

# INFLATION

TRADE MARK

## The NEW Game



**INTERESTING  
THRILLING  
INSTRUCTIVE**



725

Price \$1.50



**THOMAS SALES CO.**

New York, N. Y.

Fort Worth, Texas

# INFLATION

For Two or More Players

## RULES

The object of the game is not only to afford amusement to the players but also to illustrate to them how proposed Share-the-Wealth Plans, Excessive Old Age Pension Plans, etc., will increase taxes and place a heavy burden on all citizens and, at the same time, make it possible for the shrewd manipulators to gain a dominating position in economical affairs of the country.

At the outset, let it be understood that before the Government can bring about a share-the-wealth program it must own all properties and all monies. Under a share-the-wealth scheme it is proposed that the Government shall make every man a king and give each person an equal share of the money, after which time each must take care of himself. If a man has good luck and is a shrewd manager, he may beat the game of "inflation." If he isn't, he will be no better off than theretofore and distribution of the wealth of the country will not have availed him anything.

### THE GAME

#### Players.

Two or more persons can play.

#### Playing Material.

Inflation playing material consists of:

The board.

The box with bottom so arranged as to form a treasurer's tray for use of the Treasurer while game is in progress. This treasurer's tray also affords a receptacle for the Jack Pot.

Two dice.

Tokens of various designs for playing pieces.

Twenty blue pieces representing cottages.

Ten red pieces representing apartments.

Certificate of ownership cards for every piece of property.

Boloney money of various denominations.

Note: It is presumed that a building boom is accompanying the return of prosperity, with a consequent shortage of cottages and apartments, so there is purposely provided an insufficient supply of cottages and apartments to supply buildings for all property. This is also intended to encourage rapid improvement.

#### The Treasury.

The treasury is custodian of all money, all unsold property, all houses and all apartments. Players select their own treasurer. He may or may not play in the game but if he does play, he must keep his personal funds separate from those of the treasury and keep Jack Pot funds in space provided in treasurer's tray.

#### The Board.

Design of the playing board contains 39 circles numbered consecutively. Eighteen of the circles are property spaces, that is, spaces which players can buy. On two of these—Roosevelt and Wall Street—improvements have

already been erected. Purchasers of the others may erect cottages and apartments. There are three Inflation spaces. Remaining circular spaces provide either penalties in some form of taxes or rewards in some form of sharing-the-wealth. In the upper right hand corner is a space for the red "Share-the-Wealth" cards and in the lower left hand corner one for the blue "Tax" cards.

Property spaces, other than Wall Street and Roosevelt, are, for playing purposes, as explained later, grouped in alphabetical series as follows: three A's, three B's, two C's, three D's, three E's and two F's.

### TO PLAY INFLATION

Place the board on a table, shuffle the red share-the-wealth cards and the blue tax cards and put them on their allotted spaces.

Each player select a token to represent you on your travels around the board.

Treasurer count \$4,000 out to each player as follows:

2	\$1,000 bills.
2	500 bills.
6	100 bills.
5	50 bills.
3	20 bills.
6	10 bills.
6	5 bills.

leaving remainder of money in treasurer's tray. This constitutes the treasury funds. Lay white certificate of ownership cards out in order so they will be quickly accessible.

All players roll the dice. Player rolling the highest number start play. In case of a tie, roll again.

First player place your token on starting space and roll the two dice. Move to left number of spaces indicated. If you stop on a property space you may buy it for price printed on board and on corresponding white card. If you do buy it pay treasurer and he will deliver certificate of ownership card to you. If you stop on a space calling for a penalty, take action as directed in instructions printed on that space and on card, if required to draw one. If you stop on a reward space follow same procedure. If you stop on an Inflation space all penalties and rewards double until you move off.

If you stop on a property space and cannot buy it or do not want it you may decline to buy, in which case other players, in turn of play, have the privilege of buying it.

If you throw doubles with the dice, you play again. If you roll doubles twice, you get a third throw. If you roll doubles a third time, move as usual but you will be penalized by having to pay the Jack Pot \$200 and you must surrender dice to next player.

Second player proceed in like manner and so on until all players have had a turn. When a player stops on a property space belonging to another player he must pay rent to the owner, as shown on ownership card pertaining to that space.

When any player stops on an inflation space all costs, rents, rewards and taxes double. When two are on inflation spaces, double inflation prevails and all costs, rents, rewards and taxes are quadrupled, and so on.

When any player stops on Jack Pot he and all other players must contribute \$200 each to the Jack Pot.

As soon as a player succeeds in buying all property in an alphabetical group he may build cottages and apartments according to schedules printed on certificates of ownership and as explained in fuller detail further on.

Thus it will be seen that as the game progresses some players, through the acquisition of valuable properties, the winning of share-the-wealth rewards and the avoidance

of taxes, may, with shrewd management and luck, grow wealthier while others may grow poorer. One by one players will go broke and have to drop out. When three or more persons are playing and all have dropped out but two, the treasurer will place a token on Inflation and declare Inflation in effect during the remainder of the game and if one of the two remaining players stops on Inflation, double Inflation will be effective. Finally, one of the opposing players finds himself unable to pay his debts either to his creditor or to the treasury and the remaining solvent player wins the game.

Sometimes the treasury will go broke. Then inflation will have run its course, money will be valueless and the player having the largest amount of property at published cost prices is winner of the game.

#### FURTHER DETAILS

One or more tokens may rest on the same space at the same time.

##### **Inflation.**

Inflation is on so long as one token rests on an Inflation space, during which time all penalties, rents and rewards are doubled; and, if two or more tokens rest on Inflation, costs, rents, rewards and penalties are quadrupled. Likewise price of properties, while Inflation is thus occupied, are doubled if one token rests on Inflation and quadrupled if two or more rest on Inflation.

##### **Stopping on Unsold Property.**

When a player stops on unsold property (that is, on property not yet sold to another player) the player has the option of buying that property from the treasury at its printed price and, upon payment of printed price, he shall receive a certificate of ownership covering that property, which he places face-up in front of him. If the player so elects he may decline to buy whereupon the treasurer immediately offers the property for sale to other players in their turn of play, accepting money in payment and giving the buyer the card as evidence of ownership. Treasurer may not, however, sell property at less than specified price. If no player is willing to pay such price, said property remains in possession of the treasury.

##### **Stopping on Another's Property.**

When a player stops on property belonging to another, owner collects rent in accordance with list printed on certificate of ownership card applying to it. If there is a loan on the lot no rent can be collected. Hypothecated property is designated by turning face-down the certificate of ownership representing that property.

It is up to the owner of the property to ask for his rent before the next player throws the dice, otherwise the rent is not collectible.

##### **Benefits of Ownership.**

It is desirable to hold title to all of a complete alphabetical group (for example: Tyler, Adams and Jefferson) because the owner may then erect cottages and apartments thereon according to the rules and so greatly increase his rent.

##### **Stopping on Share-the-Wealth or Tax Spaces Except Sales Tax.**

Player who so stops takes top card from pack indicated and, after following instructions printed thereon, returns card face-down to bottom of pack.

Pay all taxes except sales tax to treasury.

Where there is an option given for player to pay 10% on all his property, including money, or \$250 he must exer-

cise the option and say which way he wants to do it before he counts up to see what his property amounts to.

##### **Duties of Treasurer.**

The treasurer holds, besides the money, certificates of ownership cards, cottages and apartments until purchase and use by players. The treasurer will pay all rewards out of the treasury, will sell property to players and deliver certificates of ownership cards therefor and loan money when required, on hypothecated property, at the loan value, which is one-half the price printed on the board. The treasurer will, at any time, buy back cottages and apartments at half price. Players will be required to pay to the treasurer the price of all properties bought from him, as well as taxes, fines, money penalties, loans, interest and transaction taxes.

##### **The Jack Pot.**

It will be found that the Jack Pot adds tremendous interest to the game. When a player's token falls upon that space, all players will be required to contribute \$200 to the Jack Pot, which amount the treasurer will keep in a compartment of the treasurer's tray designated for that purpose, thus separate from treasury funds. When a lucky player draws share-the-wealth card announcing he is winner of the Jack Pot the treasurer will turn over to him whatever sum may be on hand in the Jack Pot. Often a large sum of money will accumulate in the Jack Pot. Winning it brings about a real climax and sometimes completely changes aspect of the game. Winner of the Jack Pot must, however, pay to the treasurer a transaction tax of 25% of amount won.

##### **Erecting Cottages.**

Provision is made for the erection of two classes of buildings—cottages and apartments. It is to the interest of players to erect cottages and apartments as quickly as possible because the more property is improved the greater its rental value. Before any property can be improved a player must own all property in the alphabetical group.

##### **Cottages.**

Cottages can be bought only from the treasurer and not from other players. They can only be erected on property of a complete alphabetical group which player owns. Example: If one player succeeds in buying spaces marked Van Buren, McKinley and Polk, all grouped as letter "E", he may at any period of his ownership buy a cottage or cottages from the treasurer to erect thereon and, if he buys one cottage, he may put it on any one of the three lots. However, the next cottage he buys and erects must be put on one of the unoccupied lots of this or of any other complete alphabetical group he may own. He may not build two cottages on any one lot in a particular alphabetical group until he has put one cottage on each of all of the lots of that group. That is to say, he must build evenly. After a player has built one cottage on every lot of that group, he may then build on the second row of cottages and so on up to the limit of not exceeding three cottages to a lot. But he cannot build three cottages on one lot if he has only one cottage on one lot of that group.

##### **Apartments.**

A player must have three cottages on each lot of a complete alphabetical group before he can build an apartment. He may then buy an apartment from the treasurer to be erected on any lot of that alphabetical group delivering to the treasurer therefor the three cottages from that lot plus excess money price shown on the certificate of own-

ership. It will readily be seen that apartments pay much higher rents than the three cottages but only one apartment may be erected on any one lot.

#### **New Deal Highway.**

When a player lands on relief station, which is space number ten, and accepts relief from his government he is automatically detoured by way of the New Deal Highway, as indicated by the arrow. Whether or not the detour provides a shorter route to prosperity remains to be determined.

#### **Roosevelt Space.**

As shown on the board and on certificate of ownership card, Roosevelt space has an apartment already erected. This is a highly desirable piece of property because of the large rent it commands. Nevertheless, if a player reaching it does not care to buy, it is his privilege not to exercise his option, in which event next player on his left may buy, and so on. In no case, though, may it be purchased at less than indicated price plus whatever degree of inflation, if any, is effective at the time.

#### **Wall Street.**

Wall Street has a stock exchange ready for operation. This is both a very desirable and a very hazardous piece of property. It may make or break the owner. If player reaching it and thus obtaining option to buy does not buy, privilege passes on to the left as with other property; provided, however, it must not be sold at less than listed price plus whatever degree of inflation may be effective.

#### **H. O. L. C.**

When a player lands on H. O. L. C. space he may borrow from the treasury 100% of the original cost, at prices listed on ownership cards, of all his unimproved property, and of Roosevelt and Wall Street, should he own them. On his next turn to play, or at any later time, he may take up his loan by paying the treasury an amount equal to the loan value of such property plus the usual transaction tax of 10% of the loan value. To illustrate: Suppose a player owning property which cost \$2,000 stops on H. O. L. C. He may borrow the full \$2,000, hypothecate such property, then on his next play or later take up such loan for \$1,000 plus \$100 transaction tax. Thus he will have profited to the extent of \$900.

#### **Trading With One Another—Transaction Taxes.**

Players will be permitted to buy and exchange unimproved properties at whatever values they may agree upon, as a private transaction, but no lot can be sold to another player if buildings are standing on any lots of that alphabetical group. All such transactions must bear a transaction tax of 10% of the amount involved, the seller paying the tax to the treasurer; but where exchanges are made each player will pay one-half, or 5%, on the transaction. This transaction tax is necessary to provide for funds to meet the old age pensions.

Any buildings located on property which owner desires to transfer to another player must be sold back to the treasurer before the owner can sell any lot of that alphabetical group. The treasurer will buy buildings back from the owners at any time and pay one-half the purchase price listed on the card for cottages or apartments. The treasurer will not buy property while inflation is on except at the loan or surrender value.

#### **Inadequate Supply of Cottages or Apartments.**

In the event the treasurer runs out of cottages or apartments it will be necessary for player wishing to build

to wait for some player to turn back or sell his cottages or apartments to the treasurer before building, and, if at any time, two or more players wish to buy more cottages or apartments than the treasurer has, the cottages or apartments must be sold to players in turn of play and never at less than specified prices. No player may buy cottages or apartments unless he is prepared to put them on property according to the rules.

#### **Loans.**

The treasurer will make loans against all unimproved property to the amount of loan value as shown on each card and accept hypothecation of the property as security therefor. The rate of interest is 10% and interest must be paid when the loan is taken up. If any property is transferred which is hypothecated the new owner may pay off the loan at once but he must pay the 10% interest. If he fails to pay off the loan he still must pay the 10% interest and when he subsequently does repay the loan he must pay an additional 10% interest as well as the principal. Improvements to property cannot be hypothecated. All such improvements must be sold back to the treasurer before any property can be borrowed on. The treasurer will pay for such property one-half of what was originally paid for it at list prices. When the owner of such property wishes to rebuild, he must buy back improvements from the treasurer at full list price or inflated price if inflation is on. Players must not borrow money from each other.

#### **N. R. A.**

It will be noted that space number 31, on the board, is N. R. A. While N. R. A. is now a dead issue, it yet played its part among the New Deal measures, therefore it has a place on the New Deal Highway. Yet, it is a dead space. It carries no penalty and no reward. It cannot be reached by a throw of the dice.

#### **Old Age Pensions.**

When a player draws share-the-wealth card entitling him to old-age-pension award of \$1,000 and to go to Roosevelt, he must move as directed and he must spend his entire award with one or more other players before his next turn to play. This award may be expended in one of two ways: First, it may be used as rental on Roosevelt space if that space belongs to another player; Second, it may be used to buy unimproved property from any other player or players, to the full amount of the award.

Unless player drawing the card can spend the full award as above set forth, with other players, he must return it to the treasurer. The reason for this regulation is that the purpose of old-age-pensions is to put money in public circulation. In the event the player himself owns Roosevelt he may consider it to his advantage to not accept this pension as other players may take advantage of the situation and charge him more than their property, which he seeks to buy, is worth; and so his pension will only go to increase their wealth without providing him with property of actual value.

#### **Repossessions.**

When a player cannot pay his penalties or taxes the treasurer will repossess sufficient of his buildings and properties, at one-half their original cost at listed prices to meet these obligations. All repossessed property shall go back into the treasury for sale again in the usual course of events. If a player owes more rent than he can pay in cash he must turn back to the treasurer sufficient of his property to realize balance of cash necessary. The treasurer will make loans only on hypothecated security.

### **Winning the Game.**

When a player goes broke, through inability to pay a creditor, he may conduct private negotiations with creditor or sell him his unimproved property at such prices as they may agree upon, creditor assuming and paying transaction taxes.

If the creditor and player fail to agree on the price of any property, then the treasurer will foreclose and pay the player the cash surrender or loan value of the property. He must then turn such proceeds, together with what other funds he may possess, over to his creditor and retire from the game.

When all other players have been forced to retire from the game either by being unable to satisfy a creditor in full or being unable to pay taxes due the treasury, the one remaining player wins the game.

### **Treasury Failure.**

If the treasury goes broke or fails, then Inflation has run its course and the game is ended. Money no longer has any value. The player owning the most property, exclusive of his money, wins the game.

### **Progressive Inflation.**

Inflation may be played progressively, like bridge and other games, by simply having all players start at the same time and having a definite moment for closing the game. The player or partners holding the highest number of points at the appointed time shall be declared winner and move forward. To determine the points, each dollar's worth of property and cash on hand shall count as one point. Any hypothecated property shall not be considered. All other property shall be valued at list prices.

Price of the Game INFLATION \$2.00.

Extra Boloney Money, per package containing enough for game, 30c.

If dealer can't supply you, remit price by money order or 3c stamps and game or money will be sent postpaid.



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