

**Spaces, Spaces, Spaces! Taking Stock, Mocking-Up**

| <b><u>Basic Pieces - The Game of Life</u></b>                                       |                  |   |
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| Goal: Identify the basic pieces needed to play the game so they can be scaled down. |                  |   |
| <b>Piece</b>  | <b>Count</b>     | <b>Details</b>  |
| Spinner   | 1                | Numbered 1-10   |
| Cars  | 8                | 8 is the maximum number of players; minimum is 2)   |
| Pegs  | ~60              | ~30 pink pegs (girls)<br>~30 blue pegs (boys)   |
| Money   | Unknown/infinite | The bank is well stocked and not supposed to run out.<br><br>The denominations of the bills communicates that the game is about big risks and rewards, not small transactions.<br><br>Denominations:<br>\$500.00<br>\$1000.00<br>\$5000.00<br>\$10,000.00<br>\$20,000.00<br>\$50,000.00<br>\$100,000.00 |
| Insurance/Stocks  | 32               | 8 Fire insurance<br>8 Life insurance<br>8 Auto insurance<br>8 Stocks<br><br>There is enough for every player to have 1 of each kind.  |
| Board/Spaces  | 160              | Not including the starting space.   |
| Toll bridges  | 4                | 3 spaces per toll bridge.   |

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|  |  | These bridges intensify the “race” part of the rat race because the first player over collects fees from those who follow |
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### **Types of Spaces (155) - *The Game of Life***

Goal: Identify the types of spaces in the game so they can be scaled down for a mock-up.

Note: I based this breakdown off an image of the original 1960 edition of the game from an eBay listing (link in journal). Due to the image quality, there may be some small errors.

**Green** = Intimacy (relationship/family) related spaces

#### **Start/Finish Spaces**

Total: 3/155

Starting space (1)

- Start

Ending spaces (2)

- Poor Farm
- Millionaire Acres

Note: The starting space doubles as an optional space for purchasing auto insurance.

#### **Movement Modifiers**

Total: 7/155

Modifying the first turn (1)

- “SLOW START SPIN AGAIN”

Modifying (losing) a turn (4)

- “PUT ON PROBATION! LOSE TURN”
- “JURY DUTY! LOSE TURN”
- “POISON IVY! LOSE TURN”
- STOP TO FISH [-] LOSE TURN”

Modifying position and/or turn (2)

- “TORNADO BLOWS YOU BACK TO START! WAIT NEXT TURN”
- “BRIDGE OUT AHEAD! BACK UP 15 SPACES”
- “ROAD CLOSED. DETOUR OTHER ROUTE”

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| <b>Financial Reward</b> |  |
| Total: 35/155           | <p><u>General (27)</u></p> <ul style="list-style-type: none"> <li>- "FIND CIRCUS ELEPHANT! COLLECT \$1,500 REWARD"</li> <li>- "COLLECT \$500. PRIZE THESIS"</li> <li>- "COLLECT \$1000 SCHOLARSHIP"</li> <li>- "CONTEST WINNER! COLLECT \$5000"</li> <li>- "COLLECT ANONYMOUS GIFT OF \$500"</li> <li>- "FIND URANIUM DEPOSIT! COLLECT \$100,000"</li> <li>- "INHERITANCE: COLLECT \$150,000"</li> <li>- "WEEKEND IN LAS VEGAS. COLLECT \$50,0000"</li> <li>- "BIG WIN AT THE RACES. COLLECT \$80,000"</li> <li>- "SWEEPSTAKES WINNER! COLLECT \$150,000"</li> <li>- "SWEEPSTAKES WINNER! COLLECT \$100,000"</li> <li>- "COLLECT \$50,000 PEACE PRIZE"</li> <li>- "COLLECT \$50,000 ROYALTIES!"</li> <li>- "SELL CATTLE RANCH: COLLECT \$160,000"</li> <li>- "COLLECT \$500 OLD DEBT"</li> <li>- "WIN MOUNTAIN ROAD SPEED CONTEST. COLLECT \$120,000"</li> <li>- "EXPERIMENT PAYS OFF! COLLECT \$20,000"</li> <li>- "YOUR COMPANY PROSPERS! COLLECT \$40,000"</li> <li>- "COLLECT \$200,000 FOR FAMOUS PAINTING"</li> <li>- "CATCH A WHALE SKIN DIVING. COLLECT \$5,000"</li> <li>- "INHERIT CATTLE RANCH. COLLECT \$102,000"</li> <li>- "ICEBERG RAMS YACHT. SELL ICE CUBES. COLLECT \$5,000"</li> <li>- "WRITE A BEST-SELLER. COLLECT \$80,000 ROYALTIES"</li> <li>- "CLIMB MOUNT EVEREST! COLLECT \$50,000"</li> <li>- "COLLECT \$40,000 BUSINESS BONUS"</li> <li>- "BUSINESS PROFITS! COLLECT \$10,000"</li> <li>- "WIN LAWSUIT! COLLECT \$100,000"</li> </ul> <p>Children (8)</p> <ul style="list-style-type: none"> <li>- Baby boys (3)</li> </ul> |

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|                             | <ul style="list-style-type: none"> <li>○ "ADD BABY SON! COLLECT PRESENTS" X2</li> <li>○ ADD TWIN SONS! COLLECT PRESENTS"</li> </ul> <ul style="list-style-type: none"> <li>- Baby girls (4) <ul style="list-style-type: none"> <li>○ "ADD A BABY DAUGHTER! COLLECT PRESENTS" X4</li> </ul> </li> <li>- Boy and girl (1) <ul style="list-style-type: none"> <li>○ "ADOPT A BOY AND A GIRL! COLLECT PRESENTS."</li> </ul> </li> </ul>  |
| Financial Penalty           |  |
| Total: 16/155               | <p><u>General (14)</u></p> <ul style="list-style-type: none"> <li>- "BUY RACCOON COAT! PAY \$500"</li> <li>- "PAY 500\$ GAMBLING LOSS"</li> <li>- "HELP POOR RELATIONS! PAY \$1000"</li> <li>- "FATHER-IN-LAW NEEDS MONEY! PAY \$10,000"</li> <li>- "ECCENTRIC AUNT LEAVES \$500 CATS. PAY \$10,000 TO GIVE THEM AWAY."</li> <li>- "UNCLE LEFT YOU SKUNK FARM! PAY \$8,000 TO GET RID OF IT!"</li> <li>- "UNCLE IN JAIL. PAY \$500 BAIL"</li> <li>- "GIVE \$5,000 TO FAVOURITE CHARITY"</li> <li>- "YOU'VE BEEN ROBBED! PAY \$30,000"</li> <li>- "LOST IN THE JUNGLE! PAY \$30,000"</li> <li>- "GOAT EATS NEIGHBOUR'S ORCHIDS. PAY \$5,000"</li> <li>- "INHERIT SHRUNKEN HEAD. PAY MUSEUM \$10,000 TO COLLECT IT!"</li> <li>- "ENTERTAIN AMBASSADOR FROM MARS. PAY \$5,000"</li> <li>- "YOU LOST THAT DEAL! PAY \$100,000"</li> </ul> <p><u>Penalty via item modification (2)</u></p> <ul style="list-style-type: none"> <li>- "TOO CARELESS. TURN IN FIRE INSURANCE."</li> <li>- "RECKLESS DRIVING. LOSE AUTO INSURANCE"</li> </ul> |
| Purchases (no in-game item) |  |
| Total: 21/155               | <p>These purchases do not give the player an item.</p> <ul style="list-style-type: none"> <li>- "MEET FUTURE SPOUSE! PAY \$500 FOR DIAMOND RING"</li> </ul>  |

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|                          | <ul style="list-style-type: none"> <li>- "TAKE CORRESPONDENCE COURSE. PAY \$500"</li> <li>- "START A BUSINESS. PAY \$12,000"</li> <li>- "BUSINESS NEEDS SHOT IN THE ARM! PAY \$20,000"</li> <li>- "TAKE A FLYING BUSINESS TRIP. PAY \$3,000 EXPENSES"</li> <li>- "BUY FURNITURE. PAY \$2000"</li> <li>- "BUY 2 SADDLE HORSES. PAY \$200,000"</li> <li>- "BUY A ROLLS ROYCE! PAY \$15,000"</li> <li>- "PAY \$500 FOR TOUPE"</li> <li>- "CELEBRATE WEDDING ANNIVERSARY. PAY \$9,000"</li> <li>- "TRIP TO MONTE CARLO. PAY \$16,000"</li> <li>- "BOUGHT PHONY DIAMOND FROM FRIEND. PAY \$10,000"</li> <li>- "BUY A YAHCT! PAY \$36,000"</li> <li>- "PAY \$500 FOR NEW SET OF CHOPPERS!"</li> <li>- "BUY A HELICOPTER. PAY \$49,000"</li> <li>- "BUY A NEW HOUSE. PAY \$20,000"</li> <li>- "TAKE WORLD CRUISE! PAY \$8,000"</li> <li>- "BUY OFFICE BUILDING! PAY \$50,000"</li> <li>- "EXPAND BUSINESS. PAY \$50,000"</li> <li>- "PAY \$50,000 FOR ARCTIC EXPEDITION"</li> <li>- "PAY \$1500 TUITION"</li> </ul> |
| Purchases (in-game item) |  |
| Total: 4/155             | <p>These purchases do give the player an item.</p> <p>Insurance (4)</p> <ul style="list-style-type: none"> <li>- "IF YOU WANT AUTO INSURANCE PAY \$500"</li> <li>- " IF YOU WANT LIFE INSURANCE PAY \$5,000"</li> <li>- "IF YOU WANT FIRE INSURANCE PAY \$5,000"</li> <li>- "IF YOU WANT STOCK, PAY \$25,000"</li> </ul>   |
| Income                   |  |
| Total: 27/155            | <p><u>Salary Spaces (7)</u></p> <ul style="list-style-type: none"> <li>- "DOCTOR! (SALARY \$20,000) MOVE AHEAD SIX SPACES"</li> <li>- "JOURNALIST! (SALARY \$10,000) MOVE AHEAD FIVE SPACES"</li> <li>- "LAWYER! (SALARY \$15,000) MOVE AHEAD FOUR SPACES"</li> <li>- "TEACHER! (SALARY \$8,000) MOVE AHEAD THREE SPACES"</li> </ul>   |

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|                                  | <ul style="list-style-type: none"> <li>- "PHYSICIST! (SALARY \$10,000) MOVE AHEAD TWO SPACES"</li> <li>- "BACHELOR'S DEGREE SALARY. \$5,000"</li> <li>- "BUSINESS SALARY. \$5,000"</li> </ul> <p><u>Payday! Spaces (20)</u></p> <ul style="list-style-type: none"> <li>• Payday! spaces are distributed fairly evenly across the board and first appear when the Business and School tracks come back together, just before the first toll bridge.</li> <li>• Two Payday! spaces also says "INTEREST DUE," requiring players to pay interest on any debts.</li> </ul>  |
| Spaces with Options/Dependencies |  |
| Total: 20/155                    | <p>Insurance dependent (9)</p> <ul style="list-style-type: none"> <li>- "CYCLONE WRECKS HOME! PAY \$40,000 IF NOT INSURED"</li> <li>- "WRECKED CAR. PAY \$6,000 IF NOT INSURED"</li> <li>- "AUTO COLLISION! PAY \$25,000 IF NOT INSURED"</li> <li>- "AUTO ACCIDENT! PAY \$4000 IF NOT INSURED"</li> <li>- "FIRE! HOUSE BURNS! PAY \$20,000 IF NOT INSURED"</li> <li>- "LIFE INSURANCE MATURES. IF YOU OWN POLICY COLLECT \$100,000"</li> <li>- "COLLECT \$50,000 ANNUITY IF INSURED"</li> <li>- "COLLECT \$25,000 ANNUITY IF LIFE INSURED"</li> <li>- "COLLECT \$35,000 INSURANCE IF LIFE INSURED"</li> </ul> <p>Stock dependent (11)</p> <ul style="list-style-type: none"> <li>- "OIL! COLLECT \$200,000 IF YOU OWN STOCK" X2</li> <li>- "IF YOU OWN STOCK, COLLECT \$250,000"</li> <li>- "GOLD MINE! COLLECT \$160,000 IF YOU OWN STOCK"</li> <li>- "ELECTRONICS STOCK SKYROCKETS! COLLECT \$50,000 IF YOU OWN STOCK"</li> <li>- "STOCK SPLIT! COLLECT \$40,000 IF YOU OWN STOCK"</li> <li>- "STOCKS SPLIT! COLLECT \$100,000 IF YOU OWN STOCK"</li> <li>- "COLLECT \$5,000 STOCK DIVIDEND IF YOU OWN STOCK"</li> <li>- "STOCK DIVIDEND! COLLECT \$7,000 IF YOU OWN STOCK"</li> <li>- "STOCKS DROP, PAY \$7000 IF YOU OWN STOCK"</li> <li>- "STOCKS DROP. PAY \$11,000 IF YOU OWN STOCK"</li> <li>- "STOCKS DROP. PAY \$16,000 IF YOU OWN STOCK"</li> </ul> |

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| Required Spaces         |   |
| Total: 6/155            | <p>Required effect (4)</p> <ul style="list-style-type: none"> <li>- "BUY A HOUSE FOR \$15,000"</li> <li>- "PAY PROPERTY TAX OF \$20,000"</li> <li>- "PAY 1/2 OF A PAYDAY INCOME TAX" X3</li> <li>- "IF CHILDLESS GIVE \$50,000 TO ORPHANAGE!"</li> </ul> <p>Require effect + required to stop (2)</p> <ul style="list-style-type: none"> <li>- "GET MARRIED! ADD SPOUSE. COLLECT PRESENTS."</li> <li>- "DAY OF RECKONING!"</li> </ul>   |
| Spinner Action Needed   |   |
| Total: 13/155           | <p><u>General (4)</u></p> <ul style="list-style-type: none"> <li>- "COLLECT A THOUSAND TIMES YOUR NUMBER ON THE WHEEL"</li> <li>- "PAY A THOUSAND TIMES YOUR NUMBER ON THE WHEEL"</li> <li>- "IF YOUR NUMBER WAS 8 COLLECT \$80,000"</li> <li>- "IF YOUR NUMBER WAS 3 COLLECT \$30,000"</li> </ul> <p><u>Lucky Day Spaces (6)</u></p> <ul style="list-style-type: none"> <li>- "LUCKY DAY AT THE RACES. WIN \$10,000 OR TRY FOR \$150,000"</li> <li>- "LUCKY DAY AT THE RACES. COLLECT \$16,000. KEEP IT OR TRY FOR \$150,000"</li> <li>- LUCKY DAY [-] OIL WELL GUSHES. COLLECT \$10,000 OR TRY FOR \$150,000"</li> <li>- "LUCKY DAY [-] OIL WELL GUSHES. COLLECT \$50,000 OR TRY FOR \$150,000"</li> <li>- "LUCKY DAY [-] INHERIT REAL ESTATE. COLLECT \$10,000. KEEP IT OR TRY FOR \$150,000"</li> <li>- "LUCKY DAY [-] INHERIT REAL ESTATE. COLLECT \$30,000. KEEP IT OR TRY FOR \$150,000"</li> </ul> <p><u>Playing stocks (3)</u></p> <ul style="list-style-type: none"> <li>- "YOU MAY PLAY THE MARKET IF YOU OWN STOCK" X3</li> </ul> |
| Inter-Player Punishment |   |
| Total: 6/155            | <u>Revenge! Spaces (6)</u>  |

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|  | <ul style="list-style-type: none"><li>- These spaces are distributed somewhat evenly across the board. They do not appear until after the second major crossroads on the board, likely so that players have enough time to accumulate enough wealth to make it work.</li></ul> |
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