

INTEREST (rent of Improvement) is still paid to the owner of the improvement, but no Rates are now payable on the improvement. It will now pay the players to improve their properties as fast as possible.

"Solway Fisheries" being now valued at £500 by the Inland Revenue Department, the owner is compelled to pay the ANNUAL VALUE of £20 to the Public Treasury. He now finds it no longer pays him to hold it, so he is glad to sell it to the Government at half its face value, which is paid out of the Public Treasury, and the Gaol Penalty is thereafter annulled.

"Lord Tomnoddy's Grouse Moor" is similarly assessed at £500, with Land Value Tax of £20, which causes him to let it for Small Holdings under conditions applying to other sites. The Gaol Penalty is thereafter annulled, and Lord Tomnoddy, being no longer able to send trespassers to Gaol, or levy blackmail from poachers, moreover having, like other landlords, to pay a Land Values Tax to the Government, finds the game up, and emigrates to Canada, leaving his steward to collect the rents and pay them to the Public Treasury.

"Lord Broadacres' Estate" has now been turned into a Public Park, and the Gaol Penalty is annulled.

"Undeveloped Sites" are now assessed at full face value for Land Value Tax, and their owners have now an interest in improving them to the utmost.

"Breakfast-table Duties" and "Tobacco Duties" are abolished, being no longer necessary for revenue, and any player alighting on these spaces escapes payment.

Any player becoming BANKRUPT, and unable to realise his property, need no longer go to the Poorhouse, as he can betake himself to the nearest "NATURAL OPPORTUNITY SPACE" on the Board, where land is free, without payment of rent, and where he can earn wages to pay his debts. At his next throw he receives £100 wages, and if he can then pay his debts, moves on, beginning at the corner space where he happens to be. If still unable to pay all his debts he must remain on the Free Land till he has accumulated sufficient cash to clear himself. He receives £100 wages at each throw.

"Natural Opportunities" being now freely available to Labour, WAGES are determined by the maximum which Labour can produce by working on free land.

WAGES in Part 3, therefore, rise to £500 on passing Mother Earth, whilst Poverty and Unemployment disappear for ever.

Brer Fox an' Brer Rabbit.

(IN THREE PARTS.)

NOTE.—The game may be found too long to play through all its three parts at one time, and in the case of beginners it is best to master each part in turn before proceeding to the next. Each part forms a complete game in itself.

PART I.

BUYING THE LAND.

The players begin by buying up the vacant plots of land as numbered on the Board. Each player receives £3000 in money tickets of the following values—five of £500, three of £100, three of £50, three of £10, four of £5, the remainder of the money being placed in the Bank. The "SITE" cards are then shuffled and dealt round, each player having the right to buy any or all of the sites on the Board corresponding to the cards dealt to him. On buying a site each player must pay the CAPITAL LAND VALUE (sale price of land) into the "BANK," and place a "SOLD" ticket, of the colour allotted to him, on his site. It is advisable to keep from £250 to £300 in cash to pay current expenses when playing.

Each player takes a pawn of the colour allotted to him, places it on MOTHER EARTH, throws the dice, and moves his pawn forward over the numbered spaces according to his throw. If he throws a "double" he has the option of using the number on one or both of the dice.

When alighting on any plot of land the player must follow the instructions printed on the Board, paying Rent (ANNUAL LAND VALUE) to the owner of the site. Unbought sites are rent-free.

Any player alighting on the "Solway Fisheries" or "Lord Tomnoddy's Grouse Moor" must go to "Gaol," unless he can strike a private bargain with the owner to be let off.

Any player alighting on "Dottyville Lunatic Asylum" must wait there in accordance with instructions; and on "Lord Broadacres' Estate" must go to "Gaol" without alternative.

A player alighting on "Imperial Taxes" must pay "Breakfast-table Duties," or "Tobacco Duties" into the "Puble

Treasury." A player alighting on "Luxury" or "Chance" draws a "Luxury" or "Chance" card, as the case may be, follows the directions upon it and returns it to the pack, which should then be re-shuffled and placed face-downwards.

If a player should be unable to pay his debts he must sell his property for what it will fetch, borrowing by players being strictly prohibited under the rules of the game, though the Public Treasury may, if necessary, borrow from the Bank. If he has not sufficient money, and the other players refuse to buy his property at any price, he must go to the "Poorhouse" until his debts are paid.

Each player, on making a complete round of the Board, is entitled to his "Wages," which he collects from the Bank each time he passes "Mother Earth." After making three complete rounds of the Board he is entitled to an "Old Age Pension" every time he passes "Mother Earth."

At the beginning of the game Wages are £200 and Old Age Pensions £30; but when all the "Site" cards are bought up, Wages are halved, and Rents and Taxes are doubled.

The game may be played by four, three, or two players, and is continued for a specified number of rounds, depending on the convenience of the players; and when, for example, one player has completed, say, five rounds of the Board, the amount of property in land and cash is reckoned up, and the player holding the most is the winner of the game.

NOTE.—The above has been reduced to its simplest form for juvenile players, but advanced players should note that the "Undeveloped Sites" (numbered 10 and 19 on the Board) represent land which is being speculatively held up, and which may be purchased at the beginning of the game at ten per cent. of its Capital Value. It should be further noticed that the values of the plots immediately in advance of the "Undeveloped Sites" are enhanced, because any player alighting on an "Undeveloped Site" is compelled to "MOVE ON" to the next space. The "Undeveloped Sites" themselves yield no rent during Part 1 of the game, though they may be bought up cheap. In case of beginners, however, they may be treated similarly to the other sites.

After play has begun the CAPITAL LAND VALUE (sale price of land) is regulated by the demand, and though no card may be bought from the pack for less than the original sale price, this

may be bid up as high as the players please; while sites may be bought at a very low price from a bankrupt who is compelled to realise.

PART 2

IMPROVING THE LAND.

In this part of the game each player receives a further £3000 from the Bank. The "IMPROVEMENT" cards are exposed on the table, their numbers corresponding to the numbers on the "SITE" cards. Players begin to improve their land under the present land system, in accordance with the previous directions, and with the following additions:

A player must pay the "CAPITAL" (sale price of improvement) to the "Bank," place the card representing the improvement on the site he wishes to improve, and put his "Sold" ticket upon it. If he is unable to improve all his sites he must allow any other player, who so wishes, to improve them for him.

"Undeveloped Sites" are not improved till Part 3.

When a player alights on an improved site he follows the directions on the Board, paying the "Rent" (ANNUAL LAND VALUE) to the owner of the site; the "INTEREST" (rent of improvement) to the owner of the improvement, and the "RATES" to the Public Treasury. No Rates are payable on Religious Edifices (e.g., Westminster Abbey).

Whenever a player's property is all improved his Wages are raised to £300, but, as in Part 1, when all sites are bought up, Wages are halved, and Rents, Taxes and Rates are doubled.

PART 3.

UNRATING IMPROVEMENTS AND TAXING LAND VALUES.

In this part of the game Industry and Enterprise are relieved of all Rates and Taxes, and a new standard of rating is put into operation—LAND VALUES. The players proceed as before, with the following modifications:

"RENT," (ANNUAL LAND VALUE) is still paid to the owner of the site, but, as Rates are now levied on Land Values, the owner must immediately restore the equivalent amount to the Public Treasury.