

Instructions to assemble your print-and-play game

This print-and-play board game is designed to be printed on letter-sized paper. It is recommended to print all elements except the bills on cardstock and the bills on regular paper, but the game can also be fully printed on regular paper if cardstock is unavailable.

The printable game includes cropping marks and folding marks to guide you through the assembly of the game.

The full game set contains:

- One (1) board
- Sixteen (16) Bounty cards
- Sixteen (16) Lucky or Not cards
- Nine (9) Empowerment cards
- Fourteen (14) Country cards
- Twenty-two (22) property deeds
- Eight (8) tokens for players to advance on the board
- Thirty-two (32) Crops
- Twelve (12) Warehouses
- Eight (8) gender signs to identify who plays as a man and who plays as a woman
- Two hundred and ten (210) bills

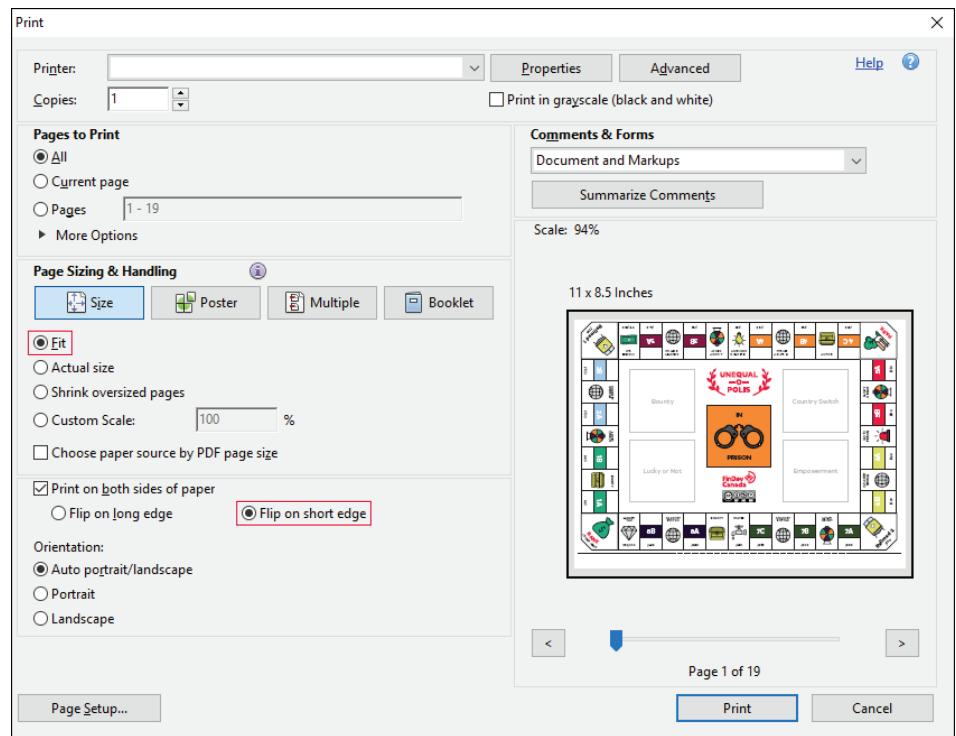
You need two dice to play the game. If you don't have any dice, you can use a virtual dice roller on your desktop browser or mobile device.

You can use the online version of this document to follow the rules or you can print a copy if you wish.

Printing instructions

All pieces should be printed selecting "Fit" in the print setup options.

- **Board (Page 1):** Cut along solid line to remove excess.
- **Cards (Pages 2–7):** Print double-sided and select "Flip on short edge" in the print setup options. Cut along solid lines to separate cards.
- **Property deeds, tokens, and property upgrades (Pages 8–11):** Print double-sided and select "Flip on short edge" in the print setup options. Cut along solid lines to separate deeds, tokens, and property upgrades.
- **Gender signs (Page 12):** Cut along solid lines to separate cards. Fold along dotted lines to create a tent shape.
- **Bills (Pages 13–19):** Cut along solid lines to separate bills.



Setting up the game

Before starting the game, place the board on the table and place the Bounty, Lucky or Not, Country Switch and Empowerment cards on their corresponding spaces in the center of the board.

The person that will cover the duties of the bank must group the bills of each denomination in separate piles, group the title deeds by colour sets and group the property upgrades by type.

Rules of the game

Before starting the game

Players will throw the dice to decide who plays as a man and who plays as a woman. Real gender of players does not decide their gender in the game, and gender should be split in half (or a slight majority of women if the number of players is odd).

Players throw the dice and those who obtain the highest scores will play as men.

Players are distributed as follows:

- **2 players:** one man, one woman
- **3 players:** one man, two women
- **4 players:** two men, two women
- **5 players:** two men, three women
- **6 players:** three men, three women
- **7 players:** three men four women
- **8 players:** four men, four women

Once the hierarchy is established, players can choose a token in order of score and take a gender sign to signal if they are playing as a man or as a woman.

If you have limited time to play the game, you can refer to the House Rules at the end of this guide to apply additional rules that will shorten the length of your game.

Bank duty

The man with the lowest score holds the duties of the bank and is responsible for money and property exchanges between the players and the bank, as well as keeping track of the rules and their enforcement.

If a player with previous knowledge of Unequalopolis is introducing the game to a group that hasn't played it before, they can automatically assume the role of the bank and play as the last man to roll the dice to facilitate the group dynamics.

The player acting as the Bank must maintain a clear separation of their own assets as a player and the assets of the Bank.

Outline of women's restrictions

- Women can't buy properties as soon as they land on them. They must wait for their next roll of the dice (to obtain permission from their husband or eldest man in the family.) If a man lands on the same property before the woman's next roll of the dice, they can buy it before.
- Women only receive 70 percent of what men receive in the Bank space, Bounty or Lucky or not cards.
- If a woman draws an inheritance card from the Bounty, they are not allowed to receive the inheritance and must renounce it in benefit of the man who has the first turn (the man who scored a higher amount on the initial roll of dice)
- Women can't own utilities, railroads or factories unless they have an empowerment card that overrides this rule.
- Women can only place three crops in each property, unless they have an Empowerment card that overrides this rule.
- Women lose the following turn if they land on the park alone.
- Country cards contain additional restrictions for women.

Playing the game

Men begin the game with f1500 distributed as follows: two f500, four f100, one f50, one f20, two f10, one f5 and five f1. Women begin the game with f1000 distributed as follows: one f500, four f100, one f50, one f20, two f10, one f5 and five f1. The bank distributes the initial money and holds all the rest of the money, properties and upgrades, including crops and warehouses.

The player order is decided by the score in the initial draw. The player with the highest score plays first and the others follow in decreasing order.

Players roll the dice and advance their piece clockwise around the board the corresponding number of squares and can take specific actions depending on where they land. If a player rolls doubles, they roll again after completing their turn. A woman who rolls three consecutive sets of doubles is sent to prison. A man who rolls two consecutive sets of doubles is sent to prison.

After the fourth round, a woman who rolls doubles can draw an Empowerment card that she can keep for the rest of the game. These cards override some of the restrictions women face during the game. If a woman rolls doubles while landed on an unowned property, she has two options: renounce a new roll of the dice to buy the property where she stands immediately, or roll the dice again, giving up the chance to buy that property.

A player who lands on or passes the Bank space collects f200 from the bank if they are a man and f140 if they are a woman. Players who land on either Income Tax or Luxury Tax pay the indicated amount to the bank. No reward or penalty is given to men landing on the Park. Women landing on the Park alone lose a turn.

Bounty

Advance to the BANK.

Men collect f200,
women collect f140.

In most countries, women still face an important pay gap. The WEF found that on average women across the world are paid just 63% of what men earn.



Country Card

NIGHTTIME

Women lose a turn. Women can play again after the player who drew the card gets a second turn or another country card is placed on top of this one.

In several countries, women cannot work or move freely at night due to legal restrictions, safety concerns or social norms. In 29 countries, women cannot legally work the same night hours as men (World Bank's Women, Business and the Law 2018).



Empowerment

Husband's blanket permission to buy property on same turn.

This card can be saved for later use or sold/traded.

In some countries, women need their husband's permission for several activities, including commercial transactions.



Bounty / Lucky or Not

If a player lands on a Bounty or Lucky or Not space, they draw the top card from the respective deck and follow its instructions. This may include collecting or paying money to the bank or another player or moving to a different space on the board. Two types of cards that involve prison (Go to prison and Get out of prison free) are explained below.

Cards with trade value are kept by the player. Otherwise, the drawn card is placed at the bottom of the pile once the action is executed.

Country cards

Every time a player lands on a Country switch space, they must draw a card from the Country pile and place it face up on the deck. This card contains additional rules and restrictions that will apply until the player who drew the card plays their next turn (then the card is placed face down in the bottom of the country pile) or until another player lands in the Country switch space and places a new card face up on top of the previous one. Country reset cards can also nullify a Country card placed in the middle of the board.

Bounty cards and Empowerment cards that override Country cards can also be used to nullify rules from a Country card.

Empowerment cards

After the fourth round begins (when the man with the highest score plays their fourth turn) Empowerment cards are available for use. If a woman rolls doubles, she can take an Empowerment card if one is available. These cards rule out some of the restrictions women face during the game.

Women can keep their Empowerment cards throughout the game.

Prison

A player goes to prison if they:

- Land on the "Go to prison" space
- Throw three consecutive doubles (men go to prison if they roll two consecutive doubles, since men are statistically more likely than women to receive prison sentences.)
- Draw a "Go to prison" card from the deck

When a player goes to prison, they move directly to the prison space without collecting money from the bank, and they lose their turn.

To get out of prison, a player must either:

- Pay a f50 fine to get released
- Use a "Get out of prison" card
- Try to roll doubles on the dice

If the player rolls doubles, they move according to their roll, starting from the bank space (but they do not collect a reward.) If the player fails to roll doubles, they lose their turn. If the player fails three consecutive attempts to roll doubles, they must either pay the fine or use their "Get out of prison" card. Then, they can roll the dice and move accordingly, starting from the bank space.

A player in prison can't buy properties since they can't move. Men can engage in other transactions such as mortgaging properties, selling and/or trading properties to other players, buying/selling houses and hotels, collecting rent and bidding on properties on auction, but women lose all trading privileges while in prison.

Bounty

Get out of prison free.

This card can be saved for later use or sold/traded.



Properties

If a man lands on an unowned property, whether street, railroad, or utility, they can buy the property for its listed purchase price. If a woman lands on an unowned property (except for railroads and utilities, which are restricted for women) they can buy it on their next roll of the dice (after they obtained authorization from their husband.)

If a player declines a property purchase, the property is auctioned off by the bank to the highest bidder, including the player who declined to buy.

If the property landed on is already owned and unmortgaged, they must pay the owner a given rent; the amount depends on whether the property is part of a set or its level of development.

When a player owns all the properties in a colour group and none of them are mortgaged, they may develop them during their turn or in between other player's turns. Development involves buying miniature crops or warehouses from the bank and placing them on the property spaces; this must be done uniformly across the group. That is, a second crop cannot be placed on any property within a group until all of them have one crop. Once the player owns an entire group, they can collect double rent for any undeveloped properties within it. Men can place up to four crops in properties, which then can be replaced by a warehouse. Women can only place up to three crops in properties, unless they have an Empowerment card that allows them to develop as men. Although crops or warehouses cannot be built on railroads or utilities, the given rent increases if a player owns more than one of either type. Women can buy crops, but not warehouses, unless they have an Empowerment card that overrides this restriction.

If there is more demand for crops to be built than what remains in the bank, then a crop auction is conducted to determine who will get to purchase each crop.

TITLE DEED Purchasing Price f200

Railroad 1

TITLE DEED Purchasing Price f60

1A

RENT **f2**

with 1 Crop f10	with 2 Crops f30	with 3 Crops f90	with 4 Crops f160
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with Warehouse **f250**

Mortgage Value f30
Crops cost f50 each
Warehouse, f50 plus 4 crops

If a player owns ALL the lots of any Colour-Group, the rent is Doubled on Unimproved Lots in that group.

TITLE DEED Purchasing Price f200

4C

RENT **f16**

TITLE DEED Purchasing Price f180

4B

RENT **f16**

with 1 Crop **f80**

with Warehouse

Mortgage Value
Crops cost
Warehouse

If a player owns the rent is Dou

TITLE DEED Purchasing Price f180

4A

RENT **f14**

with 1 Crop f70	with 2 Crops f200	with 3 Crops f550	with 4 Crops f750
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with Warehouse **f950**

Mortgage Value f90
Crops cost f100 each
Warehouse, f100 plus 4 crops

If a player owns ALL the lots of any Colour-Group, the rent is Doubled on Unimproved Lots in that group.

Mortgaging

Properties can also be mortgaged, although all developments on a group must be sold before any property of that colour can be mortgaged or traded. The player receives half the purchase price from the bank for each mortgaged property. This must be repaid with 10% interest to clear the mortgage. Crops and warehouses can be sold back to the bank for half their purchase price. Players cannot collect rent on mortgaged properties and may not give developed property away to others; however, trading mortgaged properties is allowed. The player receiving the mortgaged property must immediately pay the bank the mortgage price plus 10% or pay just the 10% amount and keep the property mortgaged; if the player chooses the latter, they must pay the 10% again when they pay off the mortgage.



Bankruptcy

A player who cannot pay what they owe is bankrupt and eliminated from the game. If the bankrupt player owes the bank, they must turn all their assets over to the bank, who then auctions off their properties (if they have any), except improvements. If the debt is owed to another player instead, all assets are given to that opponent, except improvements which must be returned to the bank. The new owner must either pay off any mortgages held by the bank on such properties received or pay a fee of 10% of the mortgaged value to the bank if they choose to leave the properties mortgaged. The winner is the remaining player left after all the others have gone bankrupt.

If a player runs out of money but still has assets that can be converted to cash, they can do so by selling improvements, mortgaging properties, or trading with other players. To avoid bankruptcy the player must be able to raise enough cash to pay the full amount owed.

A player cannot choose to go bankrupt; if there is any way to pay what they owe, even by returning all their buildings at a loss, mortgaging all their real estate and giving up all their cash, even knowing they are likely going bankrupt the next turn, they must do so.

House rules

If the players decide to play a quicker game of Unequalopolis, they can apply what is known as "house rules" or rules that decrease the duration of the game.

These include, but are not limited to:

- The Bank shuffling title deeds and distributing three random deeds to each player at the beginning of the game (as long as women don't get properties they are banned from owning, such as utilities and railroads)
- Allow a property to upgrade from crop to warehouse with only three crops in each property of the set
- Allowing a single attempt to roll doubles when in prison, forcing the player that doesn't succeed to roll doubles to either pay bail or use a "Get out of prison" card if available
- Increasing the Income tax penalty to f200
- Ending the game when one player goes bankrupt and assessing the value of properties and money of each player to determine the winner (the richest player wins)
- Establishing a time limit, assessing the value of properties and money of each player after the time ends and declaring the rich player the winner