

The White House

When an Owner lands on this square, she should 1) give a short stump speech outlining which rules she will change from the list below, and 2) call a vote. If a majority of players vote affirmatively, the player becomes the President for that turn. Once president she declares any rule changes. *As in real life, the new rules may or may not be exactly what she promised in her stump speech.*

- **Government Bailout**—The President may set rates for players landing on the Enron Electric and Flint Water squares.
- **Affordable Care**—The President may set rates for players landing on the Hospital square.
- **Net Neutrality**—The President may set the rates for players landing on the froogle square.
- **Presidential Pardons**—The president may set the number of rounds players spend in jail or free a player currently in jail.
- **Bring the Troops Home**—The president may remove any player under active service in the military from 'Harm's Way' (eliminating the need for that player to roll a 6-sided die).

Frequently Asked Questions

Q Can *any* player assume the role of President?
No. Unfortunately, reality would like to disagree with the notion that "Anyone can be president." It's pretty to think so, but in practice, the bedrock of politics is money.

Q Must players pay Electric or Water utilities at the start of the game?
No. Players only pay for Enron Electric and Flint Water after their first trip around the board.

Q Where are the hotels?
Like property auctions, hotels have been omitted from SJG. Only by adding houses to a property may a player add value to it.

Q Must players own all properties of any color before adding houses?
No. Players need not own all properties of any single color to add houses. They may add houses (up to 3) to any property they own at any time during their turn.

The Social Justice Game

A GAME ABOUT CENTS & SENSIBILITY

for approximately 4 players

Rules of Play

Quickstart

Follow these steps to jumpstart gameplay. Players may draw on any prior experience they have playing *Monopoly*, but consulting the rules during play provides a richer experience.

- 1

Place Change Cards

Shuffle the Change Cards and place them on the board.
- 2

Assign Roles Tokens

Assuming 4 players ... place 1 Owner token, 1 Manager token, 1 Employee token, and 1 Unemployed token in a bag. Draw randomly to assign roles.
- 3

Assign Role Cards

Each player takes the Role Card matching the symbol on the movement token she drew.
- 4

Assign Dice

Each player uses the colored die which corresponds to the token she drew.
- 5

Assign Utility Cards

The Owner player begins the game owning the Enron Electric and Flint Water utilities.
- 6

Assign Bank

Lay out the monies and properties in front of any player volunteering to be the Bank. The Bank then pays each player their first payday.
- 7

Read the Rules

Read the next 2 rule pages of this guide carefully. Consult the appendices during game play.
- 8

Begin Play

Place player tokens on the *Payday* square and begin play. The Unemployed player moves first. Play then rotates clockwise around the board.



Go to Jail

When sent to jail, the player must place her token on the Jail space in the middle of the board and roll a 4-sided die to determine how many turns she must miss before moving again. Upon release, the player proceeds to the Payday square but receives no pay.



Back Taxes

Any player landing on this square proceeds directly to Payday but receives only half their pay, owing the other half to the IRS for back taxes (the Bank).



Enron Electric

This privatized energy company is owned by the Owner at the start of the game, who sets, raises and lowers the rate at will. The landlord:

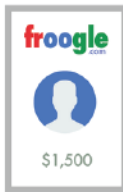
- Collects \$50 from each player each time they pass payday, and an additional \$25 from players landing on the square.



Flint Water

This privatized water utility is owned by the Owner at the start of the game, who sets, raises, and lowers the rate at will. The landlord:

- Collects \$50 from other players each time they pass payday, and an additional \$25 from players landing on the square.

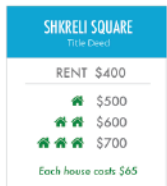


froogle

This square represents an aggregate of the various services, mobile devices, and apps we use to stay socially connected. The landlord:

- Collects \$50 from other players each time they pass payday, and an additional \$25 from players landing on the square.

 *Antitrust laws prevent Owners from owning Froogle.*



Property Squares (Title cards)

The Bank issues Title cards to any player, who collects rent from any other player landing on the square. As houses are added (up to 3) to any property square, the rent increases. Unlike *Monopoly*, a player must land upon a square to purchase it.



Go to College

When passing through this square, Unemployed and Employees may choose to stop on this square and attend college. Managers and Owners will likely already have attended college.

- **If Unemployed**—The player pays \$2,000 to the bank for her undergraduate degree and immediately becomes an Employee.
- **If an Employee**—The player pays \$1,000 to the bank for her graduate degree and immediately becomes a Manager.

Players may apply *once* for financial aid by rolling a six-sided die:

1 – 2	Rejected
3 – 5	Partial Scholarship — tuition reduced by half
6	Full Ride — tuition completely waived



Join the Military

When passing through this square, Unemployed and Employees may choose to stop on this square and join the military, with the following results:

For the rest of the game:

- **Wages**—If Unemployed, the player immediately becomes an Employee (enlisted). If an Employee, the player immediately becomes a Manager (officer).
- **GI Bill**—Any future college tuition paid is reduced by half.
- **VA Benefits**—Any future hospital bills paid are reduced to \$50.

While Actively Serving (until player next passes Payday):

- **Movement**—The player subtracts 1 from her movement roll each turn.
- **In Harm’s Way**—Player must roll a 6-sided die each turn in addition to her movement roll. If she rolls a 1, she must roll again. If she then rolls a 1 she is killed in combat. Her country thanks her for her service.

When joining the Military, player places the *Military* token on her Role Card.



Visit the Hospital

When landing on this square, a player must pay \$400 out of pocket in medical bills. If the player cannot afford this, she may sell any properties or utilities she owns and/or request a loan (see “Bankruptcy” above).

Objective

Unlike *Monopoly*, which assumes a level socio-economic playing field, The Social Justice Game™ (SJG) more closely reflects actual inequities under the current American economy. By effecting real-world economic disparities at the start of the game, SJG aims to stimulate a frustration so comically absurd that gameplay evolves into a discussion among the players around the systemic inequities of contemporary capitalism.

Winning and Losing

Because the true goal is to play SJG reflexively and thoughtfully in order to learn as much as one can about socioeconomics, “winning” the game may take different shapes. Certainly, players may objectively “lose” the game by going bankrupt (“unable to pay outstanding loans when they are due”).

The primary goal for each player is to avoid bankruptcy—to survive and thrive, earning enough money to comfortably navigate the costs, penalties, and unexpected twists of fate which arise. ***The surest way to do that is to purchase properties which produce rent from other players.*** While Unemployed and Employees will find it difficult to purchase properties initially, they may rise socio-economically through joining the military or attending college (see “Join the Military” and “Go to College,” below). *Remember, this game is what you make it. Players may change the rules of the game any time.*

Turns

The Owner player rolls first at the start of the game. At the start of each player’s turn, she rolls the die indicated on her Role Card and moves her Movement Token to the indicated square. The player interacts with the square she has landed on. A player may purchase any property square she lands on if it’s for sale and improve it on the same turn. Play then rotates clockwise around the board to the next player. Unlike *Monopoly*, there is no public auction for a property not purchased.

‘Change’ Cards

Players landing on any Change square must draw a card from the Change Deck. Read the card aloud to the other players and follow the instructions. Some Change Cards work in a player’s favor, others against. Most cards apply only to specific roles. *Make sure to read the card closely to discover to which roles the card applies, as well as any special instructions for its use.*

Bankruptcy

A player enters bankruptcy as soon as her total cash dips below \$0.00 Players may avoid bankruptcy in several ways:

- **All players** may sell property back to the bank or to another player for what the bank/player is willing to pay for it.
- **No player** may hold more than 1 loan at a time from the bank. Players may hold only 1 loan at a time from each other player.
- **Employees, Managers and Owners** may request loans from another player or from the Bank. The lending player/the player playing the Bank may specify the loan period and interest.
- **Unemployed players** may request loans from other players but not the bank — unemployed players do not qualify for bank loans. The lending player may specify the loan period and interest.

Improving Properties

Players improve their rents on owned properties by adding houses. When purchasing houses, players place the appropriate one-, two-, or three-house token on their property card to keep track of the number of houses owned. A player may add houses to any property she owns at the end of any turn.

Gentrification


Gentrification is the process by which players may forcibly purchase any property which is *unimproved* (has no houses) when landing on it. A player may purchase a property from the current landlord for the original price and must add at least 1 house to the property immediately. The original landlord may not refuse the sale.

Building Community


In contrast to gentrification, any player who donates a house to any property owned by another player never need pay rent when landing on that square. However, players may not donate a house to a property which already has 3 houses.

Changing the Rules

Every rule in SJG exists through the democratic agreement of the players. Players may loan each other money, form specific agreements, and even create new rules. If any player whose turn it is wishes to add, eliminate or change a rule, that player may forfeit their turn to propose a rule and call a vote. With a simple player majority in the affirmative, the game rules are amended.

 **BAD**
I propose that each payday, the rich players all have to pay me half their salary.

A proposed rule should pertain to all players, and not simply the person making the rule. Consider the following rule proposed by an Unemployed player:

 **BETTER**
I propose that Owners — whose earning potential is disproportionately larger than unemployed and employees — subsidize our payments for Flint Water and Enron Electric, charging all players only \$20 each for Flint Water and Enron Electric every payday.

This rule seems vague, and applies to only one player. It’s not a valid rule, nor is it likely to win the simple majority of votes to pass. If the player wants to fight the economic injustice she feels, she might try: This rule proposal is likely to be more successful because it offers a persuasive rationale and because it reduces the value of the Owner’s utilities, rather than removing their value entirely. While this rule would not benefit Managers directly, it wouldn’t negatively affect them either, and a compassionate Manager might still support such a rule.

Appendix A — Tokens



Unemployed—Caught by the social safety net, the Unemployed person receives food, medical, and other forms of minimal assistance from the state and federal governments. This player rolls a red 4-sided die for movement and receives \$200 each time passing payday.



Employee—Thanks to skill in a trade or earned through obtaining a college degree, Employees are happy to have a job in this economy. They live above the poverty line, but may live paycheck to paycheck unless they are both disciplined and adept at managing their own meagre finances. This player rolls a green 6-sided die for movement and receives \$500 each time passing payday.



Manager—Thanks to experience in a field, a graduate degree or other professional development, a manager is an employee who has ascended to a position of leadership. This player rolls a purple 8-sided die for movement and receives \$1,000 each time passing payday.



Owner—Owing to the vagaries of fate or perhaps an arduous struggle upwards, this role represents the wealthiest class in the game. This player rolls a blue 10-sided die for movement and receives \$3,000 each time passing payday.



The Military Token
Player places the military token on her Role Card as a reminder that she is actively serving in the military (until she next passes Payday).



House Tokens
Player places house tokens on any property she improves.

Appendix B — Squares



Payday
Each player receives her payday salary when landing upon or passing through Payday square (and at the beginning of the game).