

\* RULES \*

# BOONDOGGLING

*The Game for Braintrusters*

For the fullest enjoyment, read and follow the rules carefully.

**OBJECT:** The object of the game is to get rid of a given amount of money in as short a time as possible. There is absolutely no skill attached to the spending of these funds, experience teaching us that the less one knows about how to make or spend money, the greater advantage one has in **BOONDOGGLING**.

**EQUIPMENT:** The game consists of a board showing various **BOONDOGGLING PROJECTS** and **PENALTY SPACES**. The accessories are two dice, six **BOONDOGGLERS** (or playing tokens) and sufficient **WPA STAGE MONEY** for from two to six players.

**PRELIMINARIES:**

1. Each player selects his favorite **BOONDOGGLER** as his token to represent him on the playing board.
2. One player shall be designated to handle **MONEY IN CIRCULATION**, and his duties shall be as follows:

- (a) Give to each player, including himself, a **BOONDOGGLING FUND** of \$1,000,000,000,000 of **WPA STAGE MONEY** in the following denominations (the updated version is in billions):

One	\$500,000,000,000	Four	10,000,000,000
Two	100,000,000,000	Five	5,000,000,000
Three	50,000,000,000	Five	1,000,000,000
Four	20,000,000,000		

- (b) He shall appoint one of the other players to act as **TREASURER**, and shall give him a **TREASURY FUND** of \$4,800,000,000,000 in the following denominations, to be kept entirely separate from his **BOONDOGGLING FUND** of \$1,000,000,000,000:

Nine	\$500,000,000,000
Two	100,000,000,000
Two	50,000,000,000

- (c) He shall place all remaining money in a separate stack from his

**BOONDOGGLING FUND** and shall receive the money that is spent by the players around the board and place it in that fund called **“MONEY IN CIRCULATION”** whenever they do make payments.

3. The duties of the **TREASURER** shall consist solely of distributing appropriations and allotments from the \$4,800,000,000,000 fund to the players, should their tokens land on spaces calling for such payments, including the payment of an amount equal to that which they have when the token rests on **“PRESIDENTIAL DEVALUATION OF DOLLAR.”**

It is highly important that both the **TREASURER** and the payer handling **MONEY IN CIRCULATION** keep those funds entirely separate and apart from their own **BOONDOGGLING FUND** of \$1,000,000,000,000, and that the denominations be kept in different stacks, so as to make change more easily. In no event should one player handle both the **TREASURY FUND** and **MONEY IN CIRCULATION**.

**THE PLAY:** To start the action, each player throws the dice. The one making the highest total of the two dice shall have the first move. All the tokens are placed in **WASHINGTON, “The Home of the BOONDOGGLERS.”** The player having the first move rolls the two dice and moves his token, in the direction indicated by the arrow, the number of spaces equal to the total of the two exposed numbers on the dice. He shall then follow the directions on the space on which his token rests, either paying into **CIRCULATION**, or receiving from the **TREASURY** such amounts as are indicated. Having thus completed his move, the dice now pass to the player on his right, who then proceeds in the same manner.

**SPACE OCCUPIED BY OTHER PLAYERS:** Should a player’s token land on a space already occupied by one or more players, he cannot spend his money if the space is a **PROJECT, BUT** should that space be one where money is appropriated from the **TREASURY**, he shall receive **TWICE** the amount indicated. This does not apply to the spaces marked **“PRESIDENTIAL DEVALUATION OF THE DOLLAR”** and **“NRA DECISION,”** the penalty remaining the same regardless of the number of players occupying those spaces.

**DOUBLES:** When a player rolls doubles, he may either accept that total as his throw or roll the dice again. There is no penalty for any number of consecutive doubles, but under no circumstances shall a player be entitled to more than one move during his turn.

**ROAD TO INFLATION:** If the player's move will take him beyond the space marked "AAA DECISION," he follows either of two roads. If the total of the two dice on that throw is **EVEN**, he takes the regular, black route, **BUT** if the total of the two dice is **ODD**, he follows the red "**ROAD TO INFLATION.**" However, should his **BOONDOGGLING FUND** be entirely exhausted on reaching this space, he **MUST** take the "**ROAD TO INFLATION,**" regardless of the total of the dice.

**INFLATION:** When the original \$4,800,000,000,000 **TREASURY FUND** is entirely exhausted by appropriations or allotments, or is insufficient to pay those allotments, the **TREASURER** shall borrow from **CIRCULATION** a new fund of \$4,800,000,000,000 to be used in the same manner as was the original fund. The first time this fund is replenished, the first stage of inflation is reached and the amount to be spend on every **BOONDOGGLING PROJECT** from then on is doubled; the second time it is replenished, the second stage is reached, etc., as shown in the following table:

First stage of Inflation, pay	2 times amount shown
Second stage of Inflation, pay	4 times amount shown
Third stage of Inflation, pay	8 times amount shown
Fourth stage of Inflation, pay	16 times amount shown
Fifth stage of Inflation, pay	32 times amount shown

No stage of inflation shall increase the amount paid by the **TREASURER** to any player on Appropriations, Allotments or Devaluations of the Dollar. (In keeping with the spirit of the game, at no time does the **TREASURER** attempt to repay any funds borrowed.)

**EXHAUSTION OF PLAYER'S FUNDS:** During the course of the game, when a player's funds are insufficient to pay the regular amount on a "**BOONDOGGLING PROJECT,**" he shall pay what remaining money he has into "**CIRCULATION.**" The player will then continue in regular turn without making any payments on projects on which he may stop. Subsequently, should he receive more **WPA STAGE MONEY** through Appropriations or Allotments, the player **CANNOT** then make up any payments or part payments that he has been unable to meet.

**THE WINNER:** The winner is the player who has spent his entire fund and has reached **WASHINGTON, "The Home of the BOONDOGGLERS,"** via the "**ROAD TO INFLATION,**" without receiving any more appropriations. Therefore, should a player's **BOONDOGGLING FUND** become exhausted between spaces marked "**AAA DECISIONS**" and "**WASHINGTON, The Home of the**

**BOONDOGLERS,”** it is necessary for him to continue in regular procedure around the board and return to Washington **VIA THE “ROAD TO INFLATION.”** It is not necessary for the winner to roll a number that will allow his token to rest on **WASHINGTON.** Any total that will take him to or past that space will suffice.

**NOTE:** During the early stages of the game, it is not unusual for a player to accumulate much more than his original **BOONDOGGLING FUND.** This in no way diminishes his ultimate chance of winning, since **INFLATION,** by increasing the costs of projects, makes it possible for the one having the most **WPA STAGE MONEY** to win in a few fortunate moves.

From an educational standpoint, it is interesting to know that money was actually allotted for every project shown on the board. It was necessary in most cases to exaggerate the amounts, since it was possible to illustrate only a few of the thousands of **BOONDOGGLING** projects throughout the country.

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(And thanks for creating a little game that has relevancy throughout all eternity. Even the physicists proclaim that the universe practices inflation.)