Game Rules

1. This game will work best with six to eight players.

2. Notice that the game begins in 1806 and proceeds until the middle of the 183O's with historical events appearing in order.

3. To begin, each player chooses an IDENTITY CARD and enters the information on the PLAYER SCORE SHEET, then chooses a player token and rolls the die to determine playing order. High throw begins, with play proceeding clockwise.

4. All players travel the RED PATH with a player token unless they choose to buy a MILL (token) and begin the game on the BLUE PATH. (see #6)

5. Players collect a salary every time they either pass or land on a PAYDAY square. If they land on a salary adjustment square, that adjustment applies to the NEXT PAYDAY. Players who land on "lose payday" squares continue to move their tokens in play and make salary adjustments, but do not collect any money for the PAYDAYs they pass or land on. Keep track of salary adjustments and PAYDAYs on the PLAYER SCORE SHEET (on reverse).

6. At the start of his/her turn, any player may choose to buy a MILL, exchange the player token for a MILL token, and begin on the BLUE PATH. MILLs cost $25,OOO and the mill owner's BASE SALARY is $1O,OOO each PAYDAY. For the purpose of determining net assets at the end of the game, MILLs are valued at half their cost - $12,500.

7. Each player may borrow up to $2O,OOO during the course of the game. These debts must be paid (subtracted) from the player's assets at the end of the game. Keep track of loans in the space provided on the PLAYER SCORE SHEET.

8. Play ends when (a) the class period ends, (b) when the first player finishes a PATH, or (c) when all players finish their PATHs - whichever the teacher and students decide is most convenient.

9. The player who has the most assets at the end of the game wins.

10. Players will need pencils and may use calculators or scratch paper for calculations.