

# GAME RULES

ing a gift from your parents. If you are middle class you receive only the \$1,000 and if you represent the working class you receive an extra \$500 as a poor man's grant which has to be returned at the end of the game along with 10% interest rate on your net worth.

5) Dice: If you are representing the upper class in you trip around the board you are allowed to use a loaded dice if available to you. If not, follow the throw of two dice. If you are middle class, simply advance through the university as directed with the throw of two dice. If you are representing the working class follow the throw of one die.

6) The player with the highest number starts off the game. After he has completed his play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn unless otherwise directed by the Chance or Community Chest. ONE OR MORE TOKENS MAY REST ON ONE SPACE AT THE SAME TIME.

7) According to the space which his token reaches, a player is entitled to gulp up university property or other properties, i.e. Caroma Lodge, or be obliged to pay rent or fees if another player already has a hold on that property.

8) A player gets out of the CADRE by a) throwing doubles on any of his next three turns. If he succeeds in doing this he immediately moves forward the number of spaces shown

by his double throw, b) by purchasing a Get Out Of The CADRE Free Card from another player at a fee agreeable to both (unless he already owns such a card by having previously drawn it from Chance or Community Chest), c) by paying \$50 to the university before his next throw of the dice. A player may continue to build up his property if on the CADRE.

9) Reading Week: Players who land on this space don't receive any money or awards of any kind. This is just a "free" resting place.

10) If a player buys a monopoly of Academic Buildings and is able to build them up to their fullest, he can retire to the Board of Governors and quit "this silly undergraduate game" but is permitted to continue collecting rent from players landing on his property.

Editor's Note: The game is played following the rules of a Monopoly game. But Instead of building up property with houses and hotels, players attempt to gain control of property and faculties at the university and build additions to these properties, at the same time exploiting those who land on their property.

Players should find their own tokens, dice, and money. Such items as coins, bottle caps, etc. can be used.

Equipment should be no problem. Get an original Monopoly Game and paste our board on top of theirs, cut out and paste our chance and community chest cards on top of theirs, and use their money, tokens, hotels, and houses etc. to represent property in our game.

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