

# Cronulla 2230

## Win Back Australia!

### RULES OF THE GAME

#### The aim of the game

The object of the game is to become the wealthiest person in the Sutherland Shire through the buying, renting, and selling of property.

The gaining of such wealth will enable you to fund patriotic organisations like Australia First and the Patriotic Youth League, so they can get into parliament and Win Back Australia!

#### Equipment pieces

The game's equipment consists of 1 board, 28 Title Deeds (one for each of the 28 properties; plus 8 blank Title Deeds), 71 Aussie Luck cards (48 are good luck cards; 23 are bad luck cards), player tokens, house tokens, hotel tokens, and game money. 2 dice are also required to play the game.

#### Equipment from PDF files

This game has been designed to be printed from PDF files. The game board and Title Deeds are best printed via a colour printer. It is suggested that the Aussie Luck cards, house tokens, hotel tokens, and game money should be printed onto different coloured sheets of paper.

For ease of production, players may wish to create their own player tokens (use small items from around the house); whilst 5 cent pieces can be used as house tokens, and 10 cent pieces can be used as hotel tokens.

For ease of play, the four A4 sheets that comprise the playing board should be carefully glued onto a large sturdy piece of white cardboard (as the board would normally be folded in half, remember to leave room in the middle of the board for the folding crease; the crease can be efficiently created by using a ruler and cutting blade to slightly cut the other side of the cardboard sheet). To avoid damage from food and drink spills, the board should be laminated on both sides (using Contact or Duraseal; i.e. self-adhesive clear polypropylene - book covering).

#### Preparation

Place the board on a table and put the Aussie Luck cards face down on the allotted space on the board.

Each player chooses one token to represent them while travelling around the board.

Each player is given \$1500 divided as follows:

2 x \$500, 2 x \$100, 2 x \$50, 6 x \$20, 5x \$10, 5 x \$5, and 5 x \$1.

All remaining money and other equipment go to the Bank.

#### The Banker

Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep their personal funds and properties separate from those of the Bank. The Banker may elect to act only as Banker and Auctioneer, without otherwise participating in the game.

#### The Bank

Besides the Bank's money, the Bank holds the Title Deeds, and the houses and hotels prior to purchase by the players. The Bank pays out salaries and bonuses, from the Start square, as well as from the Aussie Luck cards.

It sells and auctions properties and hands out the proper Title Deeds when purchased by a player, it also sells houses and hotels to the players and loans money on mortgages.

The Bank collects all fines and levies (from the Aussie Luck cards, and Tasman Street), loan repayments (from mortgages), mortgage interest, and the price of all properties which it sells and auctions.

The Bank "never goes broke." If the Bank runs out of money, the Banker may issue as much as needed by writing on any ordinary paper.

#### Playing the game

Starting clockwise with the Banker, each player in turn throws the dice (*all throws of the dice in this game shall be with two dice*). The player with the highest total starts the play.

Place your token on the corner square marked "Start", then throw the dice afresh and move your token clockwise (*in the direction of the arrow*) the number of spaces indicated by the dice

(the space a player occupies prior to the start of their move shall never be counted in the number of spaces moved).

After you have completed your play, the turn passes clockwise (*to the player's left*). The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

Depending on the space your token reaches, you may: be entitled to buy property, be obliged to pay rent, collect money from the Bank, or draw an Aussie Luck card.

If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, you shall not throw the dice for a fourth time in that turn, but you shall suffer no other penalty.

### **The Start square**

Each time a player's token lands on or passes over the Start square, whether by throwing the dice or drawing a card, the Banker shall pay that player a \$200 salary.

The \$200 is paid only once each time around the board. However, if a player passing the Start square on the throw of the dice lands beyond it on an Aussie Luck space, and draws an "Advance to Start" card, they shall collect \$200 for passing Start the first time, and another \$200 for advancing to it the second time in accordance with the instructions on the card.

### **Buying property**

Whenever you land on an unowned property you may buy that property from the Bank at its printed price. You shall receive the Title Deed, which confirms ownership. Place the title deed card face up in front of you.

If you do not wish to buy the property, the Bank must offer it up for sale through an auction to the highest bidder. The high bidder pays the Bank the amount of the bid in cash and receives the Title Deed for that property.

Any player, including the one who declined the option to buy it at the printed price, may bid. Bidding may start at any price offered by a player.

Any player who wins an auction must pay the full amount of the final bid, or else become bankrupt to the bank in an attempt to do so.

### **Paying rent**

When you land on a property that is owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed.

If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed is placed face down in front of the owner.

It is an advantage to hold all the Title Deeds in a color-group (for example, Waratah Street and Surf Road) because the owner may then charge double rent for unimproved properties in that colour-group. This rule applies to unmortgaged properties even if another property in that colour-group is mortgaged.

It is even more advantageous to have houses or hotels on properties because rents are much higher than for unimproved properties. The owner may not collect the rent if they fail to ask for it before the second player following throws the dice (that is, not the next player following the player who landed on the property, but the player after that).

### **Aussie Luck cards**

When you land on any of these spaces, take the top card from the deck of Aussie Luck cards, follow the instructions and return the card face down to the bottom of the deck. Arising from the Aussie Luck cards; any money to be paid (bad luck cards) shall be handed over to the bank immediately, and any money to be collected (good luck cards) shall be paid by the bank immediately.

### **Just resting**

Excluding the Start square, any player that lands on any of the other three corner spaces (The Esplanade, Burraneer Park, and Cronulla High School), shall be considered to be "just resting", and shall not receive any money, property or reward of any kind.

### **Houses**

When a player owns all the properties in a colour-group they may buy houses from the Bank and erect them on those properties.

If you buy one house, you may put it on any one of those properties. The next house you buy must be erected on one of the unimproved properties of this colour-group or of any other complete colour-group you may own. The price you must pay the Bank for each house is shown on your Title Deed for the property on which you erect the house. The owner still collects double rent from an opponent who lands on the unimproved properties of their complete colour-group.

Following the above rules, you may buy and erect at any time as many houses as your judgement and financial standing will allow. But you must build evenly, i.e., you cannot erect more than one house on any one property of any colour-group until you have built one house on every property of that group. You may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, you cannot build three Houses on one property if you have only one house on another property of that group.

As you build evenly, you must also break down evenly if you sell houses back to the Bank (see SELLING PROPERTY).

### **Hotels**

When a player has four houses on each and every property of a complete colour-group, they may buy a hotel from the Bank (paying the price for the hotel as shown on the Title Deed) and erect it on any property of the colour-group; at the same time returning the four houses from that property to the Bank. Only one hotel may be erected on any one property.

### **House and hotel shortages**

If the Bank finds that it has no more houses or hotels to sell, the Banker shall create more houses and hotels by writing up a token on an ordinary piece of paper.

### **Selling property**

Unimproved properties (but not houses and hotels) may be sold to any player as a private transaction for any amount the owner can get. However, no property can be sold or traded to another player if buildings are standing on any properties of that colour-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that colour-group.

Houses and Hotels may be sold back to the Bank at any time for one-half the price paid for them. All houses on one colour-group may be sold at once, or they may be sold one house at a time (*one hotel equals five houses*), evenly, in reverse of the manner in which they were erected (see HOUSES).

### **Mortgages**

Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its colour-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed.

No rent can be collected on mortgaged properties, but rent can be collected on unmortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of mortgage *plus* 10% interest (*that is, plus a tenth of the mortgage amount*). When all the properties of a colour-group are no longer mortgaged, the owner may begin to build houses on those properties at full price.

The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell a mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank; no additional penalty shall be applied if the new owner does not pay the mortgage and interest at the time of the property's purchase.

### **Bankruptcy**

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game.

In making this settlement, if you own houses or hotels, you must return these to the Bank in exchange for money to the extent of one-half the amount paid for them. Before going bankrupt, a player must sell all houses and all hotels, and then mortgage all properties in an attempt to pay off the debt (*that is, when a creditor bankrupts a player, the creditor shall receive only cash and mortgaged properties*). The cash raised is given to the creditor. If you have mortgaged property you shall also turn this property over to your creditor.

Should you owe the Bank (instead of another player) more than you can pay (because of a payment required by an Aussie Luck card) even by selling off buildings and mortgaging property, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all property so taken (houses and hotels shall be returned to the Bank's general pool of resources), all such properties shall be sold as mortgaged properties.

A player who has just incurred a debt may not sell or trade any property unless they can thereby raise enough cash to pay off the debt in full (thus avoiding a situation where a player about to become bankrupt can avoid handing over properties to the creditor by "giving away" properties at a low price to a favoured player, and then becoming bankrupt).

A bankrupt player must immediately retire from the game. The last player left in the game wins.

### **Miscellaneous**

Houses and hotels may not be placed upon the "rallying point" spaces (Australia First rallying points and Patriotic Youth League rallying points).

If a player wishes to leave the game, all assets are turned over to the Bank. The Bank then auctions off any properties (auctioning all of them as unmortgaged properties, with no regard to their prior status). Under no circumstances can a quitting player give their cash and/or property to another player.

### **Trading and deals**

Players may freely make trades amongst themselves, involving cash and/or properties. This is often done to obtain all the properties in a particular color group. However, there are some restrictions upon such trading:

No player may borrow money from, or lend money to, another player. Money can be loaned to a player only by the Bank, and then only by mortgaging property.

Houses and hotels are only ever sold back to the bank; they can never pass from one player to another in any transaction.

Under no circumstances can players offer, grant, or trade any "immunity" from rent due when landing on other player's properties.

Players are otherwise free to exchange properties (provided they do not contain buildings) and cash in trades.

### **Short Game option**

There are three extra rules for this short game option (which is likely to last 60 to 90 minutes):

**1.** During preparation for play, the Banker shuffles the pack of Title Deed cards, then the player to the left cuts them, then the Banker deals out two, one at a time, to each player. The players must immediately pay the Bank the printed price of each. Play then begins as in the regular game.

**2.** In this short game, it is necessary to have only three houses (*instead of four*) on each lot of a complete colour-group before the player may buy a hotel (that is, the full amount paid in obtaining a hotel would be equivalent to the price of four houses).

The turn-in value of a hotel is one-half of the purchase price (that is, one half of the value of four houses), as a hotel in this game is one house fewer than in the regular game.

Rent for a hotel remains the same as in the regular game.

**3.** End of game: The first player to go bankrupt retires from play, as in the regular game. However, when the second bankruptcy occurs, the game ends. Play immediately ceases, with the bankrupt player turning over to their creditor all that they have of value, including buildings and any other properties. In both cases, it is irrelevant whether the creditor is a rival player or the Bank.

Each remaining player then values their property, by adding up the following:

(1) *Cash on hand*

(2) *Properties owned, at the full price printed on the board.*

(3) *Any mortgaged property owned, at one-half the price printed on the board.*

(4) *Houses, valued at purchase price.*

(5) *Hotels, valued at the purchase price of four houses on that property.*

The richest player wins!

Table for quick calculation for selling buildings

Number of houses	\$50 per house		\$100 per house		\$150 per house		\$200 per house	
	Buy	Sell	Buy	Sell	Buy	Sell	Buy	Sell
1	\$50	\$25	\$100	\$50	\$150	\$75	\$200	\$100
2	\$100	\$50	\$200	\$100	\$300	\$150	\$400	\$200
3	\$150	\$75	\$300	\$150	\$450	\$225	\$600	\$300
4	\$200	\$100	\$400	\$200	\$600	\$300	\$800	\$400
5*	\$250	\$125	\$500	\$250	\$750	\$375	\$1000	\$500
6	\$300	\$150	\$600	\$300	\$900	\$450	\$1200	\$600
7	\$350	\$175	\$700	\$350	\$1050	\$525	\$1400	\$700
8	\$400	\$200	\$800	\$400	\$1200	\$600	\$1600	\$800
9	\$450	\$225	\$900	\$450	\$1350	\$675	\$1800	\$900
10**	\$500	\$250	\$1000	\$500	\$1500	\$750	\$2000	\$1000
11	\$550	\$275	\$1100	\$550	\$1650	\$825	\$2200	\$1100
12	\$600	\$300	\$1200	\$600	\$1800	\$900	\$2400	\$1200
13	\$650	\$325	\$1300	\$650	\$1950	\$975	\$2600	\$1300
14	\$700	\$350	\$1400	\$700	\$2100	\$1050	\$2800	\$1400
15***	\$750	\$375	\$1500	\$750	\$2250	\$1125	\$3000	\$1500

\* 1 hotel is equivalent to 5 houses

\*\* 2 hotels are equivalent to 10 houses

\*\*\* 3 hotels are equivalent to 15 houses

Table for quick calculation of the Bank's 10% mortgage fees

Property purchase price \$	Property mortgage value \$	Bank's 10% mortgage fee \$	Total mortgage \$ amount to be paid to the Bank
60	30	3	33
100	50	5	55
120	60	6	66
140	70	7	77
150	75	7.5 (8*)	82.5 (83*)
160	80	8	88
180	90	9	99
200	100	10	110
220	110	11	121
240	120	12	132
260	130	13	143
280	140	14	154
300	150	15	165
320	160	16	176
350	175	17.5 (18*)	182.5 (183*)
400	200	20	220

\*Amounts under \$1 (i.e. 50 cents) shall be rounded upwards in the bank's favour; however, two of these amounts combined shall require payment of only one dollar.

The property purchase price is the full price, as marked on the board.

The property mortgage value is 50% (half) of the full price.

The Bank's mortgage fee is 10% (one tenth) of the property's mortgage value.

To pay off a mortgage, a player must pay the initial mortgage amount, plus 10%.