bidder paying to the General Fund the amount of

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his bid and taking the franchise card into his hand; the new owner collects fare from the player on the space, or if he is himself the buyer, he collects "dividends" from the General Fund of the Public Treasury. If no sale is made the player on the space pays fare to the General Fund.

(d) After a player has paid or received the amount indicated he may, without again throwing the dice, "ride" to--that is, he may place his checker upon--any space he chooses eight or less number of spaces either forward or backward, following the rule applying to the space to which he "rides."

(e) Interstate Public Utility Monopoly: If the three Interstate Public Utility franchise cards--Lickety Cut R. R., Gee Whiz R. R., and P. D. Q. R. R.--are held by one player, that player has a Monopoly, and the payments made and received are doubled, \$200 instead of \$100.

RULE 4.--Real Estate Office (yellow Board-spaces):

(a) A player on this space may either buy from or sell to the Board (General Land Office) Idle Land cards (title deeds), paying \$100 each for those he buys and receiving \$300 for each he sells (except the Gold Mine, for which he receives \$500), paying to or receiving from the Public Treasury, General Fund.

(b) If a player on this space wishes to buy a Land In Use card for sale in the General Land Office he bids for it, the other players bidding against him if they so desire, and the card is sold to the highest bidder, who pays the amount of his bid to the General Fund of the Public Treasury. A player may offer any of his own cards for sale wither at auction or at a price agreed upon between buyer and seller. If a player does not wish to buy or sell he remains on the space until his next turn, without payment.

NOTE.--When a player buys Idle Land cards, the player to the left of the buyer shuffles and holds, face down, all Idle Land cards for sale and the buyer draws the number of cards he desires to buy, paying

the total amount of his purchase to the General Fund of the Public Treasury. No purchase or sale is obligatory, but a player may not buy from and sell to the Board or another player in the same turn.

RULE 5.--Personal Property Tax (a blue Board-space):

A player on this space pays to the General Fund of the Public Treasury \$10 on each \$100 he has in Money pieces over \$100. If he has less than \$100 he is exempt from such taxation.

NOTE.--If the amount the player admits having is challenged and he is proven a tax-dodger he must pay the full tax in addition to any tax he has already paid in his turn.

RULE 6.--Land Taxes (a blue Board-space):

A player on this space pays to the General Fund of the Public Treasury, according to the title deeds he holds, \$5 on every Idle Land card and \$10 on every Land In Use card.

RULE 7.--Improvements Tax (a blue Board-space):

A player on this space pays to the General Fund of the Public Treasury \$25 on every Improvement he has placed on the Board-spaces, and \$25 on every Public Utility franchise (red and orange-color cards) that he holds.

RULE 8.--Lord Blueblood's Estate (the star-border Board-space):

A player on this space is trespassing and must go to Jail--that is, he moves his checker *backward* to the Jail space.

RULE 9.--Jail (the gray Board-space):

A player on this space must pay a fine of \$50 to the General Fund of the Public Treasury, and throw six or more spots before he may move out. The fine is paid as soon as he places his checker on the Jail space. He throws the dice once each time his turn occurs until the necessary six spots come uppermost.

RULE 10.--LaSwell Hotel (the pink Board-space):

A player on this space pays \$25 to the General Fund of the Public

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Treasury *if* he has in his possession \$1,000 or more in Money pieces. If he has less than \$1,000 in Money pieces he must throw his dice again and move *backward*, following the rule applying to the space to which he moves.

RULE 11.--Your Wages Corner (red-yellow-blue Board-space):

Starting place: Each time the players work around the Board they stop in Your Wages Corner and collect wages, whatever the throw, then start again, in their next turn, around the Board.

If a player arrives by exact count with double 6, he gets \$800, expert specialist wages; if he arrives by exact count with double 5, he gets \$700, professional wages; if he arrives by exact count with either double 4, 3 or 2, he gets \$600, a manager's wages; if he arrives by exact count with any other throw, he gets \$500, a clerk's wages; if he arrives by any throw not exact count, he gets day-laborers' wages (any throw that will take him into the Your Wages Corner); after collecting his wages, the player

remains in Corner until his next turn. The surplus spots are not used.

RULE 12.--Broke: If at any time a player has no money or an insufficient amount to meet his obligations, and he cannot borrow, he must offer one or more of his cards for sale, making the best bargain he can, until he realizes enough to meet his obligations.

When a player has no money and no cards or can not sell his cards, he may throw his dice and move his checker only with the consent of his creditor, making whatever arrangements he can to enable him to keep going. Or, he may combine with any two other players to establish Prosperity Rules.

RULE 13.--The Big Landlord: When a player has accumulated \$2,000 in Money pieces he is the Big Landlord. The three other players may, at their option, establish Prosperity Rules, instead of the Landlord's Game Rules, the game continuing, without break, with the change of rules.

RULE 14.--The players can, by agreement, change from Landlord's Game to Prosperity Rules at any time during the game.

PROSPERITY

RULE 1.--Land In Use:

(a) Abolish all taxes and instead pay the specified Land Rents into the Prosperity Land Rent Fund of the Public Treasury, keeping such moneys separate from all other moneys. The landlord retains only the rent for Improvements, if any, and at once turns over all the Land Rent to the Prosperity Land Rent Fund of the Public Treasury. This applies to the owner of the Land In Use Board-space, as well as to all the other players.

Example.--If Player A stops on Broadway and Player B holds the matching card (title deed) for that space, then A pays to B the required Land Rent, \$100 in this case, and if there is an Improvement on the space, he pays \$100 in addition to the Land Rent. The landlord retains only the rent for the

Improvement, if any, and at once turns over all the Land Rent to the Prosperity Land Rent Fund of the Public Treasury. If there is no Improvement on the space, the landlord, of course, gets no revenue.

(b) If a player is himself the landlord--that is, if he holds the matching card (title deed) to the space he plays to, he, of course, pays no rent on the Improvement, but he pays the Land Rent to the Prosperity Land Rent Fund of the Public Treasury, and remains until his next turn.

(c) If the matching card is still on the Board (General Land Office), the player pays Land Rent to the Prosperity Land Rent Fund of the Public Treasury.

(d) If there is a No Trespassing Sign on this space a player must not stop there, but can either move forward to his own nearest Land In Use space or advance to the nearest

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Real Estate Office, where he stays until his next turn, without payment. He may avail himself of Rule 4, Real Estate Office provision, if he so chooses. IN playing to his own space he must pay to the Prosperity Land Rent Fund the Land Rent indicated in the space to which he moves. The owner of the Land In Use space where the player (tenant) has been turned away because of the No Trespassing Sign, must at once pay to the Prosperity Land Rent Fund the land rent indicated on the posted space. If the tenant player who was turned away is carried by his play into the Your Wages Corner he collects day-laborer's wages. (This might occur when there is no Real Estate Office between the posted space and Your Wages Corner. The player in this case moves *forward*, not backward.)

RULE 2.--Local Public Utilities:

(a) Local Public Utilities operate under the rules of the Landlord's Game until condemned and purchased by the Prosperity Land Rent Fund. As soon as \$200 accumulates in the Prosperity Land Rent Fund, the Soakem Lighting System is condemned, purchased, the matching card (franchise) returned to the Board (General Land Office), the rate reduced to \$25, and thereafter paid to the General Fund of the Public Treasury; the second \$200 is used to purchase, in the same manner, the Slambang Trolley, the fare reduced to \$25; the third \$200 is used to purchase the Ting-A-Ling Telephone, in the same manner, the rate reduced to \$25. The General Fund of the Public Treasury receives all revenues from the Local Public Utilities after purchase.

In case a monopoly has been held, the first condemnation breaks the monopoly and charges, fares, and "dividends" return at once to the nonmonopoly rates.

The holders of these franchises must sell at the condemnation price. There is no alternative.

(b) Until condemnation and purchase of the Local Public Utilities, the holders of the franchises collect charges and "dividends"

as in the Landlord's Game.

(c) Under PROSPERITY Rules, Local Public Utilities are not sold by the Board (General Land Office). If there are any unsold Local Public Utilities when PROSPERITY Rules are established, players to these spaces pay the PROSPERITY rates of \$25 to the General Fund of the Public Treasury.

(d) Monopoly.--There are no monopoly rates under PROSPERITY Rules.

RULE 3.--Interstate Public Utilities:

(a) Interstate Public Utilities operate under the rules of the Landlord's Game until they are condemned and purchased from the holders of the franchises, in the same manner as the Local Public Utilities, but the condemnation price for these is \$300 each. Beginning, after the Local Public Utilities are condemned and purchased, with the Lickety Cut R. R., followed by the Gee Whiz R. R., and lastly, the P. D. Q. R. R., as rapidly as the money accumulates in the Prosperity Land Rent Fund, in each case reducing the fare to \$50 as soon as purchased, fares payable to the General Fund of the Public Treasury.

In case of a monopoly, when the monopoly is broken by condemnation and sale of one Utility, the other two Utilities return to the nonmonopoly fares and "dividends."

The holders of these franchises must sell at the condemnation price. There is no alternative.

(b) Until condemnation and purchase is made, the holders of the matching cards (franchises) collect "dividends" and fares as in the Landlord's Game.

(c) After a player pays his fare he "rides" either way on the railroad in the same manner as in the Landlord's Game.

(d) Under PROSPERITY Rules, Interstate Public Utilities are not sold by the Board (General Land Office). If there are any unsold Interstate Public Utilities when PROSPERITY Rules are established, players pay fare to the General Fund of the Public Treasury, \$50 instead of \$100.

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(c) Monopoly.--There is no monopoly fare under PROSPERITY Rules.

RULE 4.--Real Estate Office:

(a) A player on this space may either buy from or sell to another player any title deed he holds; he may return to the Board (General Land Office) any Idle Land or unprofitable Land In Use cards (title deeds) if he wishes to avoid paying rent for them, but he gets no compensation for them; he may take up Land In Use cards (title deeds) still in the General Land Office, if he wishes to improve them and thus make an income, on payment to the PROSPERITY Land Rent Fund the land rent indicated on the card.

(b) The Board (General Land Office) no longer buys or sells land.

RULES 5, 6, 7.--Taxes--Personal Property, Land, Improvement:

All taxes are abolished, but a player on these spaces pays to the PROSPERITY Land Rent Fund of the Public Treasury \$5 rent on each Idle Land card (title deed) and \$25 rent on each Public Utility Card (franchise) he holds, every time he plays to a Tax Office of whatever kind. If a player to a

Tax Office has no Idle Land cards and no Public Utility cards, he remains there without payment until his next turn.

RULE 8.--Lord Blueblood's Estate"

Under PROSPERITY Rules this space is a public park and there is no charge for entering it.

RULE 9.--Jail:

Under PROSPERITY Rules there is no reason for trespassing, and the Jail is no longer used.

RULE 10.--LaSwell Hotel:

Same as in the Landlord's Game.

RULE 11.--Your Wages:

Your Wages are on the same scale as in the Landlord's Game.

When all the Public Utilities have been acquired by the Public, all the land rents are thereafter paid into the General Fund of the Public Treasury.

When the player with the least money has \$7000 (double his original capital), Prosperity is achieved.

The game may continue at the pleasure of the players.

----- THE LANDLORD'S GAME AND PROSPERITY

Do you want to be wealthy? Play the Landlord's Game and learn how.

Do you want prosperity? Play Prosperity Game and find out.

Easily learned and enjoyed at the first sitting. But repeated playing develops the highest skill and foresight.

No dull moments.

Full of novel situations and swift surprises.

Lots of fun, and you learn without painful effort.

A study in economics.

Brings out the points which the man in the street wants explained.

A thorough understanding of the mysteries of "political economy" comes with playing The Landlord's Game and Prosperity.

The Landlord's Game and Prosperity presents familiar every-day problems in a most entertaining way.

The players solve the problems by following their own self-interest.

The Landlord's Game shows why our national housekeeping has gone wrong and Prosperity Game shows how to start it right and keep it going right.