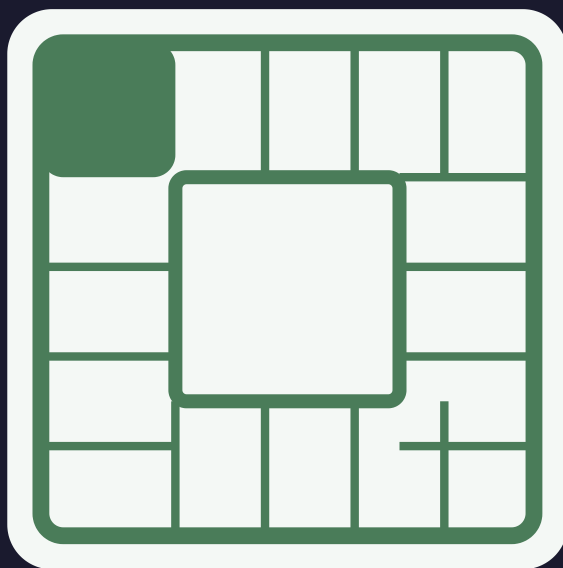




THE LANDLORD'S GAME

VARIANT LIBRARY

Elizabeth Magie's 1904 economic satire — five variants spanning the game's full history from patent to Prosperity

5

VARIANTS

2–6

PLAYERS

10+

AGE

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HISTORY

The Landlord's Game was designed by Elizabeth J. Magie (May 9, 1866 — March 2, 1948) as, in her own words, “a practical demonstration of the present system of land grabbing with all its usual outcomes and consequences.” Playtested in Arden, Delaware, from 1902–1903, the game embodies the economic philosophy of Henry George, whose single-tax theory held that land rents enrich property owners at the expense of tenants and the broader public.

The patent was filed on March 23, 1903, and granted on January 5, 1904, as US Patent 748,626. The design is notable for including two sets of rules from the outset: a Monopolist version, in which individual accumulation is the goal, and an Anti-Monopolist (later named Prosperity) version, in which players win collectively when the poorest player doubles their starting wealth. Magie considered the Prosperity version the game's true purpose — the Monopolist version was intended to demonstrate the injustice of the current system, not to celebrate it.

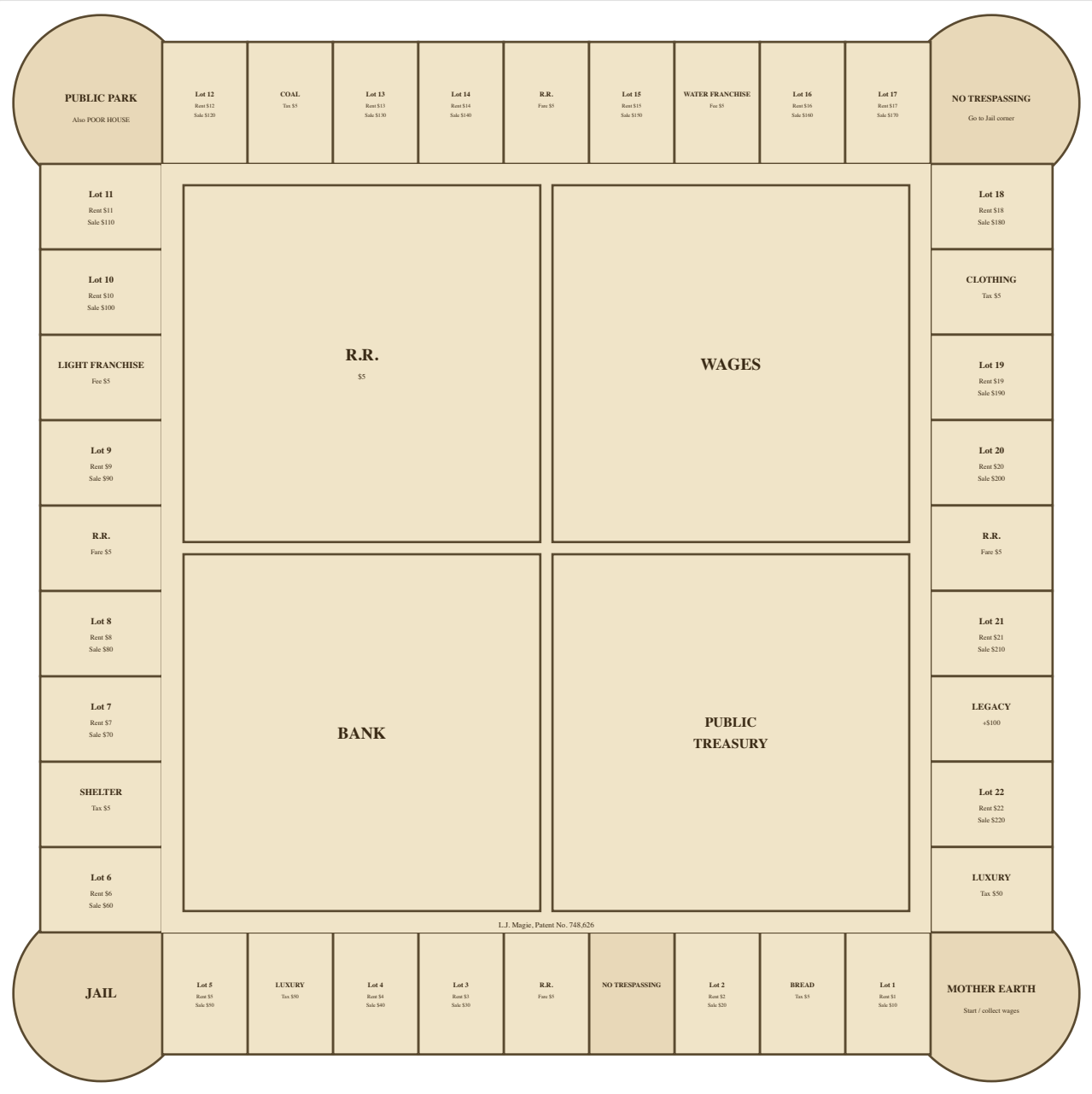
In 1906, Magie and fellow Georgists formed the Economic Game Company in New York, publishing the first commercial edition with Chance cards bearing quotations from Thomas Jefferson, John Ruskin, and Andrew Carnegie, along with houses, auction mechanics, and railroad monopoly pricing. The game spread through left-wing intellectual circles in the northeastern United States — Scott Nearing, socialist economics professor at Wharton, taught it to students from 1906–1915. Hand-copied boards circulated under names including Monopoly, Finance, and Auction.

The 1904 patent expired in 1921. Magie applied for a second patent in 1923; it was granted on September 23, 1924 (US Patent 1,509,312). In 1932, the Adgame Company published “Landlord's Game and Prosperity” under this patent — the first confirmed publication naming the Prosperity rules as a distinct variant with an explicit win condition.

Ruth Hoskins brought a hand-copied version of the game to Atlantic City in 1929, renaming properties after local streets. Jesse Raiford grouped them by colour and assigned prices. This Atlantic City folk version was the game Charles Darrow encountered around 1933 and sold to Parker Brothers in 1935 as his own invention. Parker Brothers subsequently acquired Magie's 1924 patent for \$500, with no royalties, to secure their rights. They printed a small run of The Landlord's Game to assert the purchase, then sidelined it for Darrow's version by 1936. Magie gave two newspaper interviews — in the Washington Post and the Evening Star — displaying her original boards and documenting that Darrow was not the inventor.

THE BOARD

The Landlord's Game uses a continuous circular track of 40 spaces. Unlike Monopoly's colour-grouped properties, the board is not divided into sections by colour — instead, spaces alternate between lot spaces, railroads, franchises, and special spaces arranged around the perimeter.



The Landlord's Game — board layout, 40 spaces

<https://engine.moddable.games/play/?game=landlords-game&variant=1904-original>

Corner spaces:

POSITION	NAME	EFFECT
1	MOTHER EARTH	Starting point. “LABOR UPON MOTHER EARTH PRODUCES WAGES.” Each pass earns \$100 wages.
11	JAIL / JUST VISITING	Players sent here remain until throwing a double or paying a \$50 fine to the Public Treasury.
21	CENTRAL PARK	Free space. No payment required. (1904 patent: Public Park.)
31	No Trespassing / Go to Jail	Player immediately goes to Jail.

Space types:

TYPE	COLOUR	EFFECT
Lot spaces (22 total)	Green	For sale or rent; rent paid to owner, or to Public Treasury if unowned
Absolute Necessities	Blue	Food, Fuel, Shelter, Clothing — tax paid to Public Treasury
Railroad spaces	Pink	Fare paid to Railroad fund; monopoly pricing in 1906 edition
Franchise spaces	Yellow	Soakum Lighting System; Slambang Trolley
Luxury spaces	Purple	Pay \$50 to Public Treasury; receive luxury ticket (1904 patent only)
Chance	—	Draw a card; follow instructions
Speculation	—	Optional gambling mechanic (1906 edition only)
Poor House	—	Refuge for players who cannot continue
Legacy	—	Receive \$100 cash and a legacy ticket (1904 patent only)

Confirmed lot names — 1906 edition:

The Pike (\$25), Goat Alley (\$50), Lonely Lane (\$25), Beggarman’s Court (\$50), The Bowery (\$75), Boomtown (\$50), Fairhope Avenue (\$75), George Street (\$75), Easy Street (\$75), Cottage Terrace (\$50), Market Place (\$50), Grand Boulevard (\$100), Wall Street (\$100), Broadway (\$100), Fifth Avenue (\$100).

Additional named spaces: Soakum Lighting System (\$50), Slambang Trolley (\$50), Royal Rusher R.R. (\$50), Gee Whiz R.R. (\$50), Shooting Star R.R. (\$50), P.D.Q. R.R. (\$50), D.F. Hogg’s Game Preserves (No Trespassing), Lord Blueblood’s Estate (No Trespassing), Poor House, Speculation.

Note: The full 40-space clockwise sequence is not explicitly listed in the surviving 1906 rules text. The names above are confirmed from rules references and average hand descriptions in the 1906 edition. The board SVG is a separate deliverable; see [diagrams/](#).

1906 EDITION DIFFERENCES

The 1906 Economic Game Company edition introduced several changes from the 1904 patent:

- ♦ Property names changed from 1904 patent versions
- ♦ Houses added, with a rent table (land rent doubles per house added, maximum 3 houses per lot)
- ♦ Chance cards introduced (red pack) with quotations from Thomas Jefferson, John Ruskin, and Andrew Carnegie
- ♦ Speculation space added with a bidding and gambling mechanic
- ♦ Auction mechanic introduced for lot purchasing
- ♦ Railroad monopoly pricing: 2 railroads owned = \$10 fare, 3 = \$20, 4 = \$50
- ♦ Municipal Cinch rule: owning both franchise spaces raises franchise rates to \$25
- ♦ Trust rule: two players owning all railroads may pool and charge \$40
- ♦ Taxes on Absolute Necessities raised to \$10 (was \$5 in 1904 patent)
- ♦ Jail rule clarified: maximum 3 turns missed if player has sufficient property
- ♦ Section rent doubling: when all lots between two railroads each have at least 1 house, land rent in that section doubles
- ♦ Tax escalation: 10 houses on board doubles taxes to \$20; 25 or more houses raises taxes to \$40
- ♦ Education and Professor cards added (Single Tax mode only)

EQUIPMENT

1904 PATENT EDITION

ITEM	NOTES
Board	40-space circular track
Dice	Four pairs; four shaking boxes
Playing pieces	Four checkers, one per player
Lot tickets	22 total; each player draws until 12 total taken at start
Money	\$500 starting cash per player
Deeds	Title to purchasable lot spaces
Notes	Bank mortgage instruments (\$100 increments; \$5 interest per wages receipt)
Individual mortgages	Player-to-player loan instruments
Bank mortgages	Bank-issued loan instruments
Charters	Placed on franchise spaces by first player to stop there
Legacies	Received when landing on a Legacy space (\$100 cash + ticket)
Luxury tickets	Purchased for \$50; worth \$60 at end of game

Four boxes in the centre: **Bank, Wages, Public Treasury, Railroad.**

1906 COMMERCIAL EDITION ADDITIONS

- ♦ Houses (up to 3 per lot; \$10 rent per house per player stopping there)
- ♦ Chance cards (red pack)
- ♦ Starting cash varies by player count: \$600 (2 players), \$500 (3 players), \$400 (4 players)

VARIANT LIBRARY

The Landlord's Game spans over a century of editions, from Elizabeth Magie's 1904 patent to the Quaker community versions that became the direct ancestor of Monopoly. This library documents five historically significant rulesets — from the austere patent original to Magie's intended Prosperity mode to the pedagogical Monarch of the World demonstration.

This library includes 5 variants.

- ♦ [1904 Original](#) — The pure patent ruleset: lot tickets drawn at start, 5 circuits to complete, luxury tickets
- ♦ [1906 Commercial Edition](#) — Houses, Chance cards, auctions, railroad monopoly pricing, Speculation space
- ♦ [Single Tax](#) — Mid-game voting switch; land rents fund progressive public ownership of utilities and railroads
- ♦ [Prosperity](#) — Collective win: the poorest player must double their starting wealth while no player goes bankrupt
- ♦ [Monarch of the World](#) — Demonstration proving Magie's thesis: one player holds all land; they win despite holding no wages

BOARD DATA

Machine-readable JSON containing the complete board layout for all three editions (1904, 1906, 1932). Every space with its position, name, type, price, and rent. Used for diagram generation by moddable-engine.

- ♦ [boards.json](#)

ATTRIBUTION

The Landlord's Game. Designed by Elizabeth J. Magie. Original patent: US748626, granted 5 January 1904, expired 1921. Public domain. Sources: US Patent 748,626 (public domain); Wikipedia: The Landlord's Game (CC-BY-SA); landlordsgame.info (transcriptions of original patent and 1906 rulebook).



Printed 22 July 2026

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THE LANDLORD'S GAME · VARIANT 1 OF 5

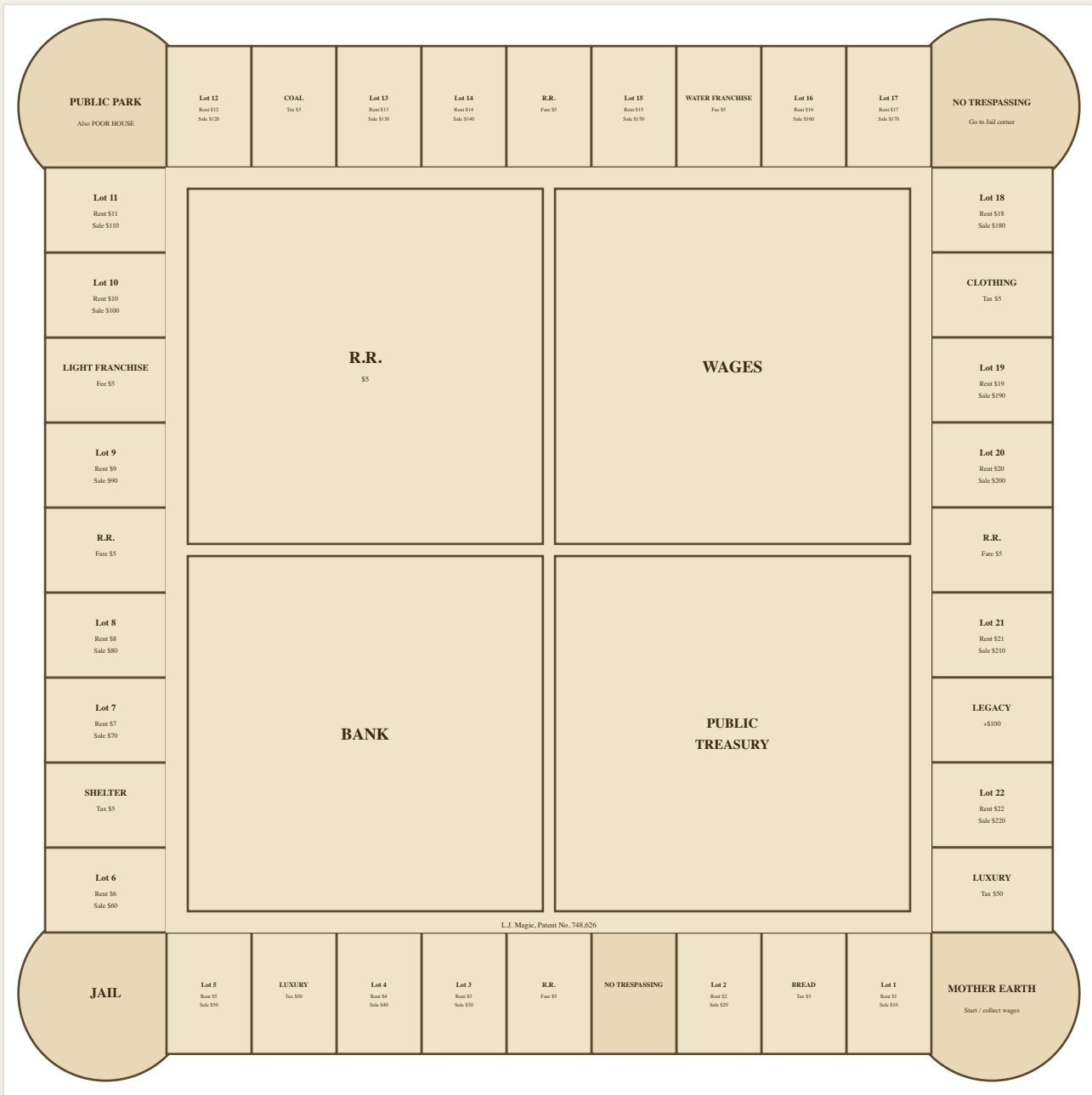
1904 Original

Circular 40-space track
BOARD

2–6
PLAYERS

1904 ORIGINAL

This is the ruleset as described in US Patent 748,626, granted January 5, 1904. It predates houses, Chance cards, and auctions. Players begin by drawing lot tickets rather than purchasing lots as they land, and the game ends after all players complete five circuits of the board.



1904 Patent — board layout

<https://engine.moddable.games/play/?game=landlords-game&variant=1904-original>

SETUP

- ♦ Each player begins with \$500.
- ♦ Shuffle the 22 lot tickets. Players draw one at a time, taking turns, until 12 tickets in total have been taken. Remaining tickets are returned to the Wages box.
- ♦ All checkers start on MOTHER EARTH.
- ♦ Determine first player by highest dice throw.

RULES

Movement: On each turn, throw both dice and move forward the combined number of spaces. Follow the rule for the space landed on.

MOTHER EARTH: Receive \$100 wages from the Wages box each time this space is reached or passed. Recorded on a tally sheet.

Lot spaces: If a player lands on a lot for which they hold the lot ticket, other players landing on that lot pay rent to the ticket holder at the lowest marked price. If the landing player holds no ticket for that lot, they may purchase it at the highest marked price (paid to the Public Treasury). If two players land on the same lot, the second pays half rent. A third player cannot occupy — they must stop one space before and count their throw one less.

Absolute Necessities (Food, Fuel, Shelter, Clothing): Pay \$5 to the Public Treasury.

No Trespassing: Player goes to Jail. Remains there until throwing a double on a subsequent turn or paying a \$50 fine to the Public Treasury.

Railroad spaces: Pay \$5 to the Railroad fund. Throwing a double on a Railroad space grants a pass: the player may jump once between railroad spaces when passing one in normal movement.

Luxury spaces: Pay \$50 to the Public Treasury and receive a luxury ticket worth \$60 at the end of the game. This is optional — if not purchased, the player loses their move.

Franchise spaces: The first player to stop on a franchise space places a charter on it. All subsequent players pay \$5 to the charter holder whenever stopping there. Placing a charter costs nothing and the charter counts nothing at end of game.

Public Park: No payment required.

Legacy: Receive \$100 cash and a legacy ticket.

Poor House: A player with no money and no mortgageable property goes here and remains until able to resume play.

Borrowing from the Bank: In \$100 increments. The bank takes a mortgage on property worth at least \$10 more than the amount borrowed. The player pays \$5 interest per bank note each time wages are received at MOTHER EARTH.

Player-to-player loans: Any terms agreed between the two players.

Five circuits: After completing 5 circuits of the board while clear of debt, a player may move in either direction on subsequent turns. Wages from MOTHER EARTH cease after a player completes the required number of circuits.

WINNING

The game ends when the last player passes MOTHER EARTH for the fifth time. Each player counts their total wealth:

- ♦ Lot card values (face value of each lot ticket held)
- ♦ Cash on hand
- ♦ Luxury tickets (each worth \$60)

The player with the highest total wins.

Optional variant (from the patent): Play without drawing lot tickets at start. Players purchase lots as they land on them, each beginning with \$100 instead of \$500.

ATTRIBUTION

1904 Original. Rules from US Patent 748,626, granted January 5, 1904. Designed by Elizabeth J. Magie. Public domain (patent expired 1921). Sources: US Patent 748,626 (public domain); hoelzl/L3 GitHub repository patent transcription, sourced from landlordsgame.info.

THE LANDLORD'S GAME · VARIANT 2 OF 5

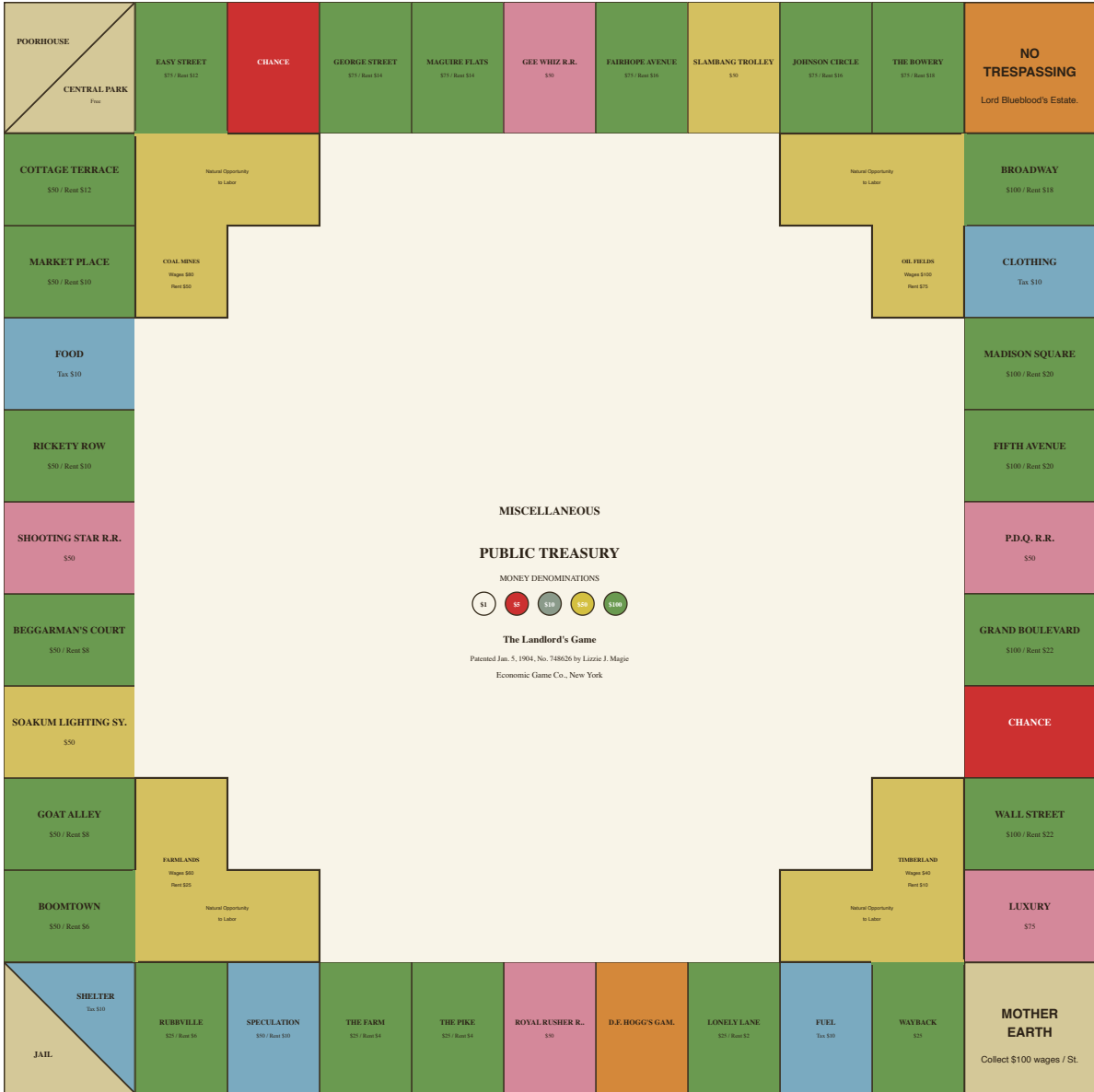
1906 Commercial Edition

Circular 40-space track
BOARD

2-4
PLAYERS

1906 COMMERCIAL EDITION

Published by the Economic Game Company of New York in 1906, this edition introduced the rules that most subsequent versions of The Landlord's Game would follow: Title Deed cards purchased by auction, houses that multiply rent, Chance cards with quotations from political philosophers, a Speculation space, and railroad monopoly pricing. It is also the edition that first included the Single Tax variant rules (see the Single Tax variant).



1906 Commercial Edition — board layout

<https://engine.moddable.games/play/?game=landlords-game&variant=1906-commercial>

SETUP

- ♦ Starting cash: \$600 per player (2 players), \$500 per player (3 players), \$400 per player (4 players).
- ♦ Shuffle the green Title Deed cards and deal 24 cards one at a time to the left. Each player may purchase any or all cards dealt to them at the original sale price, paid to the Public Treasury. Unpurchased cards are returned to the pack.
- ♦ All undealt money and implements are placed in the centre MISCELLANEOUS space.
- ♦ All checkers start on MOTHER EARTH.
- ♦ First player is determined by highest dice throw.

RULES

Movement: On each turn, throw the dice and move forward that many spaces. Follow the rule for the space landed on.

MOTHER EARTH: Receive \$100 wages from MISCELLANEOUS each time this space is reached or passed.

Lot spaces: If owned by another player, pay land rent to that player. If unowned, the player may purchase at the original sale price (paid to Public Treasury), or by auction: highest bidder takes the deed; the first player to land has the right of first refusal at the highest bid. If no player purchases, the landing player pays land rent to the Public Treasury.

Absolute Necessities (Food, Fuel, Shelter, Clothing): Pay \$10 to the Public Treasury.

D.F. Hogg's Game Preserves / Lord Blueblood's Estate (No Trespassing): Player immediately goes to JAIL.

JAIL: Player remains until their next turn. To exit: pay a \$50 fine to the Public Treasury, or throw a double (serves time, no fine). Maximum 3 turns in jail if the player has sufficient property.

Franchise spaces (Soakum Lighting System / Slambang Trolley): Pay \$5 to the owner. If unowned, auction as per lot spaces. Municipal Cinch: a player owning both franchise spaces raises the rate for both to \$25.

Railroad spaces: Pay \$5 fare. Railroad monopoly pricing applies based on how many railroads one player owns: 2 owned = \$10 fare, 3 = \$20, 4 = \$50. Trust: if two players together own all four railroads, they may pool them and charge \$40.

CENTRAL PARK: Free. No payment required.

Chance: Draw a red card, follow its instructions, and return the card to the pack.

Speculation: The player may refuse to move and stay in place. If they choose to play: pay \$10 ante to the Broker (the holder of the Speculation card) or to MISCELLANEOUS; then throw again. Payouts: double = win \$100, 11 = \$90, 10 = \$80, 9 = \$70, 8 = \$60, 7 = \$50, 6 = \$40, 5 = \$30. Pay 10% of winnings to the Broker. If the throw is 3 or 4: the Broker goes to Jail and the Speculation card is returned.

Poor House: A player with no money and no mortgageable property goes here. Throws to move out on the next turn.

HOUSES

Players may erect up to 3 houses per lot. House rent of \$10 per house is paid by any player stopping on that lot, in addition to land rent.

Land rent table (base / 1 house / 2 houses / 3 houses):

BASE RENT	1 HOUSE	2 HOUSES	3 HOUSES
\$2	\$4	\$8	\$16
\$4	\$8	\$16	\$32
\$6	\$12	\$24	\$48
\$8	\$16	\$32	\$64
\$10	\$20	\$40	\$80
\$12	\$24	\$48	\$96
\$14	\$28	\$56	\$112
\$16	\$32	\$64	\$128
\$18	\$36	\$72	\$144
\$20	\$40	\$80	\$160
\$22	\$44	\$88	\$176

Tax escalation: When 10 houses are on the board, taxes on Absolute Necessities double to \$20. When 25 or more houses are on the board, taxes rise to \$40.

Section doubling: When all lots in any board section (between two railroad spaces) each have at least 1 house, land rent in that section doubles. When all lots in the section have 2 houses, it doubles again. At 3 houses each, it doubles again.

WINNING

The game ends by agreement or when play cannot continue. The player with the most total wealth wins.

Scoring: every Title Deed card counts 100; every house counts 100; add cash on hand.

ATTRIBUTION

1906 Commercial Edition. Rules from the Economic Game Company edition, New York, 1906. Designed by Elizabeth J. Magie. Public domain. Source: landlordsgame.info/rules/lg-1906_rulebook.html (transcription via hoelzl/L3 public repository).

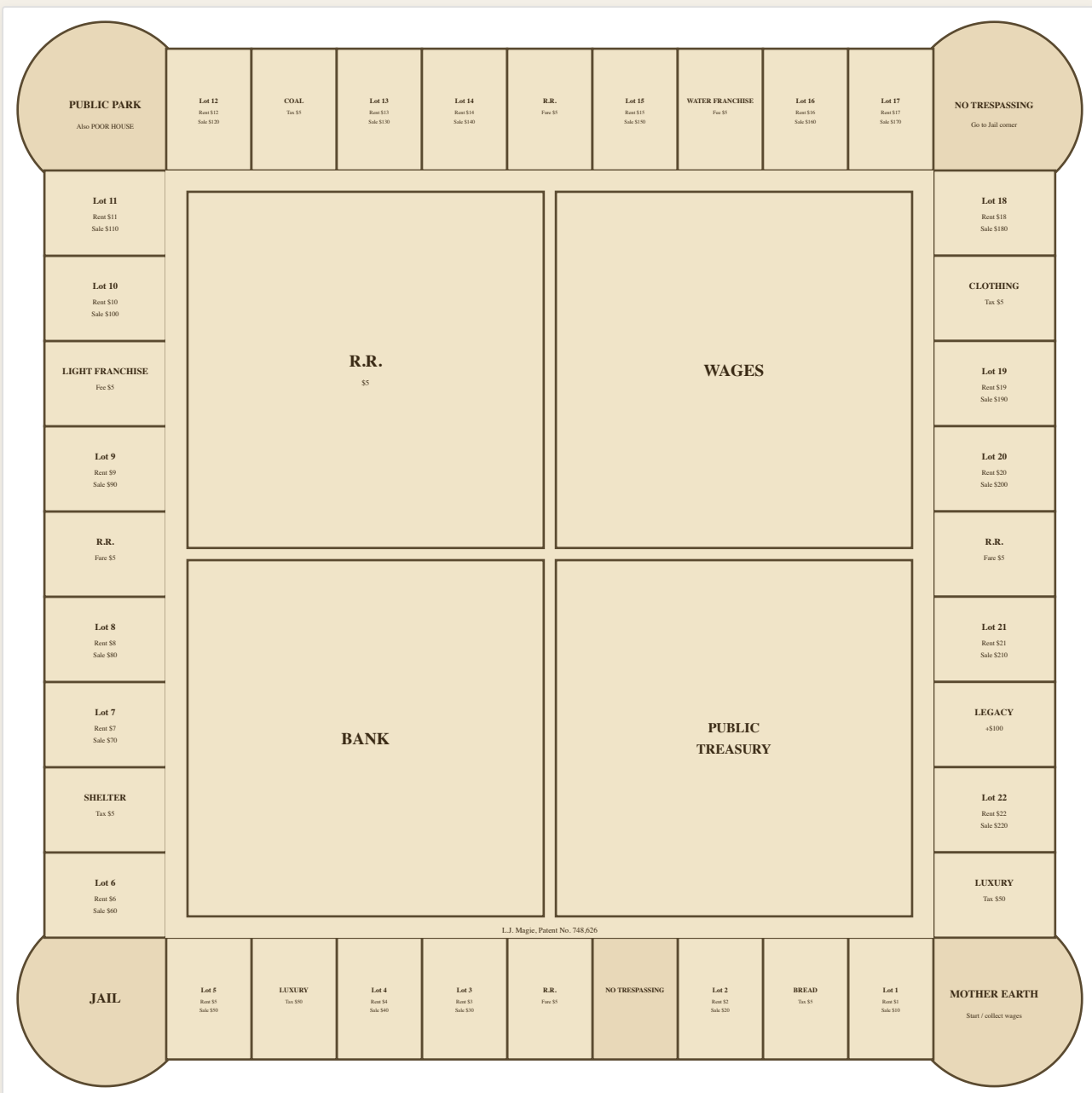
THE LANDLORD'S GAME · VARIANT 3 OF 5

Single Tax

Circular 40-space track
BOARD

2–4
PLAYERS

SINGLE TAX



Single Tax — starting position

<https://engine.moddable.games/play/?game=landlords-game&variant=single-tax>

The Single Tax rules appear in the 1906 Economic Game Company edition as a variant that can be entered mid-game by majority vote. They enact Henry George’s single-tax philosophy through play: land rents flow to the Public Treasury rather than individual owners, financing the progressive public acquisition of utilities, railroads, and eventually colleges, while wages rise with each increment of public wealth. The 1932 Adgame Company edition later named this process “Prosperity” and gave it a discrete win trigger; see the Prosperity variant for that version.

SETUP

As per the 1906 Commercial Edition.

Single Tax mode may be entered at any point during a 1906 Commercial Edition game when at least 2 players vote to switch. Players keep all current holdings when switching; Title Deeds become worthless once Single Tax takes effect.

RULES

Rule 1: No taxes on Absolute Necessities. Blue spaces (Food, Fuel, Shelter, Clothing) are free under Single Tax.

Rule 2: All land rent is paid into the Public Treasury for public improvements, not to individual lot owners.

Rule 3: Railroad fares and franchise rates continue to be paid to individual owners until the Public Treasury acquires them (see Rule 6). Thereafter they are free.

Rule 4: When stopping at an unimproved lot — pay full land rent to the Public Treasury; the player may then improve the lot with a house. When stopping at a lot with another player's house — pay full land rent to the Public Treasury AND full house rent to the house owner. A player may erect a house on any unimproved lot on their turn (not only where their checker currently stands), subject to competitive bidding.

Rule 5: D.F. Hogg's Game Preserves and Lord Blueblood's Estate are reserved as sites for Free Colleges. The Jail penalty for landing on these spaces remains in effect until the Free Colleges are built.

Rule 6 — Public acquisition sequence, triggered by each \$50 increment added to the Public Treasury:

- 1 First \$50: buy out Soakum Lighting System — that space becomes free to all players.
- 2 Next \$50: buy out Slambang Trolley — free.
- 3 Subsequent \$50 increments: each railroad in sequence — free.
- 4 Then: Free College built on Lord Blueblood's Estate (Jail penalty annulled for that space).
- 5 Then: Free College built on D.F. Hogg's Game Preserves (Jail penalty annulled for that space).
- 6 Then: wages raised to \$110 at MOTHER EARTH. Each subsequent \$50 in the Public Treasury raises wages a further \$10.

Rule 7: After the first Free College is built, players stopping there may draw Education cards. Four Education cards may be exchanged for one Professor card, which counts 100 at the end of the game.

Rule 8: The Poor House is eliminated. A player who cannot afford to make a move places their checker on any Natural Opportunity space (inner corners of the board); they collect wages from that space on their next turn, pay rent to the Public Treasury, and then move out normally.

WINNING

The Single Tax mode has no individual winner. The game demonstrates Henry George's single-tax principle through play: as the Public Treasury accumulates and acquires utilities, railroads, and colleges, necessities become free, wages rise, and the burden of taxation shifts from labour and consumption to land alone. The collective end state — all utilities and railroads publicly owned, wages at their maximum, colleges built — is the win condition for all players.

ATTRIBUTION

Single Tax. Rules from the Economic Game Company edition, New York, 1906. Designed by Elizabeth J. Magie. Public domain.
Sources: landlordsgame.info/rules/lg-1906_rulebook.html (transcription via hoelzl/L3 public repository); Wikipedia: The Landlord's Game (CC-BY-SA).

THE LANDLORD'S GAME · VARIANT 4 OF 5

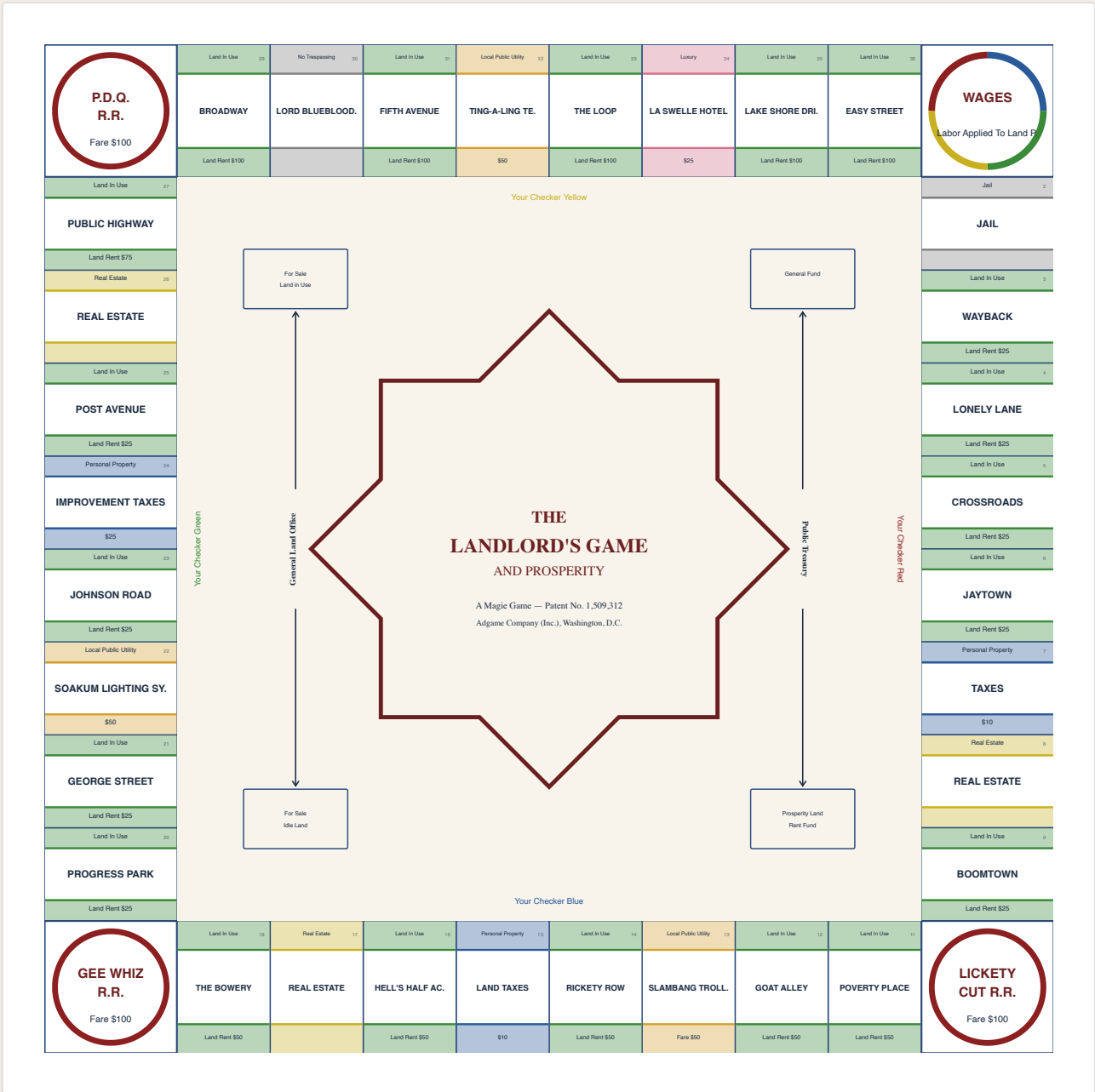
Prosperity

Circular 36-space track (dual-game board)
BOARD

2–4
PLAYERS

PROSPERITY

Published under US Patent 1,509,312 by the Adgame Company of Washington, D.C. in 1932, this is Elizabeth Magie Phillips’ final design. Despite sharing a board with “The Landlord’s Game” (printed on the reverse), Prosperity is a complete standalone game with its own mechanics, components, and win condition. It introduces the Chance Cube, No Trespassing signs, Idle Land speculation cards, and improvement tags.



Prosperity — 36-space board layout

<https://engine.moddable.games/play/?game=landlords-game&variant=prosperity>

COMPONENTS

COMPONENT	QUANTITY	NOTES
Board	1	36-space perimeter, 4 inner offices
Green cards (Land In Use)	20	Title deeds for the 20 green board spaces
Orange cards (Local Utilities)	3	Slambang Trolley, Soakum Lighting System, Ting-a-Ling Telephone Co.
Red cards (Interstate Railroads)	3	Lickety-Cut R.R., Gee Whiz R.R., P.D.Q. R.R.
Yellow cards (Idle Land)	16	15 at \$200 each + 1 Gold Mine at \$500. No board spaces.
Improvement tags	40	Cost \$300 each, add \$100 rent
No Trespassing signs	4	One per player
For Sale sign	1	Marks the draw pile
Checkers	4	Player tokens
Chance cube	1	Faces: 5, 10, 15, 20, 25, 30
Dice	2	Standard d6 pair
Money	\$6,600 total	8 red (\$500), 17 green (\$100), 13 yellow (\$50), 21 blue (\$10), 8 pink (\$5)

SETUP

- ♦ 4 players. Each receives \$500 starting cash, 1 checker, 1 improvement tag, and 1 No Trespassing sign (tag matches checker colour).
- ♦ Shuffle all 42 cards and deal one at a time until each player has 8 cards. Place the remainder in the centre of the board with the For Sale sign on top.
- ♦ All checkers start on the Wages corner (JAIL/WAGES space).
- ♦ Highest dice throw goes first.

MOVEMENT

Direction: Clockwise (to the left from the Wages corner).

Dice: Roll 2d6 and move forward that many spaces. Count the Jail space as 1, Wayback as 2, etc. Follow the rule for the space landed on.

Doubles: When doubles are thrown, complete the normal move transaction first, THEN throw the Chance Cube and follow its result.

Railroad jump: After paying railroad fare, a player may move to any space up to 8 spaces away, either forward or backward.

CHANCE CUBE

Thrown only after rolling doubles, after completing the normal move. Six faces:

FACE	EFFECT
5	Caught robbing a hen-roost. Go to Jail.
10	Caught robbing the public. Take \$200 from the board.
15	Draw a card from the board (For Sale pile).
20	Take an Improvement tag from the board.
25	Loss by fire. Return your nearest Improvement tag to the board.
30	A judgment against you. Pay \$200 to the next player on your left.

Players may agree to replace these outcomes at their pleasure. The cube runs 5 to 30, increasing by 5 per face.

SPACE RULES

Land In Use (green spaces): Pay land rent to the owner. If you own the space, take rent from the board. If the card is still on the For Sale pile, highest bidder takes the card; the landing player has first option at the highest bid.

Local Public Utilities (orange spaces): Pay \$50 to the owner, or take \$50 from the board if you own it. Monopoly (own all 3): rates raised to \$100 each.

Railroads (red corner spaces): Pay \$100 fare to the owner, or take from board if you own it. Monopoly (own all 3): fare = \$200 each. After paying, you may jump up to 8 spaces forward or backward.

Real Estate offices: You may sell any/all Idle Land (yellow) cards you hold back to the board at \$200 each (Gold Mine at \$500). Or you may buy Idle Land from the board at \$100 each, drawing blindly if the Gold Mine is among them. You cannot buy and sell on the same turn.

Tax spaces:

TAX TYPE	RATE
Personal Property	\$10 on every \$100 cash held (under \$100 exempt)
Land Taxes	\$10 on every Land card (green or yellow) held
Improvement Taxes	\$25 on every Improvement tag + every Railroad card + every Public Utility card

Lord Blueblood's Estate (No Trespassing): Go to Jail immediately.

Jail: Pay \$50 fine and throw 6 or more on the dice to leave. Until then, remain.

La Swelle Hotel: Pay \$25 if holding \$2,000 or more in cash. If under \$2,000, throw dice again and move backward that many spaces.

Wages corner: Collect \$400 from the board. If reaching this space by exact count, receive \$500 instead.

PROPERTY RULES

No Trespassing signs: Place on any green (Land In Use) space you own. Any other player who lands there is sent to Jail. When 4 or more signs are placed on one side of the board, land rent on that entire side is doubled.

Improvement tags: Buy from the board at \$300 each. Place on any green space you own. Collect \$100 additional rent per improvement. Once placed, an improvement cannot be voluntarily removed. It changes ownership with the property if sold, and can only be removed by fire (Chance Cube face 25).

Buying and selling: All cards may be bought, sold, or traded between players at any time during a turn. Trading is preferably done in regular turn order.

Idle Land (yellow cards): These have no corresponding board space. They are held purely for speculation and can only be bought or sold at Real Estate office spaces.

WINNING

The first player to accumulate \$3,000 in cash wins. Players may agree to raise this limit before play begins.

ATTRIBUTION

Prosperity. Published by the Adgame Company (Inc.), Washington, D.C., 1932. Designed by Elizabeth Magie Phillips. US Patent 1,509,312 (filed 1923, granted 1924). Public domain (patent expired 1941). Sources: landlordsgame.info (board photographs and patent drawings); US Patent 1,509,312 (public domain).

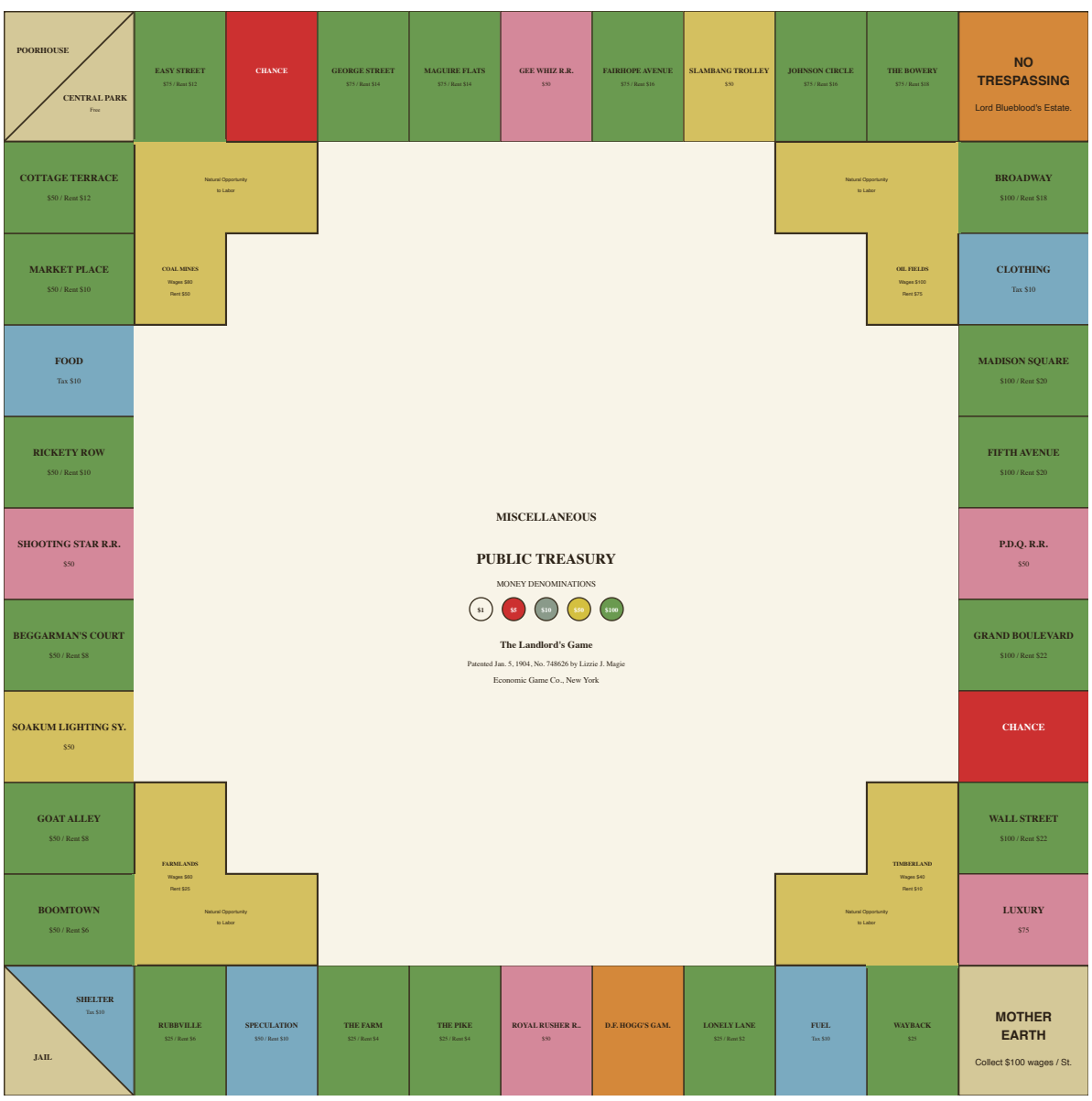
THE LANDLORD'S GAME · VARIANT 5 OF 5

Monarch of the World

Circular 40-space track
BOARD

2–6
PLAYERS

MONARCH OF THE WORLD



Monarch of the World — starting position

<https://engine.moddable.games/play/?game=landlords-game&variant=monarch-of-the-world>

Monarch of the World is a pedagogical demonstration from the 1906 Economic Game Company edition, not a competitive game. One player takes the role of the Landlord and holds all land from the start; the other players hold every other advantage. The demonstration is designed to prove Magie's central thesis through play: whoever owns all the land is the Monarch of the World, regardless of who controls every other resource.

SETUP

- ♦ One player takes the role of the Landlord and holds all 22 Title Deed cards from the start of the game.
- ♦ All remaining players take all other advantages — houses, utilities, railroads, and Chance cards — and each begin with \$100 in cash.
- ♦ The Landlord receives no wages from MOTHER EARTH and begins with no cash.

RULES

Play proceeds under 1906 Commercial Edition rules with the starting positions above. The Landlord charges rent on every lot space, since they own all lots from the beginning. Other players control all non-land assets — houses, utilities, and railroads — and begin with starting cash.

WINNING

The demonstration is designed to reach a predetermined conclusion. Despite holding no wages and no starting cash, the Landlord collects rent every time another player lands on any lot space — which is every lot on the board. The accumulation of rent income outweighs all other advantages over the course of the game, and the Landlord wins. The game typically runs to its conclusion more quickly than a standard game.

The purpose of the demonstration is to make visible, through play, the Georgist argument that land monopoly is the root cause of economic inequality — that the holder of all land is inevitably the Monarch of the World.

ATTRIBUTION

Monarch of the World. Rules from the Economic Game Company edition, New York, 1906. Designed by Elizabeth J. Magie. Public domain. Source: landlordsgame.info/rules/lg-1906_rulebook.html (transcription via hoelzl/L3 public repository).