

1840

GO



Collect 10 guineas as you pass this square.

1842

You buy some Railway Shares
Pay 5gns

Work House



ROLL AGAIN!

1851

A visit to the Great Exhibition costs you 3gns.

1853

A copy of 'David Copperfield' costs you 2 gns.



ROLL AGAIN!

1899

A donation to the war effort costs you 1 guinea.



ROLL AGAIN!

Work House



ROLL AGAIN!

1897

A new outfit for Queen Victoria's Diamond Jubilee costs you 3gns.

Great Expectations

1895

You read 'The Time machine' and are transported back 8 squares!



ROLL AGAIN!

1885

Your share of profits in a Phonograph Company gain you 8gns.

1880

A seaside holiday to Blackpool costs you 4 gns.



ROLL AGAIN!



ROLL AGAIN!

Great Expectations

1877

Investment in Bell's new invention pays off. Collect 6gns.



ROLL AGAIN!

JAIL

Miss 3 Turns

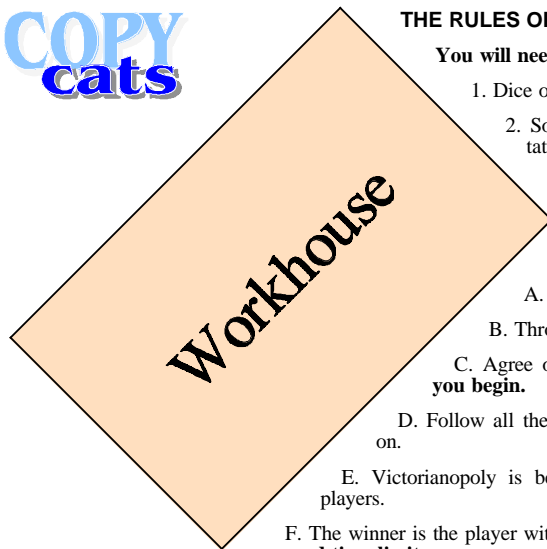


COPY cats

THE RULES OF THE GAME

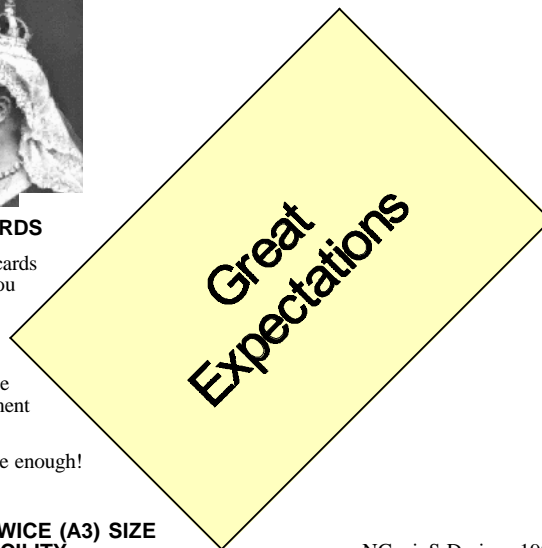
You will need...

1. Dice or spinner.
2. Some "Workhouse" and "Great Expectation" cards, **which you design yourself!**
3. Counters or coins to move around.
4. Some "play" money (guineas).
 - A. Each player begins with 20 guineas.
 - B. Throw a **six** to start.
 - C. Agree on a time limit for the game **before you begin.**
 - D. Follow all the instructions on any square you land on.
 - E. Victorianopoly is best played with a maximum of 3 players.
 - F. The winner is the player with the most guineas **at the end of the agreed time limit.**



Victorianopoly

This game even amused me!



HINTS ON DESIGNING YOUR CARDS

1. Remember that your Workhouse cards should contain forfeits, whilst your Great Expectation cards should offer rewards.
2. Keep rewards and forfeits within sensible limits. If either or both of these are too great, you will spoil the enjoyment of the game!
3. About 8 cards of each type should be enough!

NOTE TO TEACHERS

PHOTOCOPY THIS SHEET AT TWICE (A3) SIZE IF YOUR MACHINE HAS THIS FACILITY.

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