

the Treasury shuffles the Patent Cards and deals them out equally face down. Each player must immediately put one development on each of his states, making payment for the State Right and DU accordingly. If the Patents do not divide evenly among the players, those left over go to the players who first land in those States by procuring those Patents from the Government in the regular manner. As each player then gets his turn at the dice, he may add to or complete his state developments. The play then continues as previously explained until one or all but one player goes broke.

BIG BUSINESS is offered to you by its makers with the confidence that you and your friends will like it—will always find in it a pleasant source of entertainment. Surely you will enjoy its ever changing and fascinating play. You will be thrilled by the opportunity to develop industry, agriculture or our great natural resources, while you travel over our Country. Whether it be your BIG BUSINESS lot to raise Peaches in Georgia, or be the Movie Magnate in Hollywood, or the Big Manufacturer in New York, you will need luck and your best abilities. May both always attend you in BIG BUSINESS, the game, and in the big business of real life.

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# INSTRUCTIONS HOW TO PLAY

New Edition



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by a roll of the dice stops on that state again. The lucky player may then buy the Patent and develop that state as in the beginning. Any player may at any time purchase Developed State Rights offered by a player who, in his regular turn, is holding the dice.

When a player buys a State Right from another, he receives the Patent Card and the developments remain on the state for the new owner's benefit and immediately the new owner becomes entitled to all revenues arising from other players coming into that state.

A player who has a debt and cannot meet it in *cash*, must raise the money by selling to the Government or to any other player, whichever he chooses, enough of his Developed State Rights to satisfy his debt. If he sells all his Patents and still cannot meet his obligations, he is "broke" and must retire from the game, by turning over all his cash to his creditor. His cube is taken out of play. No player may loan money to another player.

If a short game is desired, the game may end as soon as one player goes broke. Each player then counts his play money and the wealthiest BIG BUSINESS man wins. Many, however, prefer to play out the game until but one player remains. In that case, each player is eliminated as he goes broke. When a player lands on the State of a Cabinet Member who is out of the game, he does not roll the dice again for the side play, but merely remains on that space until his next turn.

If a player wishes to, he may withdraw at any time, by selling his Patents when he has his turn with the dice, to the government for 50% of his investment, or to any of the other players, and cash in and retire.

### QUICK GAME

To make a quick game of BIG BUSINESS, the Secretary of

lumbia for Secretary of Treasury; Connecticut for Secretary of State; Maryland for Attorney General; and Rhode Island for Postmaster General—that officer receives his salary of \$15,000 from the government.

### BENEFIT PAYMENTS

Each time any player has completed a tour of the country on his BIG BUSINESS ventures and passes through the "District of Columbia," he pays the Secretary of the Treasury \$500 and receives a \$15,000 Benefit Payment from the R.F.C. or Government to carry on again. Should a player land directly in the "D. of C." to stay there until his next turn, he receives a Benefit Payment of \$30,000 from the Government and pays the Secretary of the Treasury \$1,000. If the Secretary of the Treasury is one of the players and lands directly in the "D. of C." he receives a Benefit Payment of \$30,000 plus his salary of \$15,000, making a total of \$45,000. If, during the course of the game, the Government runs out of funds, these Benefit Payments are suspended and the game continues without them. If a player is sent back to the start, he places his cube in "D. of C." until his next turn, but does not pay the Secretary of Treasury nor collect a Benefit Payment from the Government.

### SALE OF STATE RIGHTS

At any time a player holds the dice, *before he rolls*, he may offer to sell his State Rights and developments to any other player for the highest price obtainable. If he decides it is for his better interest, he may sell back to the Government for 50% of his total investment in the state any or all of his Patents. Example: The total cost of developing the State of Illinois is \$48,000. It can be sold back to the Government for \$24,000. When a Patent is sold back to the Government, all DU's are removed from that state. The Patent Card is returned to the Secretary of the Treasury and remains out of play until someone

## BIG BUSINESS

### THE NEWEST NATIONAL MONEY GAME

Ability and Good Luck—These are the elements that bring success in business—and here's your chance to try them out on a big scale! A vast amount of game playing money—\$150,000, is yours to prove your business ability; to build up great enterprises and to grow as rich as your luck and your ability will have it. The fascination of BIG BUSINESS is that each time you play, it's entirely different—each time, you encounter new BIG BUSINESS opportunities and problems—each time, you become a shrewder business man or woman and play the game more scientifically. You will never tire of it. Imagine the thrill of handling huge sums of money and accumulating undreamed of wealth!

### HERE ARE A FEW INTERESTING SIDELIGHTS ON THE GAME

All of the United States is your field of operation—for in playing BIG BUSINESS, you start at the Capitol, in Washington, D. C. and make a well planned trip going through every State in the Union in its geographical order, returning to the Capitol. You learn the principal activity of each State—whether it be in agriculture, industry or natural resources.

The population of each State is another bit of information you gain. The value printed on each State space is based on the population of that State—the basis being \$1,000. for each million people—thus, New York valued at \$13,000. has in round numbers a population of thirteen million people, and it's easy to figure the others.

The Government and some of its Cabinet Members also enter the game and during the play a cabinet member receives \$15,000

salary, which is the amount he actually gets when he is a member of our President's Cabinet.

The manner of operating BIG BUSINESS in each State is brought home to you. As you play, you acquire "State Rights" from the Government, for which the Government issues "Patents." The Government expects you to develop your activities in your States, either fully or in part and in doing so, pay money to the Government. You make contracts with Cabinet Members. You receive Benefit Payments from the Government, and you receive revenue from other players who enter your State. You encounter all the ups and downs of real BIG BUSINESS.

There is humor in the game, too—in some of the locations on the board such as the Letters from Home, State Fair visits, and Supreme Court decisions.

The game is easy to understand and easy to play. It will be enjoyed by those who dislike deep concentration on a game as well as by those who like to take their play seriously. For these latter, there is ample opportunity to study the mathematical basis of the game, the most profitable sources of revenue, the States most frequently brought into play, the position on the board and financial situation of other players.

#### The Elements of BIG BUSINESS

The Playing Board—divided into 49 spaces

Game money

6 Numbered Playing Cubes

Small Wooden Development Units—called DUs

Large Wooden Full Development Units—called FDs

4 Charts—one for each Cabinet Member

25 State Patent Cards

2 Dice

#### PLAY THE GAME

Two to six players may participate. If there are more than

three states, two lumber states and two wheat states. The rest are individual states. It is an advantage to own as many states with the same activity as possible, for the revenue doubles with two states and triples with three. Thus, if a player stops on Louisiana, an oil state, and same developer also has Texas, another oil state, the player pays to the developer double the amount indicated on the Secretary of Treasury's chart. And if the same developer should also have Pennsylvania, the third oil state, the player pays to the developer triple the amount shown on the chart. States having the same activity are acquired by lucky rolls of the dice or by purchase from another player.

#### STATES OF CABINET MEMBERS

In moving around the corners, follow the arrows and count each state. If you land on a state marked "Supreme Court," leave your cube there until your next turn, but roll the dice once more for a side play against the Attorney General. He will read from his chart the Supreme Court decision for the number you rolled on the dice and you pay *him* or collect from *him* the amount stated on the chart. Supreme Court decisions against you, taxes, etc. mean you pay to the Attorney General; decisions in your favor mean you collect from *him* (not from the government).

A player stopping in state marked "Letter from Home," follows the same plan. His cube remains in the state, but he rolls the dice once more for a side play against the Postmaster General. The Postmaster General reads from his chart the letter indicated by the roll of the dice, and the player pays or collects accordingly.

State Fair States, in the same way, call for another side play roll against the Secretary of State and losses or gains encountered at the State Fair are paid or collected by the player.

If a Cabinet Member stops in his own state—District of Co-



developments in the state by paying the amount of the State Right price for each development. In the case of South Carolina, the State Right price is \$2,000. Two DU's at \$2,000 each make \$4,000, and the total \$6,000; three DU's will bring the total to \$8,000; four DU's will be \$10,000 and to fully develop the state with five DU's will make it \$12,000. For less than five DU's you use the small wooden symbols and for five DU's you use one of the large wooden symbols or FD. You can fully develop a State as soon as you are entitled to the State Right by paying the Government the "State Right" price plus the price of five developments. If a state is not fully developed at once, you must wait until you in turn hold the dice again to add or complete development or make any transaction. If you add a development at a time, you pay the price of the State Right for each one. When development is completed the small DU's may be removed and a large one or FD is substituted.

After player number one has completed his first BIG BUSINESS transaction, the other players take their turns and carry out their transactions in like manner. Each time it's your turn to roll the dice, you start counting your states from the point where your cube rested before. Any number of players may occupy the same state after having made payment or completed the play according to the rules of the game.

The first player to land in Florida has the right to obtain the Patent for it from the government in the manner previously explained. When he has done so, players stopping in Florida pay him his revenue and if farther on the board, a player is sent back to Florida, he must also again pay the revenue according to the development.

### PREFERRED STATES

There are some states with the same activity. There are three steel states, three oil states, three manufacturing states, two to

six players, use a button, a coin or any small object for each additional playing piece. Even a seventh player may find interest in the game by being inactive but assisting the "Secretary of the Treasury" in handling the Government Funds.

To begin, the Game Board should be placed on a bridge or larger sized table, with a chair for each player. Put all the accessories of the Game on a small table nearby. During the game, this small table holds the Government Funds, Patents, Development Units, etc.

### CABINET MEMBERS

The Players in turn each roll the dice and the four highest numbers rolled win the following cabinet offices in the order listed:

Highest roll—**SECRETARY OF THE TREASURY**  
who will act for the Government.

Second Highest roll—**SECRETARY OF STATE**  
who will act for State Fairs.

Third highest roll—**ATTORNEY GENERAL**  
who will act for the Supreme Court.

Fourth highest roll—**POSTMASTER GENERAL**  
who will "deliver" the "Letters from Home."

After the Cabinet Members have been decided, the Secretary of the Treasury takes cube number one and his chart, seats himself so that District of Columbia on the Game Board is in the upper left hand corner of the Board, and the name BIG BUSINESS faces him. The small table holding the Government Funds, Patents, etc. should be beside him.

The Secretary of State then takes cube number two and his chart and seats himself to the left of player number one, followed by Attorney General with cube number three, then the Postmaster General with cube number four. If there are more than four players the other players use cubes five and six, and seat

themselves in that order.

## THE CHARTS

The Secretary of the Treasury's chart gives the amount a player must pay when he enters a State "Patented" to another player. The first column shows the "State Right" price. The second column shows the amount a player stopping on a "Developed State" pays to the developer when that state has *one* development on it. The third, fourth and fifth columns show the amount to be paid when the state has *two, three* or *four* developments on it. The sixth column shows the amount to be paid when a state is *fully developed* or in other words, has *five developments* on it, or its equivalent, one FD. If a player holds two states with the same activity, such as two Lumber States or two Tobacco States, etc. the amount in each column is doubled. If a player holds three states of a kind, the amount is tripled.

The charts for the other Cabinet Members give the play as indicated by the number rolled on the dice. For instance, a player rolls a six on a "Letter from Home" space, the Postmaster General looks up number six on his chart and reads the letter to the player. If a player rolls, say, double three, on a "Supreme Court" space, the Attorney General looks up three and three on his chart and reads the decision. (Note: Three and three is different from six, just like four and four is different from eight, etc.) If a player rolls, say, seven on a "State Fair" space, the Secretary of State looks up number seven on his chart and reads the play. Important! All cabinet members' charts give the play for the *person rolling the dice*. If the chart says "pay" or words indicating a loss, the person rolling the dice pays. If it says "collect," or words indicating gain, the person rolling the dice collects.

## MONEY

The Secretary of the Treasury gives each player \$150,000 of

Play Money in the following denominations:

1 .....	\$50,000.00	9 .....	\$1,000.00
6 .....	10,000.00	7 .....	500.00
3 .....	5,000.00	5 .....	100.00
6 .....	2,000.00		

On the small table place \$150,000 of Play Money for Government Funds and put the rest of the money aside, out of the game.

## BUYING "STATES RIGHTS"

Player number one—starts the game by rolling the dice and moving his cube the number of States indicated on the dice. All moves are clock wise in the direction the arrow points at the District of Columbia. Count Virginia as space number one. Say you roll a three—take your cube and count off three states moving into South Carolina. Now the "State Right" for South Carolina, a cotton state is offered to you. The government requires you to start at least one development in the state immediately upon its being acquired. The Payment to the Government for each unit of development is equal to the State Right price. The State Right price for South Carolina is \$2,000 and the cost of one development is \$2,000 so you must pay \$4,000 immediately. The government gets this amount from you and you receive the "Patent Card" for South Carolina and one DU. Place the card in front of you and the DU on one of the stars provided on the back of the state space on the board. As the game continues, every time you land on an unpatented state, it is yours to procure the State Right from the government and develop that state as your finances and judgment will permit. This continues until all the states are completely Patented.

## PARTIAL AND FULL DEVELOPMENT

Players have the option of putting two, three, four or five