

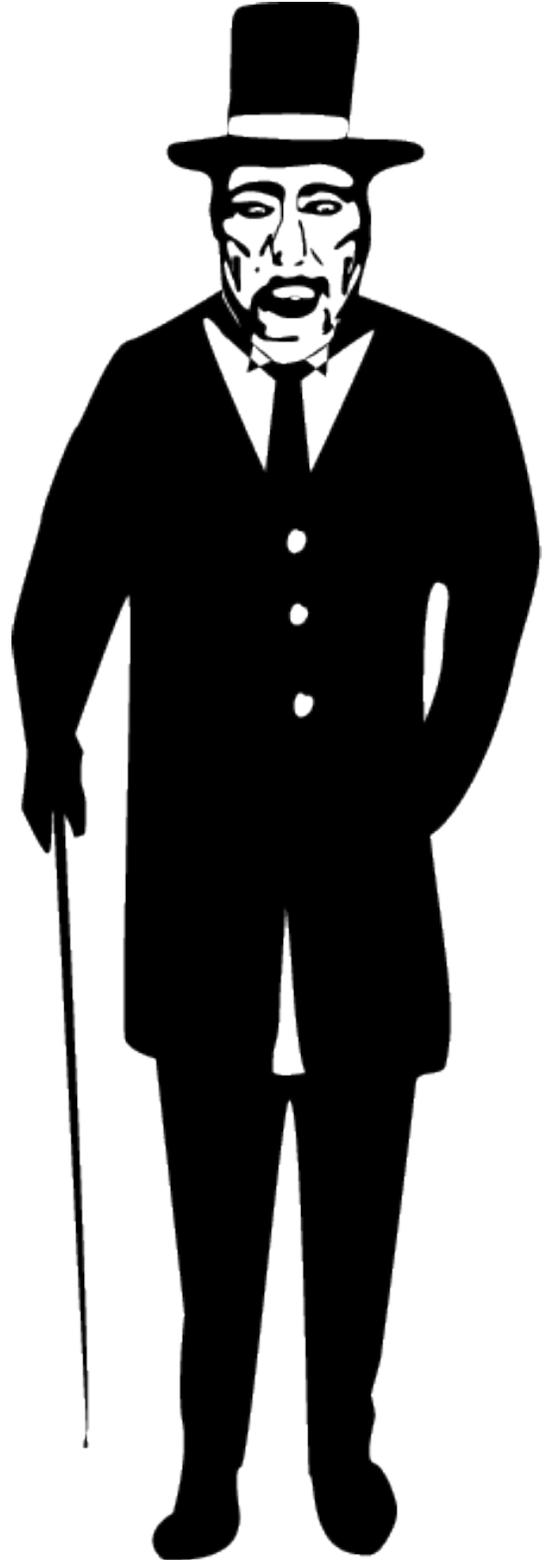
# Robber Baron Monopoly

*“A ruthless, fast-paced company trading game.”*

Robber Baron Monopoly is a cut-throat spin on the classic board game.

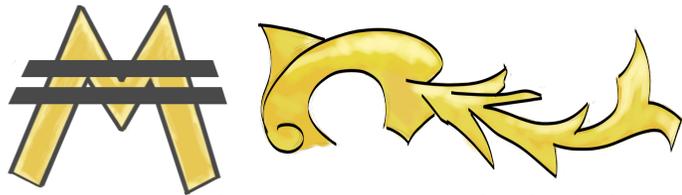
Set in the Gilded Age, it emphasizes auctions, trades, and ruthless dealing.

The new Chance Deck and Inflation Track guarantee a fast-paced interactive experience with a thrilling climax.



# Theme, Interactivity & Pacing

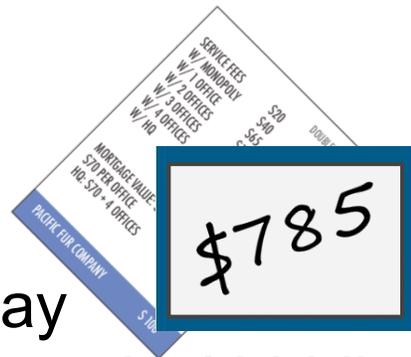
Robber Baron has four key pillars that guarantee a shorter, immersive, and more interactive game.



**Theme:** The Gilded Age is a natural fit for a game about establishing monopolies and dominating competition.

## The Auction House:

New auction rules are geared toward placing companies in play early and encouraging creative tactical bidding.



**The Chance Deck:** Chance cards are now held in a small hand and can be played after any dice roll. Cards give players choice in where they land as well as provide other benefits.

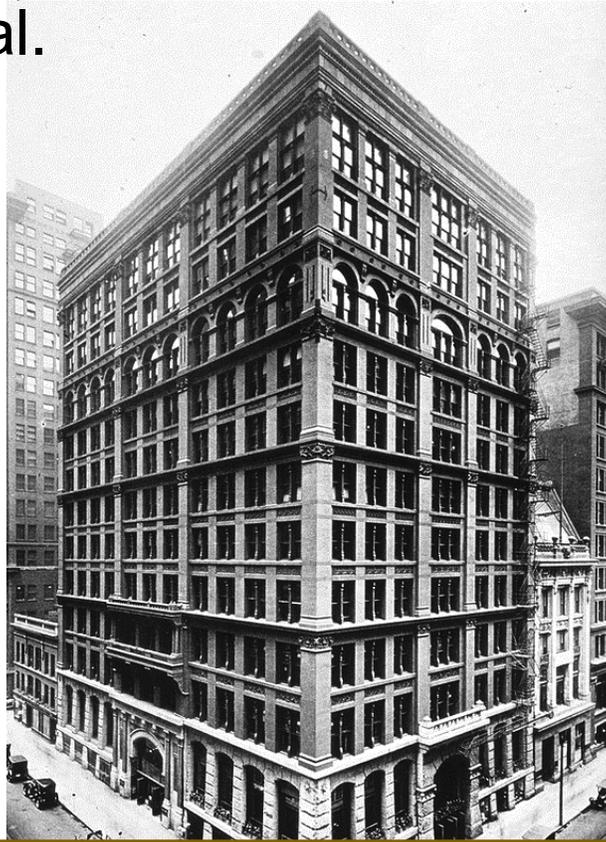
## The Inflation Track:

Slowly over the length of the game, the Inflation Track introduces mechanics that speed play. It also provides a hard limit to game time.



# Theme: The Gilded Age

The Gilded Age was a time of monopolies and great robber barons who built empires through coercive business practices, charm, luck, and the odd shady deal.



Home Insurance Building

Robber Baron places you in the shoes of a ruthless monopolist in order to feel the guilty pleasure of exacting exorbitant service fees from a player landing on your company and it hands you the power to give him a bit of a nudge when he might otherwise escape.

# Historical Monopolies

Companies are themed after long defunct, Gilded Age monopolies.

Become a newspaper tycoon, or a transportation mogul. Dominate steel like Carnegie.

Service Fees	Monopoly	Doubled
W/ 1 Office	\$100	\$100
W/ 2 Offices	\$160	\$200
W/ 3 Offices	\$415	\$520
W/ 4 Offices	\$670	\$830
W/ HQ	\$1080	\$1340
	\$1740	\$2160
		\$3480

MORTGAGE VALUE: \$200  
\$220 PER OFFICE  
HQ: \$220 + 4 OFFICES

STANDARD OIL \$ 400

ERIE RAILROAD \$ 200

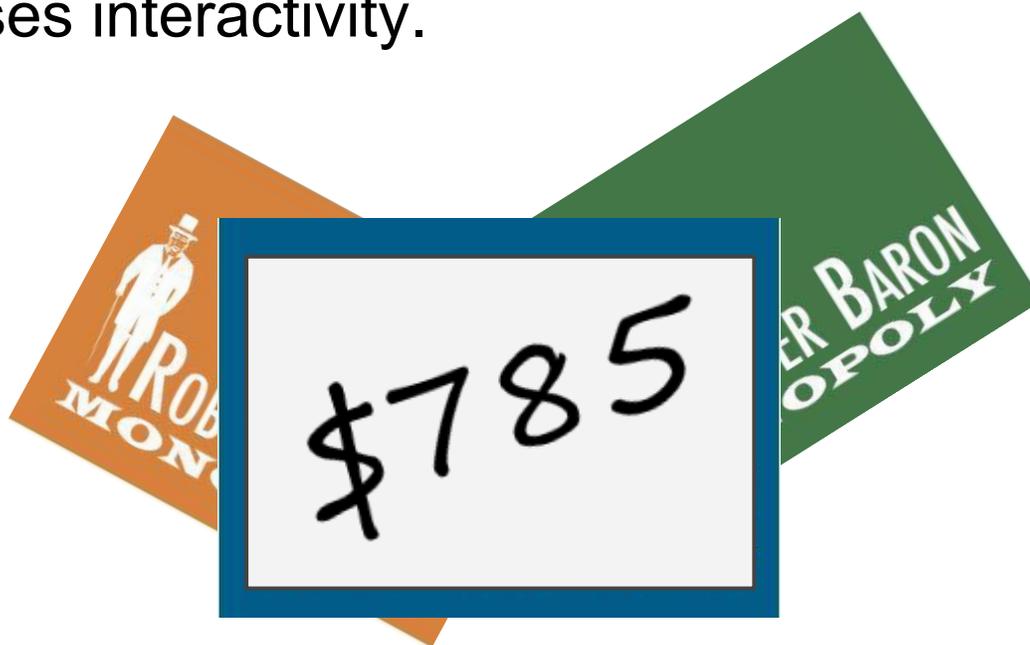
The accompanying rules booklet also includes short histories on the companies in the game, and the robber barons who controlled them. These famous captains of industry are then featured on the Monopoly money.



# The Auction House

MORTGAGE VALUE: \$110 \$150 PER OFFICE HQ: \$150 + 4 OFFICES	<b>SOLD!</b>	MORTGAGE VALUE: \$110 PER OFFICE 0 + 4 OFFICES	MORTGAGE VALUE: \$120
ATLANTIC & PACIFIC TELEGRAPH \$ 220		WESTERN ELECTRIC \$ 220	<b>Up for Auction</b>
			BELL TELEPHONE \$ 240

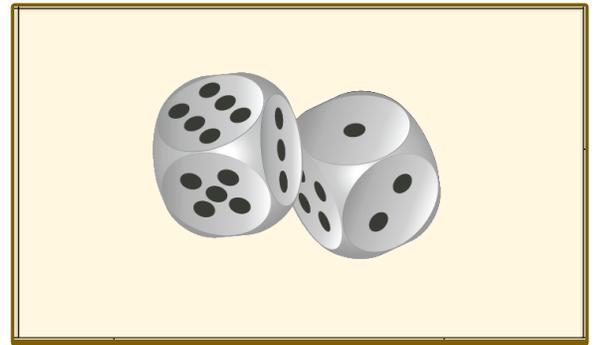
When only one company of a group remains, it immediately goes up for auction. This places Monopolies in play earlier and increases interactivity.



Auctions are Vickrey Style; bids are sealed (written down on eraser board) and the highest bidder pays the second highest price. Since both the highest and second highest bids matter, players often make risky bids to soak their friends and sometimes win unwanted companies.

# The Chance Deck

Up to two Chance cards can be held at a time.



They can be played after any dice roll. They allow you to target unclaimed companies, avoid well-developed companies, increase your chances in the stock market and more!

## **Stuck in Reverse**

Move back by your dice roll  
(If you play this on yourself to move before Go, you do not collect a salary the next time you pass Go)

Chance cards keep all of the players engaged on each roll and impart a sense of agency.

Chance cards lead to unique experiences and play strategies. Players can risk it all on the Stock Market in order to catch up.

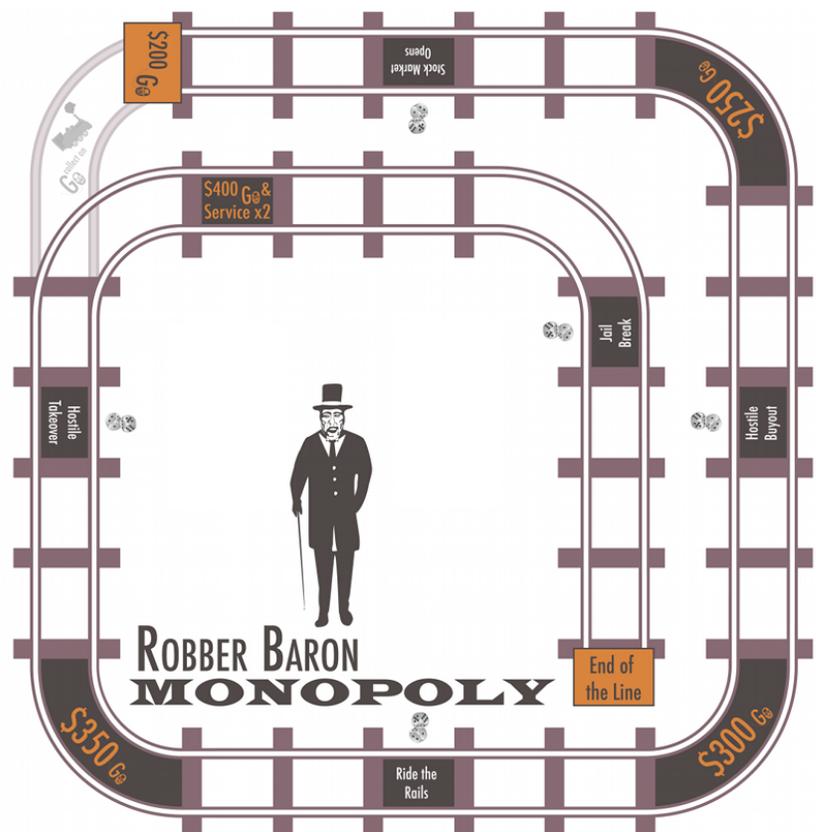
## **Fudge the Die**

Change one die result to 2

# The Inflation Track

The Inflation Track is a train track that lines the inside of the playing board. When the train passes highlighted spaces, it alters game mechanics in order to provide a sense of urgency, break trading logjams, place a hard limit on the number of rounds played, and provide an exciting climax.

**Increasing Salary:** Each corner of the inflation track increases the salary by \$50. Keeping money infused into the game allows fast improvements.



Later in the game, service fees are doubled to quicken the pace and provide a nail-biting finale.

# Introducing Mechanics

Halfway along each row of the Inflation Track, a new rule is added to the game. Each time this happens, all players draw a Chance card.



**Stock Market:** The first addition is to open the Stock Market, where players will wager money on a roll of the dice.

**Hostile Buyout:** Midway along the second row, the majority owner of a monopoly will start to get opportunities to buy out their competitor.

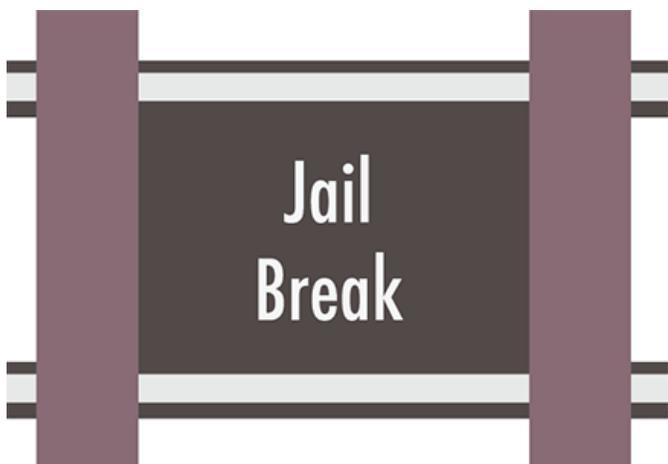


# Later Mechanics



**Ride the Rails:** Halfway through the third row, players gain the ability to skip ahead during their turn, by buying a ticket from the owner of a railroad.

**Hostile Takeover:** Once the middle of the fourth row is reached, a hostile buyout can happen at any time.



**Jail Break:** When the Inflation Track reaches the middle of the final row, all players get out of Jail for free, and face the already doubled service fees.

# Additional Improvements

**Math:** The calculation effort has been reduced.

The one dollar bill has been eliminated.



Income tax is replaced by property tax, which is a fee multiplied by the number of companies you own.

Company mortgage, and unmortgage values are multiples of 5 and 10.

**Starting Money:** Starting money scales with the number of players, so each player will have enough money to buy and develop companies.

**Company Values:** The increase of service fees for developing offices are more closely grouped by board side. That is, there is a distinct jump between property values as you progress along the sides of the board. Service fees are more expensive than standard Monopoly rents.

# Further Improvements

**Utilities:** Utilities now charge an increasing fee based on the number of developments (offices and headquarters) the player owns. This makes them worthless at the beginning of the game but powerful at the end.

**Color Coding:** Player pieces and bid cards are color coded making it more obvious who owns which piece.



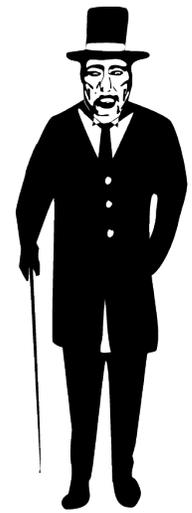
**Office Location:** Offices are placed on the outside of the board leading to fewer knocked over houses when rolling dice.



**Company Colors:** The companies have a band of color both at the top and bottom of their spaces. This makes it easier to identify which color belongs to a group. Colors are no longer obscured by the placement of offices or headquarters.

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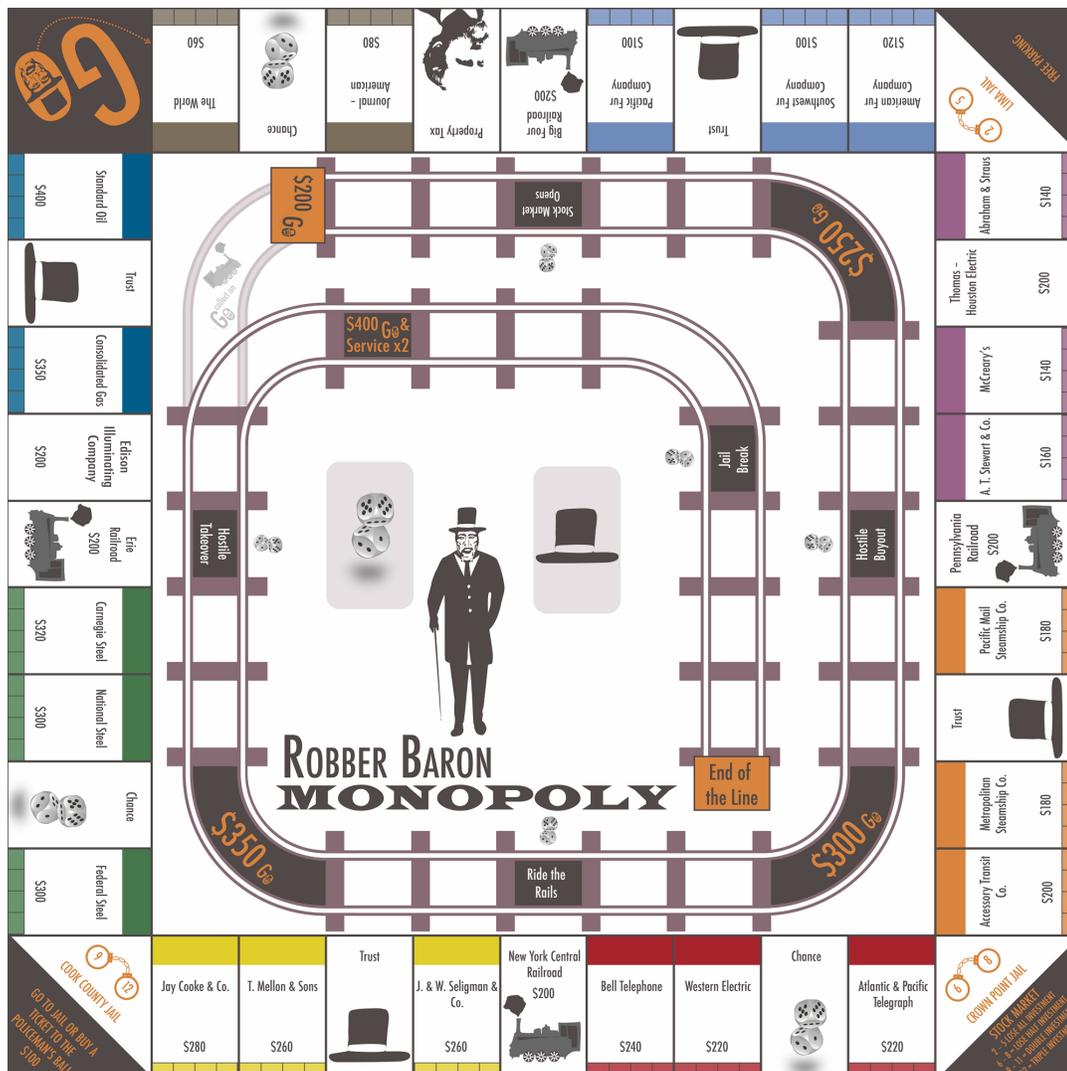


Are you ruthless like Rockefeller?  
Do you want the clout of Carnegie?  
You could have it all.

Dominate the markets in Robber Baron Monopoly,  
a ruthless spin on a classic game.

Do you have the wits and guts to hold fast at the auction house?

You must ride the rails and skirt the law to keep up in this highly interactive  
version of Monopoly.



3 - 6 players

2 - 3 hours

speed rules:  
60-90 minutes