

RULES FOR THE GAME OF CAPITALIZE

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CAPITALIZE is a game of opportunity with plenty of money and lots of marbles. It is very exciting and entertaining for groups of all ages. Capitalize may be played by any number of persons from two to six, inclusive.

TO START THE GAME:

Each player takes \$2,650.00 worth of imitation money, in the following denominations: 3 of the \$500.00 bills; 10 of the \$100.00 bills; 5 each of the \$10.00 and \$20.00 bills, and 1 wooden disc marker.

Place the marbles in the 2 trays of the playing boards. Someone of the players must be chosen to move first. After it is agreed who is to make the first move, each player then places his marker on one of the "TAKE ALL" spaces. Only 1 marker may be placed on a single space at any time.

MOVES:

Moves are made by following the Red Arrows and counting as many spaces as the preceding player's move has indicated. The player chosen to play first moves his marker the number of spaces indicated by the numeral on the space occupied by the marker of the player to his right. The numeral on the space on which the first player's marker lands determines the number of spaces the next player to his left must move. Each player to the left takes his turn by moving the number of spaces indicated by the marker of the preceding player.

OPTION:

When moving, players have the option of moving from one board to the other at the corners ONLY where the 2 boards are joined, or the player may continue moving on the same board on which his move started. The moves must always be made in the same direction as the Arrows point.

When moving a marker and another player's marker is encountered, the player moving his marker simply jumps over the other marker and does not count the space on which it lies.

OBJECT OF THE GAME:

The object of the game is to force some one player out of the game by breaking him. Profit or loss will occur by the various transactions, such as buying, selling, trading or collecting revenue from spaces owned.

TRANSACTIONS:

Any of the following spaces may be purchased by the player whose marker lands on them: A car, a horse, an airplane, a bank, a store or an oilwell. A purchase may be made by depositing the correct amount of money in the tray on the same side of the board as the space purchased. Ownership is shown by placing a marble of the player's own color on the space purchased. Each player is limited to 10 marbles all of one color. Purchase prices for spaces are as follows:

First Space of a specific kind or symbol	\$100.00
(Such as the first car purchased)	
Second Space of the same symbol.....	200.00
Third Space of the same symbol.....	300.00
Fourth Space of the same symbol.....	400.00

(Over)

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For example, if a player lands on a car space and no other car spaces show ownership, it costs him \$100.00. If, on the other hand, 1 car space already shows ownership, the purchase price is \$200.00, and so on up until the 4th one purchased will cost whoever purchases it \$400.00. This price schedule applies regardless of who owns the other spaces of that particular symbol.

Players may trade spaces of ownership with each other on an even basis or they may pay or collect a cash difference. In no event are there to be any outright sales.

INCOME:

The income from the spaces owned is as follows: If a payer lands on a space owned by another player, the owner collects from him \$100.00 providing that the owner owns only one of that particular symbol. If the owner owns two of that particular symbol and both are on the same board, the owner collects \$300.00. If the owner owns two of that symbol, one on each of the 2 boards, he collects only \$200.00. If three of that symbol are owned, the owner will collect \$300.00 for the two on 1 board and \$100.00 for the one on the other board, making a total collection of \$400.00. If the owner should own all 4 of the same symbol, he will collect \$600.00.

It makes no difference on which board the collection originates. All of that particular symbol is considered in the collection regardless of which board it may be on.

PENALTIES:

If a player's marker lands on any of the spaces reading "Pay \$10.00" or "Pay \$20.00," he must deposit that amount in the tray on that same side of the board.

If a player's marker lands on any of the following spaces: Runaway, Fire, Crash or Wreck; he must remove a marble and loses ownership, providing he owns one or more of the specified spaces. It does not matter on which board the penalty occurs or from which board the ownership is removed.

TAKE ALL:

When a player lands on a "TAKE ALL" space, he takes all the money from the tray located on the same board.

TO END THE GAME:

The game ends when 1 player loses all of his money. Any money remaining in either of the 2 trays at this point belongs to the player receiving the last payment from the player that has just gone broke.

PARDNERS:

If 4 or 6 players are in the game, they may elect to play pardners. If 4 are playing pardners must sit opposite each other. If 6 are playing they may be arranged into 2 sets of 3 pardners or 3 sets of 2 pardners. In either event pardners are to be separated by only one opponent sitting between them. When the game ends pardners pool their money. The game ends when any one player in the game goes broke.

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