

bonus of \$100 from the Bank — or Public Treasury if the Bank does not have the money.

MORTGAGING: A player may borrow money from the Bank, using his property cards for security, by leaving them in the Bank until the loan is repaid. The Bank will loan only 80% of the value of the security offered; that is, a \$50 property is good for a \$40 loan; a \$100 property is good for an \$80 loan, etc. The Bank loans money only on property worth \$50 or over, or two or more properties in the lower cost list which total \$50 or more. When the loan is repaid, the borrower must pay interest at the rate of 10% before his property deed is returned to him. (That is, \$55.00 for a \$50.00 loan; \$110.00 for a \$100.00 loan, etc.)

The owner cannot collect fees from anyone who lands on his mortgaged property. Such fees must be paid to the Bank.

One player may borrow from another, making the best bargain he can as to interest, terms of payment, etc.

When a property is mortgaged the mortgage covers the owner's deed disk with one of his own color, until the loan is paid.

Game is five times around the Board.

SCORING: As the deeds are removed from the lots each player is credited with the value of the lots owned by him. His cash on hand is counted, and the amount set down under the total value of the lots. Then the luxuries are counted (remember that each one counts \$60) and the amount set down under cash. Add together these three amounts — lots, cash and luxuries — and the player who has the largest sum-total is the winner.

MILTON BRADLEY COMPANY, Springfield, Mass.

"Makers of the World's Best Games"

4586—THE GAME OF

CARNIVAL

Implements for this game include:

20 LUXURY Tickets

20 STOCK PROFIT Cards

20 CONCESSION Cards, numbered 1 to 20

100 Wooden Disks, 25 each of four colors, for "deeds"

4 Tokens or "men", one each of same four colors as "deeds"

2 Dice

Script "money" of various denominations

It speeds up the game if one player is selected as Carnival Treasurer. Let's choose one for that purpose. He takes the money — and gives each player \$500 in denominations as follows: Two 100's; two 50's; five 20's; five 10's; five 5's; ten 2's; five 1's — a total of \$500. The balance of the money is placed in the Bank on the board.

The Treasurer sorts out the twenty number cards, 1 to 20, and places them in a pack face down on the space marked "Concessions" on the board. The Treasurer keeps the Luxury Tickets and Stock Market cards until later in the game.

Now the game begins, with each player drawing number cards, one at a time in turn, until twelve cards are drawn.

Each player looks at the cards he has drawn and may purchase one or all of the "Concessions" bearing the same numbers

as his cards, if he chooses. If he refuses to buy one or more of them, the cards for those numbers are put back at the bottom of the pile. For each "Concession" purchased, the Treasurer gives the player a "Deed" of the same color as his "man," and the deed is placed on the "Concession" to identify the player's ownership.

All "money" paid for concessions is placed on the section marked "Concessions" in the center of the board.

Each "Concession" has its price plainly printed on its lower inside corner. The figures in the lower righthand corner of each is the amount the owner collects from opposing players who stop on that space.

The first group of twelve "Concessions," indicated by the drawn cards, having been purchased or turned down, the Treasurer begins the game by throwing the dice, and moving his man a number of spaces equal to the total of the dice thrown, starting at the Merry-go-round, and moving in the direction the arrow points. If he throws "6", for example, he lands on the "Roller Coaster" — Concession No. 4. If this has been purchased by a player drawing a No. 4 card, and bears his title deed, the player landing on it *pays the owner \$4.00*. If the concession has not been already purchased, the player landing on it may buy it for its selling price, \$40; otherwise it is for sale to any player who wishes to buy it for that price, and if two or more want it, the concession is sold to the highest bidder, *the money being paid to the player who has landed on the space.*

When a player lands on a property owned by himself, he, of course, pays nothing.

The method for all players is the same, playing in turn to the left of the Treasurer.

ABSOLUTE NECESSITIES: When a player lands on any of these spaces he pays \$5 to the Public Treasury office in center of the board.

PRIVATE PROPERTY — NO TRESPASSING: A player landing here goes to jail, and stays there until he shakes a double in his turn — or pays a fine of \$25.00 to the Public Treasury. When he comes out, he must count from the space immediately in front of the "Jail."

TRANSPORTATION: BUS LINE, TROLLY LINE, STEAM-BOAT, RAILROAD: If a player *throws a double* which lands him on any of these four spaces, *he need not pay*. If he lands on any of them by a throw *not a double*, *he pays \$5.00 to the Transportation Office* in the center of the board.

LUXURIES: If a player stops on a Luxury space, he pays \$50 to the Public Treasury, receiving in return a "Luxury Ticket" which counts him \$60 at the end of the game. The player may purchase the "Luxury" or not, as he chooses or can afford; but if he does not purchase it, he loses his move.

FRANCHISES: LIGHT AND WATER: The first player who stops on one of these franchises puts a "Disk" of his color upon it which serves as a "charter," and all through the game, he taxes the other players \$5 whenever they stop upon it, the taxes being paid to the Public Treasury. (This simply means that the *first player* landing on a franchise is exempt while the others have to pay its tax — an indirect advantage to the first player.)

STOCK PROFIT SPACE: A player stopping on "STOCK PROFIT" gets \$100 and a Stock Profit Ticket.

MERRY-GO-ROUND BONUS: Each time a player stops on or passes the Merry-Go-Round at the Park entrance, he collects a