



# Americaopoly™



## Game Playing Instructions!

### THE GAME CONSISTS OF...

A board, 6 tokens, Small Towns, Big Cities, Road Trip and Contingency cards, deeds, play money and dice.

### TO BEGIN...

Select a banker. The banker's personal account is to be kept separate from the bank.

Each player selects a token. Road Trip and Contingency cards are placed face down on the board. The bank gives each player \$1,630.00 as follows: 2-\$500s, 3-\$100s, 3-\$50s, 5-\$20s, 5-\$10s, 5-\$5s and 5-\$1s.

### THE BANK...

Holds and distributes money. Holds then distributes deeds, Small Towns and Big Cities when purchased.

The bank pays a player \$200 when the player lands on or passes "GO U.S.A!"

All money owed to a player due to Road Trip and Contingency cards and mortgages is paid by the bank.

### ALL TOKENS...

Begin in the center of the board. Each player rolls the dice and the player with the highest roll advances to "GO U.S.A!" counting this space as one, and advances the number of spaces indicated on the dice. A player is subject to the consequences of the space upon which the token lands. The play then passes to the left.

A player who rolls doubles moves the sum of the dice and is subject to the possibilities of the space upon which the token lands. The player then rolls again and moves again. A player who rolls doubles three times in succession goes to "TRAFFIC JAM" immediately and does not pass "GO U.S.A!"

### ROAD TRIP AND CONTINGENCY CARDS...

When landing on any of these spaces a card is drawn and the instructions are followed. The card is then placed on the bottom of the deck.

### PURCHASING PROPERTIES...

When landing on an unowned property, a player has the option to purchase that property. If purchased, the player receives a deed for that property.

If a player chooses not to buy the property, any player may bid any price to buy the property. The highest bidder receives the deed for the property.

### RENT...

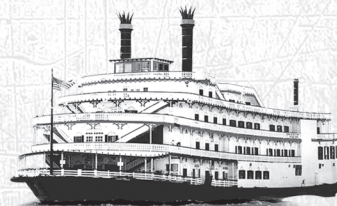
When landing on owned properties, the owner is paid the rent required. No rent is collected when properties are mortgaged.

If all deeds of a color group are owned by the same player, the owner may charge twice the rent for undeveloped properties.

All rents must be requested before the next roll of the dice.

### FOURTH OF JULY...

All money required to be paid other than rent and purchase price of properties is placed in the center of the board. A player landing on "FOURTH OF JULY" collects all the money in the center of the board at that time.



### **TRAFFIC JAM...**

If a player is sent to "TRAFFIC JAM," the player goes directly to "TRAFFIC JAM" and does not collect \$200. A player's turn ends immediately upon being sent to "TRAFFIC JAM."

If a player is not sent to "TRAFFIC JAM" but lands on the space during play, the player is just taking a "DETOUR" and moves ahead as usual on the next turn.

If a player is sent to "TRAFFIC JAM," the player may leave by rolling doubles in any of the next three rolls. If successful, the player moves forward but does not roll again.

If a player does not roll doubles within three rolls, the player places \$100 in the center of the board and moves forward the number of spaces on the third roll.

While in "TRAFFIC JAM," a player may buy or sell properties, buy or sell Small Towns or Big Cities, and collect rent.

### **SMALL TOWNS...**

Small Towns are represented by the small pieces. When a player owns all properties of a color group, Small Towns may be purchased for those properties. The first Small Town may be placed on any of the properties. Development of property must be done evenly. No more than one Small Town may be placed on any property until one Small Town has been placed on each property in that group.

The price for a Small Town is shown on the deed for the property.

Double rent continues to be paid on undeveloped property in a complete color group.

If a player sells Small Towns back to the bank, this must be done evenly.

### **BIG CITIES...**

Big Cities are represented by the large pieces. When a player has four Small Towns on each property in a color group, Small Towns may be returned to the bank and a Big City may be purchased. Only one Big City may be placed on each property.

### **SMALL TOWN AND BIG CITY SHORTAGES...**

When the bank has no Small Towns or Big Cities to sell, a player must wait until Small Towns and Big Cities are returned. A player may not buy Big Cities before Small Towns are available for purchase.

### **SELLING PROPERTY...**

Players may sell property to another player as a private transaction at any agreed price. Small Towns and Big Cities may not be sold. Property may not be sold if Small Towns and Big Cities occupy that property. Small Towns and Big Cities may be sold back to the bank at half the price paid for them.

### **MORTGAGES...**

All undeveloped property may be mortgaged to the bank. All Small Towns and Big Cities must first be sold at half price. Mortgage value is printed on the back of each deed. When mortgaged, the property deed is placed face down.

No rent is collected on mortgaged property. To lift a mortgage, the owner must pay the bank the amount of the mortgage plus 10%.

### **BANKRUPTCY...**

The condition of owing more than one can pay. All assets are paid to the creditor and the bankrupt player immediately retires from the game. If Small Towns and Big Cities are owned, they must be sold back to the bank at half price. The cash is then given to the creditor. Mortgaged property turned over to the creditor cannot be released to the creditor until the amount of the mortgage, plus 10% interest is paid by the creditor to the bank.

A player may not loan money. Only the bank may loan money by mortgage. If the bank is the creditor and receives the assets, the bank immediately sells all property taken (except Small Towns and Big Cities) at auction. A bankrupt player immediately retires from the game.

### **THE LAST PLAYER LEFT IN THE GAME WINS!**

### **A SHORT VERSION OF THE GAME...**

Before starting the game, deeds are shuffled and four deeds are dealt to each player. Players immediately pay the bank the price of property dealt to them. Play then proceeds as in the regular game. **THE TIME OF PLAY IS ONE HOUR.** At the end of one hour, players value their property including: cash, property at the price printed on the board, mortgaged property at one half the price printed on the board, and Small Towns and Big Cities valued at purchase price.

### **THE RICHEST PLAYER WINS!**



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