

Capitalism – Social Class Version:

Setup:

- This version can be played with four or six players.
- Players draw slips of paper from a hat containing their social class. The drawing is random, with no replacement.
- The social class options are: (1) upper, (2) middle, (3) working, and (4) poor.
- If there are four players, there should be one of each social class.
- If there are six players, there should be 1 player from the upper class, 2 players from the middle and working classes, and 1 player from the poor class.

Beginning Salaries:

- The upper class player begins with \$2,000.
- The middle class player(s) begins with \$1,500.
- The working class player(s) begins with \$1,000.
- The poor class player begins with \$500.

Taking Turns:

- Turns are taken in descending order based on social class (if there are two from the Middle and Working class, each player roles and whomever has the highest role goes first).
- Upper class players can move the number showing on the dice, plus or minus one.
- Middle class players can move the number showing on the dice, or plus one.
- Working class players can move the number showing on the dice, or minus one.
- Poor players can move the number showing on the dice.

Buying Property:

- Upper class players can buy any properties they can afford. If they do not have sufficient funds to buy a property at a certain point in time, they can draw upon a limited Trust Fund of \$2,000 until that fund is depleted. Trust Fund monies can only be used for the purchasing of property.
- Middle class players can buy red, yellow, orange, maroon, light blue, and purple properties, as well as utilities and railroads.
- Working class players can buy orange, maroon, light blue, and purple properties.
- Poor class players can buy only light blue and purple properties.
- If an individual lands on a property but is ineligible to purchase it because of his or her social class, the property is auctioned off to the highest bidding eligible player. The proceeds from the sale go to the bank.

Passing Go Salaries:

- Upper class players receive \$400 when they pass Go.
- Middle class players receive \$200 when they pass Go.
- Working class players receive \$100 when they pass Go.
- Poor class players receive \$50 when they pass Go.

Jail:

- Upper class players who land on “Go To Jail” (or draw a card that sends them to jail) roll the dice. If an even number is rolled, they do not have to go to jail. If an odd number is rolled,

they go to jail, but they get to roll again immediately. If the second roll is greater than 7, they are released. If it is less than 7, they must remain until a number greater than 7 is rolled on their turn. Alternatively, they can hire a very expensive lawyer for \$500 (paid to the lottery) and get out of jail at any point.

- Middle class players who land on the “Go To Jail” tile (or draw a card that sends them to jail) must go to jail. They can roll a dice on their next turn; if they roll above a 7, they are released. If they roll below a 7, they remain in jail until they roll above a 7 on their turn. After three turns, they can pay \$200 for a medium-priced attorney to get them out of jail (paid to the lottery).
- Working class players who land on the “Go To Jail” tile (or draw a card that sends them to jail) must go to jail. If, on their turn they roll doubles, they can leave jail, otherwise they remain in jail. After five turns, working class players can hire a cheap lawyer to get them out of jail for \$100.
- Poor class players who land on the “Go To Jail” tile (or draw a card that sends them to jail), must go to jail. They must remain in jail until doubles totaling more than 7 (i.e., 4s, 5s, or 6s) are rolled.

Taxes:

- Upper class players who land on the Income Tax tile must pay the equivalent of capital gains taxes on the income they received for passing Go, which is 15%. That would be \$60.00, which is 15% of \$400.
- Middle class players who land on the Income Tax tile must pay 20% of the income they received for passing Go, which would be \$40.00.
- Working class players who land on the Income Tax tile must pay 15% of the income they received for passing Go, which would be \$10.00.
- Poor players who land on the Income Tax tile must pay 10% of their income received for passing Go, which would be \$5.00.

Lottery:

- Working class and poor players (but not middle or upper class players) can decide to play the lottery. To play the lottery, they deposit \$5.00 into the lottery fund (center of the board) whenever they pass go. If they land on Free Parking, they win the lottery.
- If middle or upper class players land on Free Parking, they get an annual bonus. For upper class players, they get \$100. For middle class players they get \$50.

Education Debt:

- Working class and poor players can ask the rich player for a loan of \$500 to go college after 10 rounds of the game. The debt will not require payments for 4 rounds of game play, but will accrue interest during those rounds at 10% per round (e.g., after 1 round, they will owe \$550, after 2 rounds they will owe \$605, etc.). After 4 rounds of game play after taking the loan, working class and poor players will begin receiving a middle class player's salary when they pass Go. They will also have to begin paying their debt. Interest will continue to accrue on their debt at 10% per round. If they have not paid off their debt within another 15 rounds, they must liquidate their assets until their debt is paid. If they are unable to pay all of their debt by liquidating their assets, they are bankrupt and out of the game.

Game Ends:

- The game ends when all but one player goes bankrupt. The remaining player wins.

Capitalism – Race, Ethnicity, and Sex/Gender Discrimination Version:

Setup:

- This version requires six players.
- Players draw slips of paper from a hat containing their racial/ethnic and sex/gender identity. The drawing is random, with no replacement.
- The identity options are: (1) White male, (2) White female, (3) Black male, (4) Black female, (5) Hispanic male, (6) Hispanic female.
- There should be one player for each identity.

Beginning Salaries:

- If you are White, you start with \$2,000.
- If you are Black or Hispanic you start with \$500.

Taking Turns:

- Turns are taken in the following order: White male, White female, Black male, Black female, Hispanic male, then Hispanic female.
- White men can move the number showing on the dice, plus or minus one.
- White women can move the number showing on the dice, or plus one.
- Black and Hispanic men can move the number showing on the dice, or minus one.
- Black and Hispanic females can move the number showing on the dice.

Buying Property:

- White players can only buy red, yellow, green, or blue properties. They are also the one ones who can own utilities and railroads.
- Black players can only buy orange and purple properties.
- Hispanic players can only buy maroon and light blue properties.
- If a Black or Hispanic player lands on a red or yellow property as a result of rolling doubles, they can buy that property if it is not already owned and they have sufficient money.
- If, at any point, two of the red or yellow properties are owned by Blacks or Hispanics and the third property is owned by a White person, the White person must sell his/her property.
- If an individual lands on a property but is ineligible to purchase it because of his or her racial identity, the property is auctioned off to the highest bidding eligible player. The proceeds from the sale go to the bank.

Passing Go Salaries:

- White men receive \$400 when they pass Go.
- White women receive 65% of that, or \$260.
- Black men receive \$200 when they pass Go.
- Black women receive 65% of that, or \$130.
- Hispanic men receive \$150 when they pass Go.
- Hispanic women receive 65% of that, \$100.

Jail:

- White men and women who land on “Go To Jail” (or draw a card that sends them to jail) only go to jail if they rolled either an 11 or 12 to land on “Go To Jail” (or Community Chest or Chance) If they go to jail, they have to roll above a 4 during one of their subsequent turns to be released. If they do not roll above a four within 3 turns, they are released on good behavior.
- Black players who land on the “Go To Jail” tile (or draw a card that sends them to jail) must go to jail. They must also go to jail if they land on the “Just Visiting” jail tile. And if they roll an even number and land on a green or blue tile, they must go to jail (what are you doing in those neighborhoods at night?) after paying rent. To get out of jail they must roll either 10 or 12. If they do not roll a 10 or 12 during the next 10 turns, they are considered to be serving life sentences, must return their assets to the bank, are bankrupt, and are out of the game.
- Hispanic players who land on the “Go To Jail” tile (or draw a card that sends them to jail) must go to jail. To get out of jail, they must roll doubles. However, if they roll a 3 or a 5, they are found to be in the country illegally and are deported. If they are deported, their assets return to the ownership of the bank, they are bankrupt, and are out of the game.

Taxes:

- White male players who land on the Income Tax tile must pay the equivalent of capital gains taxes on the income they received for passing Go, which is 15%. That would be \$60.00, which is 15% of \$400.
- White female players who land on the Income Tax tile must pay 20% of the income they received for passing Go, which would be \$52.00.
- Black players who land on the Income Tax tile must pay 15% of the income they received for passing Go, which would be \$30.00 for men and \$20.00 for women.
- Hispanic players who roll doubles and land on the Income Tax tile are found to be using a fraudulent Social Security Number by the IRS. As a result, they are deported, forfeit all their assets to the bank, and are out of the game. Otherwise, they must pay 10% of their income received for passing Go, which would be \$15.00 for men and \$10.00 for women.

Rents and Utility Costs:

- Whenever a Black or Hispanic player lands on someone else's property, they pay just 80% of the rent. However, the first time they land on the property, they must pay a deposit that is 4 times the regular rent. Whites pay the regular rent.
- Whenever a Black or Hispanic person lands on a utility, they pay the full amount, but they must also pay a deposit that is 4 times the amount they are required to pay the first time they land on that utility.

Game Ends:

- The game ends when all but one player goes bankrupt. The remaining player wins.

Communism – Soviet Union Version:

Setup:

- This version requires at least three players.
- Players draw slips of paper from a hat containing their identities.
- The identity options are: (1) communist official, (2) ordinary citizen.
- There should always be at least one fewer communist officials than there are ordinary citizens (if the number of players is odd, there will be one more ordinary citizen; if it is even, there will be two more ordinary citizens).

Beginning Salaries:

- If you are a communist official, you (and any other communist officials) are the bank. You have all the money that exists in the game with the exception of what the ordinary citizens are given.
- If you are an ordinary citizen, you start with \$5.

Taking Turns:

- The order of turns does not matter. Follow standard rules.

Buying Property:

- All of the property is owned by the communist officials who will randomly divide the property cards amongst themselves at the beginning of the game.

Passing Go Salaries:

- Communist officials receive no salaries when they pass go as they already have all the money.
- Ordinary citizens receive \$5 when they pass Go.

Jail:

- When ordinary citizens land on “Go To Jail” (or draw a card that sends them to jail) the first time, they are in jail for 10 rounds and then are released. When ordinary citizens land on “Go To Jail” (or draw a card that sends them to jail) a second time, they are executed and are out of the game.
- When communist officials land on the “Go To Jail” tile (or draw a card that sends them to jail) the first time, they do not go to jail. If they land on the “Go To Jail” tile (or draw a card that sends them to jail) a second time, they go to jail for 10 turns and then become an ordinary citizen, forfeiting their access to their property and the bank. They are then subject to the rules that govern ordinary citizens.
- If, at some point during the game, a communist official is made an ordinary citizen, that frees up a spot for an ordinary citizen to become a communist official. In order to become a communist official, he/she must convince the other communist officials that he/she is the most attractive candidate for advancement. It is up to the other communist officials whether or not they elevate an ordinary citizen to the status of communist official or not.

Taxes:

- Tax tiles in this version function as bribes. If an ordinary citizen lands on a tax tile, he/she must bribe a communist official or be sent to jail. It is up to the communist officials to determine how much of a bribe is necessary to keep the ordinary citizen out of jail.

- If a communist official lands on a tax tile, he/she must pay out an extra round of salaries to all of the ordinary citizens for getting caught doing something unethical, illegal, or abusive.

Rents and Utility Costs:

- For ordinary citizens, all rents and utilities are \$1.
- Green and blue properties are off limits to ordinary citizens. They should be treated as non-tiles when ordinary citizens pass them – they do not count toward the number of spaces ordinary citizens must move. Those tiles are where the communist officials live.
- Communist officials pay no rent because they own the properties.
- When ordinary citizens are unable to pay rent, communist officials can decide an appropriate punishment. They can berate the individual, forgo the rent payment, send the ordinary citizen to jail, or whatever else they want to do.

Game Ends:

- The game ends when either: (1) all ordinary citizens are dead, so the system collapses; (2) all communist officials are dead, so the system collapses; or (3) all players are dead, so the system collapses.

Communism – Marx's Version:

Setup:

- This version can be played with anywhere between two and eight players.
- There are no special roles or identities, as everyone is considered equal.
- Remove any Community Chest or Chance cards that involve money.

Beginning Salaries:

- In this version of the game, there is no money. There is also no bank. Since everyone has everything they need and most everything they want due to highly developed means of production, there is no need for money.

Taking Turns:

- Follow the standard rules of the game for the order of turns.

Buying Property:

- All property is owned communally. However, individuals must live somewhere. So, shuffle the property cards at the beginning of the game and every player draws a property card. Consider that property your home.

Passing Go Salaries:

- No one receives a salary.
- However, passing Go starts a new round of deliberations and activities (see below).

Jail:

- The function of jails in Marx's version of communism is not entirely clear. Since property is owned communally, property crime would be largely non-existent. Thus, crime would be interpersonal, for the most part. Players who land on "Go To Jail" (or draw a card that sends them to jail) will have to think of an interpersonal crime that they have thought about committing in the past and pretend like they committed that crime in the game. They will then have to explain to the other players why they did what they did and the other players will decide on an appropriate punishment.

Taxes:

- There are no taxes in this version of the game.

Rents and Utility Costs:

- Rather than rent or utility costs, participants in this version of the game have two obligations.
- First, players have to participate in the democratic governance system. Every time all the players pass Go (called a circumnavigation), players will need to pause and decide on a collective course of action related to the game. Collective courses of action can range from: deciding to improve a players' home (use the house and hotel pieces to illustrate improvements) to changing the rules of the game. One collective course of action must be decided upon by democratic vote per circumnavigation around the board. Once everyone has circumnavigated the board after a collective course of action was decided, consider that collective course of action completed.
- Second, players must discuss what they would like to do with their time and lives because they

do not have to work for money. This should be discussed before the game begins, then should be raised as a topic of discussion every subsequent 10 circumnavigations of the board to see if it has changed and why.

Game Ends:

- The game ends when a majority vote decides the game is over.

Socialism – Western European Version:

Setup:

- This version can be played with anywhere between two and eight players.
- There are no special roles or identities, as everyone is considered equal in the eyes of the government.
- However, in this version of the game there is another entity in addition to the players and the bank referred to as “government.” Government receives revenue (see below) and pays out funds (see below). Government funds should be stored in the center of the board so everyone can oversee “government.”

Beginning Salaries:

- Everyone begins with the same salary (a semi-accurate reflection of government efforts to provide affordable childcare, universal education, and policies to facilitate parents of young children spending lots of time with them). So, follow the standard rules of the game.

Taking Turns:

- Follow the standard rules of the game for the order of turns.
- After every 10 turns, players must go to Free Parking for a mandatory vacation that lasts two turns. Players are paid \$100 from the government while on vacation.

Buying Property:

- Follow the standard rules of the game for buying property.

Passing Go Salaries:

- Everyone receives the same salaries for passing Go, so follow the standard rules of the game.
- Once players have gone around the board 40 times, government will supplement their income with a pension that pays an extra \$50 every time they pass go, but they must still pay taxes on that \$50, which is ~\$30.

Jail:

- When players land on “Go To Jail” (or draw a card that sends them to jail), they spend one turn in jail, and then are free to continue the game without paying a fee or rolling the dice.

Taxes:

- Whenever players pass Go, 65% of their income goes to the government (which is a separate entity from the bank). That is \$130 every time someone passes Go.
- Government revenue is used to pay rents when players have insufficient funds and to supplement incomes for those who have played the game for a long time.

Rents and Utility Costs:

- Rents are capped. For purple and light blue properties, regardless of the improvements on the property, rent cannot exceed \$50. For maroon and orange properties, regardless of the improvements, rent cannot exceed \$100. For red and yellow properties, regardless of the improvements, rent cannot exceed \$150. For green and dark blue properties, regardless of the improvements, rent cannot exceed \$200.
- Also, if at any point a player has insufficient funds to pay rent on a property, the government

will pay their rent.

Game Ends:

- The game ends when all but one player go bankrupt. The remaining player wins.