



WINNING

2-4 players: First to accumulate 500 votes wins.

5-6 players: First to accumulate 400 votes wins.

START

Each player receives \$50,000 from the bank.

Starting salary is \$20,000 (and never drops below \$0).

Each player rolls dice. Highest total goes first.

PLAY

Before rolling, a player may buy up to 20 votes from the bank at \$1,000 per vote.

Roll dice. Move rolled number of spaces clockwise.

Collect salary from bank if you pass START.

Follow instructions for special board spaces.

Resolve penalties owed.

PENALTY RESOLUTION

Vote Penalty – If you have fewer votes than you owe, you must buy the votes immediately at the following prices: \$1,000 per vote for the first 20 votes, \$2,000 per vote for each vote over 20 votes. If you cannot afford to buy the necessary votes, you must declare bankruptcy.

Money Penalty – If you are required to pay more money than you have you must declare bankruptcy. A player may sell his votes to any other player who is willing to buy them to raise extra money.

Bankruptcy - Bankruptcy proceedings are as follows:

- Pay as much of your debt or obligation as possible.
- If some of what you owe is to the bank, you must pay that part before you pay any player.
- Go to JAIL and lose your next turn.
- Return any remaining votes and cards to the bank.
- All BLACK EYE cards used by other players against you must be turned in.
- Your salary reverts to \$20,000.

CARDS & SPECIAL BOARD SPACES

Feather In Your Cap – You can hold these cards drawn until needed. There are three types

- Good Character cards - These cards may be used to reduce any vote obligation by 50 votes. When used, the card must be shown and returned to the bottom of the stack.
- Defense cards - DEFENSE cards are used in defense of BLACK EYE crime accusations.
- Subpoena cards - A SUBPOENA card may be used on any future turn to send any player to the WITNESS STAND. (It is particularly timely to serve it on a player who is about to win.) The card must be shown and returned to the bottom of the FEATHER-IN-YOUR-CAP card stack.

\$ (Dollar) - Cards range from pay \$100,000 to collect \$100,000 in increments of \$10,000. You can be honest and collect or pay the amount on the card or you can lie by stating that the card says collect

any amount from the bank up to \$100,000. Players are not required to show \$ cards-but they must keep it until the next time they pass START. The cards are then returned to the bottom of the deck.

Any player landing on a PRESS BOX space can accuse any one player holding a \$ card of fraud. The accused player then must show his \$ card to everyone and return it to the bottom of the card stack. If he has cheated, he must now pay the difference to the bank and give 50 votes to the accuser in the PRESS BOX. If the accused player was honest concerning the amount paid or collected on the \$ card there is no penalty for the accuser.

Black Eye / Good Character - If you hold a BLACK EYE card when you land on a PRESS BOX space, you may accuse any other player of any one of five crimes, but once used, that card may not be used against a different player. However, it may be used over and over against the same player. The face of the BLACK EYE card does not have to be shown. (It may be blank or a lie. Later on, you may be sued for libel in the COURT OF LAST RESORT.)

The accused player who does not defend himself with appropriate GOOD CHARACTER card must give 50 votes to the accuser in the PRESS BOX. If he has the appropriate defense card he pays nothing to the accuser, and the accused player collects 100 votes from the accuser. The card must be shown and both it and the BLACK EYE card that was used are returned to the bottom of their stacks.

The five BLACK EYE crimes are:	The corresponding DEFENSE cards state:
Attending a pot party	You are an undercover narcotics agent
Deserting from the Army	You find your honorable discharge papers
Embezzling	Your bank books have been forged
Non-payment of 50 traffic violations	All computers are unreliable
Escaping from a chain gang	Your twin brother escaped from a chain gang

Court of Last Resort / Libel Suits - You may stop here on any turn that would take you to, or past this space. If you suspect that a player used a blank BLACK EYE card when he accused you of a crime, you may stop in the COURT OF LAST RESORT and sue for libel, but only on your **first** opportunity after the crime accusation was made. If you wish to sue for libel you must pay the bank a \$50,000 filing fee. A demand is now made to see the BLACK EYE card, which was used to accuse you of a crime. The player who accused you must now show that card. If it is blank, you collect \$100,000 from him and 50 votes from the bank. If he has the appropriate BLACK EYE card you must give 50 votes to him. ALL cards shown in court are returned to the bottom of the stack.

The Witness Stand - There are two ways you can be sent to the WITNESS STAND:

- By landing on the U.S. SENATE INVESTIGATION space.
- By another players use of a SUBPOENA card against you.

You start on the space marked "WITNESS STAND". You do not pass START or collect salary on the way. While you are on the WITNESS STAND or on a space between the WITNESS STAND and the main board, you may not buy any votes from the bank.

Jail - If you are sent to JAIL for any reason, you lose your next turn. After which you return to the main path through START, collecting your salary at the same time.

Enter Business / Enter Local Politics - When you land on these ENTER spaces, you must start on your way through that path on your next turn. You may only use one die on each turn until you return to the main path.

Anonymous Tip - When you land on the ANONYMOUS TIP space, any and all players may bid money for the privilege of drawing the next BLACK EYE card. At least \$5,000 must be bid and paid to the bank, or the card goes to no one.

State Convention - if you land on the STATE CONVENTION space you collect ten votes from all players who have fewer votes than you. (Players with no votes do not have to pay.)