

RECYCLE

THE RESOURCE CONSERVATION GAME

INTRODUCTION

RECYCLING HAS COME TO TOWN! SAVE THOSE NEWSPAPERS! SORT OUT THOSE BOTTLES AND CANS!

A few years back hardly anyone knew what the word RECYCLE meant. The word wasn't even in the dictionary. But, today recycling is growing! People all over the country are separating newspapers, cans, and bottles. Instead of throwing them away, they bring them to Recycling Centers or set them out at the curb in bags or boxes for a recycling truck to pick up. In this way valuable resources and energy are being saved.

And now, YOU are about to RECYCLE your Monopoly, Choice, City or similar game into a NEW, challenging, educational, and entertaining adventure! You need an OLD Monopoly or similar board, wrinkled money, run-down houses, dog-eared deeds, and worn dice. You add the RECYCLE conversion kit, which consists of:

1. A small overlay board for the center of the old game.
2. MAIL and MARKET cards.
3. 200 tokens representing the tons of glass, cans, and newspaper that are to be recycled.
4. ORGANIZATION identity badges with matching PAWNS and SCORING PIECES.

Read the new rules carefully, and Presto! You will be playing a NEW GAME. You will follow the same general pattern of play as Monopoly and other money games. But the OBJECT is different. It doesn't matter how much money you have -- it's how many tons of glass, newspaper, and cans you RECYCLE!

HOW TO RECYCLE YOUR MONOPOLY OR OTHER BUSINESS GAME

Forget about getting complete sets of properties. Each deed is now an independent recycling route representing a neighborhood that RECYCLES. Nowadays as you move around the Board, you purchase route collection PERMITS so that you can pick up and then sell the recyclables (cans, newspaper, and bottles). You can DEVELOP your routes and get more people to RECYCLE thereby picking up more tons when you land on your route. You then sell the tons to buyers represented by the MARKET cards. But, you have to pay the bills that come in the MAIL. One house now indicates that a player has a PERMIT for that route. A second house is added when the route is DEVELOPED. Chance cards are replaced by MAIL cards. Community Chest cards by MARKET cards. Those pesky one dollar bills are now one thousand dollar bills.

The OBJECT of each game is up to you. You have three options.

First, competition ! Which one of the organizations can handle the recycling best? The first player to RECYCLE 200 tons in any combination of newspaper, cans, or bottles wins the game. Second, you can play for the fun of it and enjoy the challenge of the recycling process. Try to get all the routes DEVELOPED. Players help each other with the bills, make loans or gifts of tons of recyclables to meet the terms of a MARKET, or share a rail shipment. How long will it take the group to recycle 1000 tons? Third, you might want to set a time limit. If cooperating, play quickly and see how many tons you can RECYCLE. If competing, see who has recycled the most tons to determine the winner.

THE FIRST STEPS

Go directly for a used Monopoly or similar game from the handiest closet, trunk, or bureau. Blow off the dust, and transform it into RECYCLE. Place the new RECYCLE overlay board on top of the center square, ~~of your old Monopoly, or other game board.~~ Put the new MARKET cards, where it says MARKETS, and put the new MAIL cards where it says MAIL. Press out and snap together the recycling pieces which represent the different organizations. You are now ready to begin!

THE RECYCLING ORGANIZATIONS - WHICH ARE YOU ?

Each RECYCLE player rolls the dice and chooses which organization he or she wants to be. The highest roll gets first pick, second highest chooses second and so on. As the organizations are quite different in real life they will be playing by different rules here. All the organizations agree we have a waste problem, but they have different ideas of how to handle it. Who can do it best? The government? Business? Private citizens? or a group with connections? Is it best that they cooperate together to get recycling done? You are about ready to help answer these questions, so choose your identity from the following:

1. CITY GARBAGE - CG is operated by the City's Public Works Department. They are paid out of property tax revenues. City Garbage is doing a good job, but the homeowners suspect they are not getting the trash service they deserve.
2. COMMUNITY RECYCLING CENTER - CRC was started by dedicated people who do not like the wastefulness of our "throwaway society". They are a non-profit organization and want to save as many resources as possible. They believe people will save bottles, cans and newspapers and bring them to the Recycling Center or set them out

for curbside collection. The COMMUNITY RECYCLING CENTER is now working hard to develop better MARKETS for these resources. (You can help by spending your real money on items made with recycled material).

3. PUBLIC SERVICE DISPOSAL - PSD is the private garbage company. They are trying to show that they can do whatever the customer wants with trash. Recycle it? You bet! But not at a loss. In the meantime they salvage everything they can at their transfer station.
4. U. I. COLLECTIONS - UIC, now, here is an interesting outfit. There is a rumor that "U.I." stands for Underworld Investments. It seems to fit. These strangers came to town, submitted the low bid for the garbage contract at the last moment, and won out over the local haulers. UIC, whoever they are believes that trash has a future.

LET'S RECYCLE !

- A. Someone has to be the BROKER who buys the tons of glass, cans, and newspaper from the organizations according to the MARKETS. The BROKER gives out the money at the beginning of the game.
- B. Someone has to be the CITY MANAGER who hands out the PERMITS, (they used to be called deeds), passes out the houses, and gives the correct amount of tons when players lands on their routes.
- C. Compete, cooperate, or set a time limit. It is up to you. Let's all agree before starting the game.
- D. The BROKER gives \$3,425 to each organization -- that is 5 of everything except the one dollar bills. Use the one dollar bills as one thousand dollar bills, when you run low on five hundred dollar bills. Now because everything is not even steven out there in the world, give UI Collections an extra \$1000. Give PUBLIC SERVICE DISPOSAL an extra \$500. The COMMUNITY RECYCLING CENTER can earn a one time only GOVERNMENT IMPLEMENTATION GRANT of \$1000 if they purchase 3 PERMITS on the first trip around town. And since CITY GARBAGE has a tax base, they are the only ORGANIZATION to receive \$100 each time they pass Go or Start (whichever the case may be).
- E. The player who had last choice of ORGANIZATION goes first. Proceed

clockwise around the Board. Before rolling the dice, make sure each player has their identity badge and that each player has put their PAWN on Go (or Start), and has put their matching SCORING PIECE where it says BEGIN MARKETING.

THROW THE DICE !

- F. How you move around the Board depends on what you are doing. WHEN TRYING TO PURCHASE PERMITS, you must move the full number of spaces as shown on the dice. WHEN COLLECTING RECYCLABLES FROM ONE OF YOUR ROUTES or TRYING TO GET A MARKET, you have a choice. You may move the number of spaces on one of the dice, or you may move the total number. If you roll doubles, you take another turn. There is no penalty for rolling doubles.

IF YOU LAND ON:

1. Any of the properties (or streets), you may buy a PERMIT to collect there. The price for the PERMIT is listed on the RECYCLE overlay board where it says SET-OUT SCHEDULE. Put a house on the property to show that the PERMIT has been purchased. Get a deed from the CITY MANAGER (now a PERMIT card), and pick up the recyclables (see the SET-OUT SCHEDULE). *Only one permit is issued for each route.*
2. Community Chest, you draw a MARKET card. MARKETS can show some of the difficulties in trying to RECYCLE. You can not sell your tons of glass, cans, and newspaper, unless you have a MARKET. The MARKET card will tell what price the broker will pay you. Some MARKET cards will be good for one sale only.
3. Chance, you take a MAIL CARD. Read the instructions for YOUR ORGANIZATION. Each organization receives different MAIL (most of the time).
4. Free Parking, This is now the THREE R'S INSTITUTE (REDUCE, REUSE, AND RECYCLE). You receive all the money that has accumulated there.
5. Income Tax or Excise Tax, follow the instructions, BUT give the money to the THREE R'S INSTITUTE (formerly Free Parking).
6. The Utilities, Make a \$50 donation to solar research and water conservation projects. Give the money to the THREE R's INSTITUTE (formerly Free Parking).
7. A railroad, You may buy it for the price indicated, and then

\$200

IF YOU LAND ON: (continued)

- MARKET your tons of glass, cans, and newspaper by rail, (at a better price) If you land on a railroad owned by another player, you may rent it to ship by rail (if you have a railMARKET). You must either rent or own a railroad to ship by rail. You can trade, sell, or rent your railroad in anyway agreeable to you and the other player.
8. A property with house(s) on it, If you have the PERMIT, collect the tons of recyclables (newspaper, glass, and, cans) according to the SET-OUT SCHEDULE on the RECYCLE overlay board. If another ORGANIZATION (player) has the PERMIT, give that person \$50.
 9. Jail, no change. Either you will go to jail or be just visiting. You will have to pay \$50 to the THREE R'S INSTITUTE (formerly Free Parking) to get out.
 10. Go, (or Start) Only CITY GARBAGE receives money when passing Go (\$100). Passing Go is the only time that players can DEVELOP routes to increase the tons collected on the routes. The cost to DEVELOP a route is listed on the SET-OUT SCHEDULE. (See the RECYCLE Overlay Board). Add one more house or use a hotel to show the route is DEVELOPED.

If you have gone around the Board without getting MARKETS, and you need one, When you pass Go you can get a MARKET -- by throwing the dice and paying 100 times the amount shown. Take a MARKET from the top of the deck.

PICKING UP and SELLING RECYCLABLES

You pick up tons of recyclables (cans, newspaper, bottles) represented by tokens, when you land on a street for which you have a PERMIT. You can increase the tons you can pick up by DEVELOPING that ROUTE. ~~But~~ You can only sell the recyclables at the beginning of your turn, before you roll the dice. And only according to the MARKETS you have. The MARKETS are very important. When you sell your tons, the BROKER pays you according to your MARKET card. You then move your SCORING PIECE along the MARKETING PATH the number of tons that you RECYCLED (or sold to the BROKER). Without MARKETS you cannot RECYCLE.

Routes for which you have a PERMIT cannot be mortgaged, but they can be traded or sold to other players, to one of your choice, or to the highest bidder at an auction either for money or RECYCLABLES. ~~You can mortgage with another player but you only receive credit for half the mortgage.~~

ADDITIONAL INFORMATION

The rules of this game have been written to be used with the most common Board Money Game. To use other Board Games some of these rules must be changed slightly. If you are using ~~the~~ the City Scene Games (Boston Scene, San Francisco Scene, New Orleans etc.), choose which corner will be Start or Go, and which will be the THREE R'S INSTITUTE. When you land on -- "Draw a Scene Card" -- pick a MARKET. When you roll doubles, pick a MAIL card. Pay only \$100 for taxes and fines (to the THREE R'S INSTITUTE, of course).

With Choice the Anti-monopolism Foundation becomes the THREE R'S INSTITUTE. When you land on Competitor or Monopolist take a MARKET. When you roll doubles pick a MAIL card.

Once you understand the rules and the new ideas of RECYCLE, you can get most other BOARD GAMES, vary the rules slightly and RECYCLE them.

You may have noticed that RECYCLE comes in a very sturdy box. When you finish the game, put the old falling apart Monopoly or other game into the new RECYCLE box. You can even write on the edge of the RECYCLE box the name of the game you have just RECYCLED!

The game RECYCLE was invented by Cliff Humphrey and developed by Cliff and his wife, Mary, with the help of the graphic artists at the Box Factory in South San Francisco, Calif.

Cliff Humphrey is a leading environmentalist who founded Ecology Action in 1968. He started one of the first Recycling Centers in the country and has helped people to start recycling projects throughout California and the country. He and Mary have been very active ~~trying to solve~~ ^{with} environmental ~~problems~~ ^{issues}.

Cliff credits his jousting with the "throw away society" as being the inspiration for RECYCLE.

GLOSSARY

BROKER - A person or company that arranges the selling and buying of RECYCLABLES for the various MARKETS,

BALER - a machine used in RECYCLING that compacts paper into large blocks or bales, similar to hay bales. Also used for cans.

BUY-BACK CENTER - a recycling center that pays for the cans bottles, and newspaper and other recyclables that are brought there.

COLLECTION CREW - The people working on the truck that picks up the bottles, cans, newspaper and other recyclables.

CULLET - Pieces of glass from bottles and jars that are used to make more glass bottles.

DEVELOPED ROUTE - A route that has a high number of people recycling. It usually means a lot of time and money has been invested in publicity and educational programs to convince people to recycle.

DE-INKING PLANT - A factory that removes the ink from old newspaper and makes fresh newspaper out of it. 17 (?) trees are saved from each ton of newspaper thus recycled.

DE-TINNING - A process that removes the tin coating from the steel can that we commonly call a "tin" can.

E.P.A. - The Environmental Protection Agency, a Federal agency whose job it is to protect the environment.

EXPORTER - A broker who arranges shipments of recyclables for overseas.

Flint - aluminum powder or dust created in the shredding process
FLINT - the clear glass of bottles and jars.

HAULER - A company that removes recyclables or wastes for pay.

IMPLEMENTATION GRANT - Money to be used for starting new recycling programs. Usually given by the government.

INSULATION PLANT - A factory that makes insulation for homes and businesses, we hope, from recycled material.

INVENTORY - The tons of recyclables that are on hand and have not left for MARKET.

MARKET - the company that purchases the recycling materials from the ORGANIZATION doing the recycling.

MILL - A factory that makes new metal or paper, we hope from recycled materials.

NON-PROFIT ORGANIZATION - A corporation whose main purpose is to do something good for society and does not make profits. Usually, educational or charitable. Depends on donations which are tax-deductible.

PERMIT - In the RECYCLE game a monopoly to do all the recycling on a particular street or route.

OFFICE OF INDUSTRIAL SAFETY - A State and/or Federal Agency that protects workers from hazardous working conditions.

PUBLIC WORKS DEPARTMENT - Part of the City Administration that usually deals with streets, sewer, transit and garbage collection.

RECYCLE - To convert trash to a useable product, to reclaim materials such as glass, paper, and metals through salvage and reprocessing, a new game invented by Cliff Humphrey that reuses your old Monopoly or similar game board.

RECYCLABLES - The cans, bottles, newspapers and other resources that are saved by recycling.

RECYCLING CALENDAR - A calendar ^{with} ~~which~~ information ^{on} ~~about~~ how to recycle and ^{indicates} which days the recycling truck is in the neighborhood. Usually distributed by Community Recycling Centers to help more people to recycle.

ROUTE - A neighborhood containing a few hundred homes which is serviced by a recycling truck that comes by on a set schedule to pick up recyclables.

SCRAP - miscellaneous used metal.

SET-OUT - The bags and boxes of newspaper, cans, and bottles placed at the curb to be picked up by the recycling truck.

SET-OUT SCHEDULE - A term used in the RECYCLE game that tells how much it costs to purchase a PERMIT, to DEVELOP a route, and how many tons of recyclables are picked-up when you land on your route.

SHREDDER - A machine that turns metal or paper into small pieces, about the size of a quarter, or in strips about 1' by $\frac{1}{4}$ ".

SHREDS - Pieces of paper and/or metal that has been broken into small pieces.

SOURCE REDUCTION - buying less things that are meant to be used only once and then thrown away. Cutting down waste in the home or at work, where it originates.

Source Separation - separating materials (cans, newspaper, bottles etc.) in the home or at work for recycling

Ton - a measurement of weight equaling 2000 pounds.

Special Thanks to: Francis Tandy etc.

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