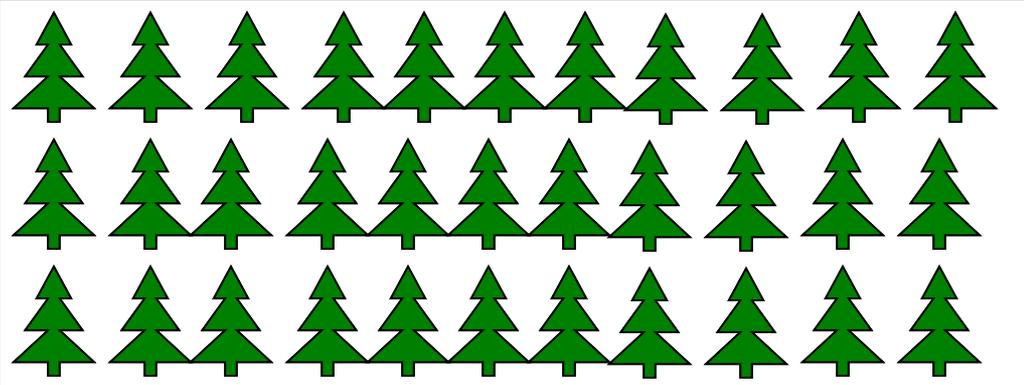
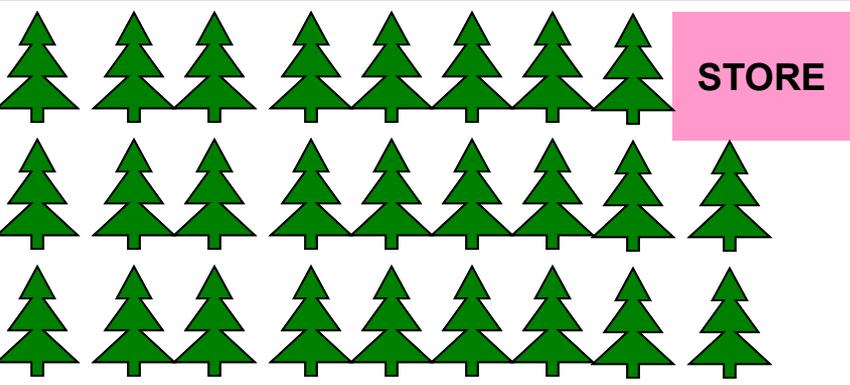
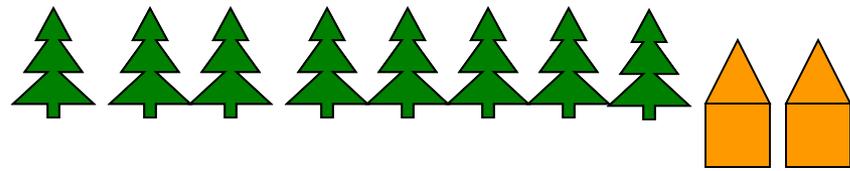
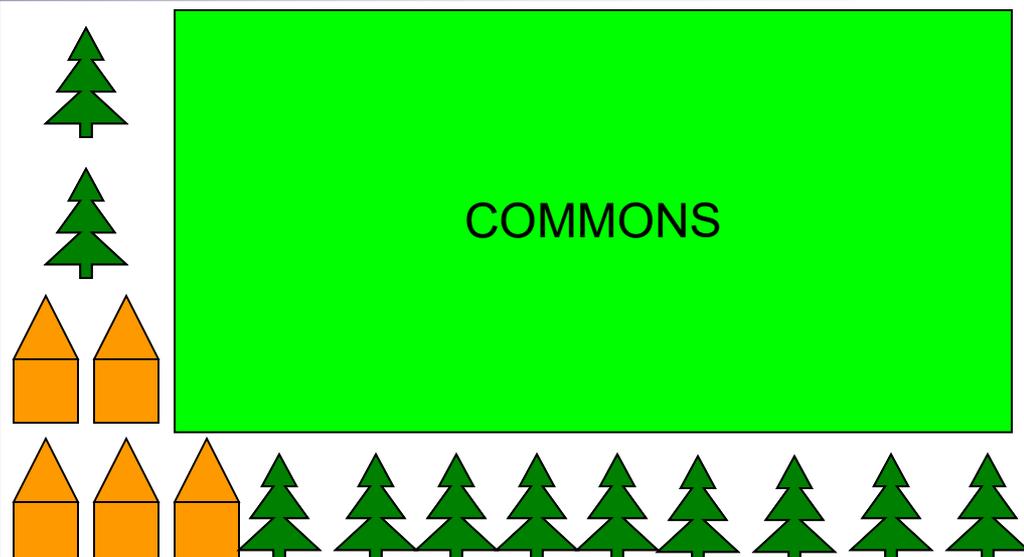
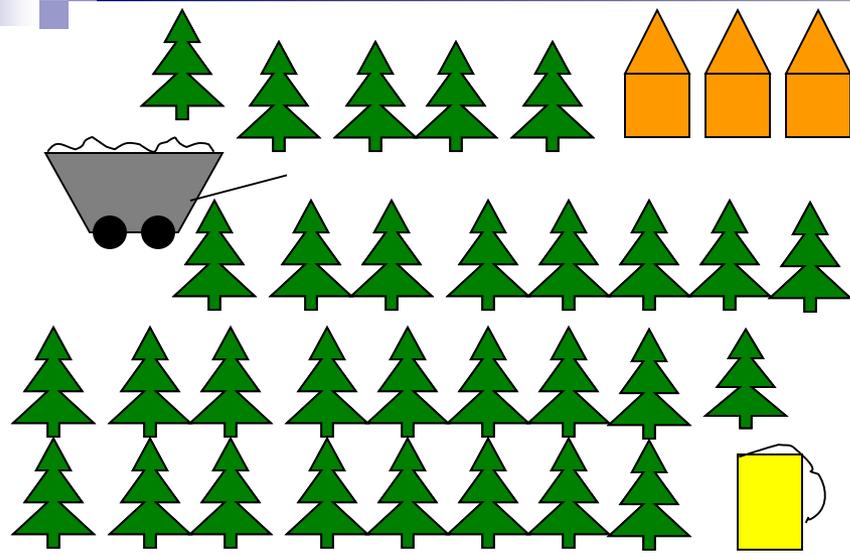


# The Urban Game

# YOU MUST USE PENCIL

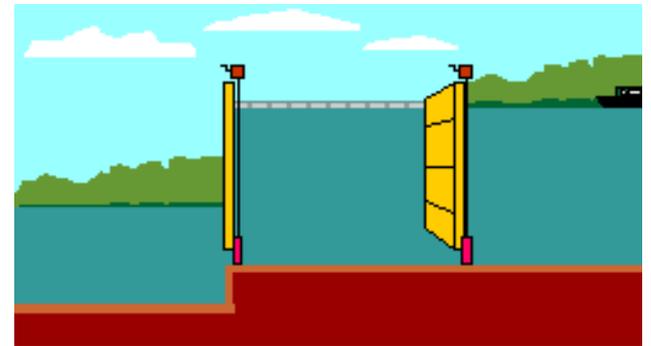
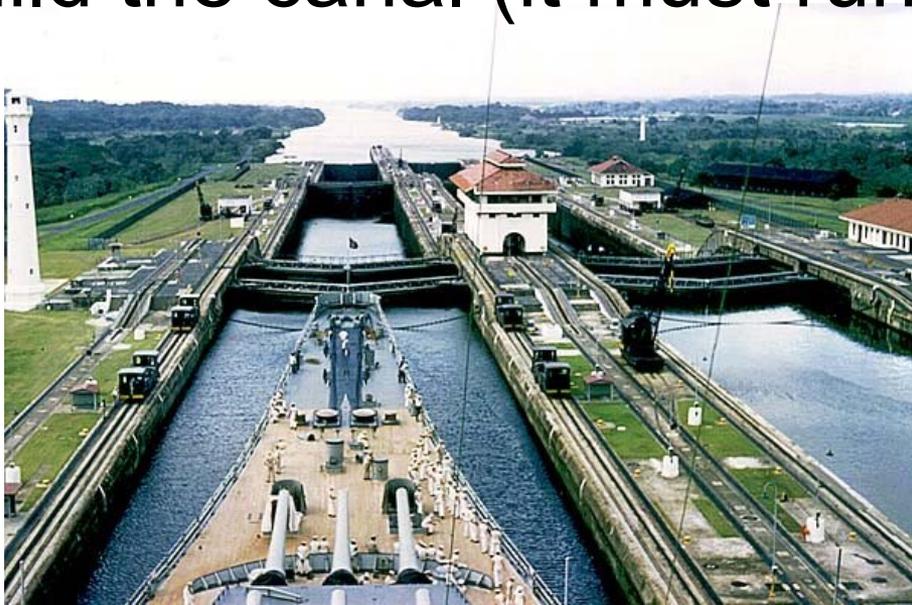
- On your map draw (can be anywhere):
  1. A **river** across your paper connecting east to west, the river should be about 1 inch wide
  2. Draw a **simple wooden bridge** across the river
  3. Draw **two roads** (one north/south which goes across the bridge, one east/west)
  4. Mark off a portion of your lands for the **commons** (land that can be used by all in the village)
  5. Draw **10 houses**.
  6. Draw **1 church, 1 cemetery, 1 store, 1 pub, 1 coal mine**, and at least **50 trees!!!**





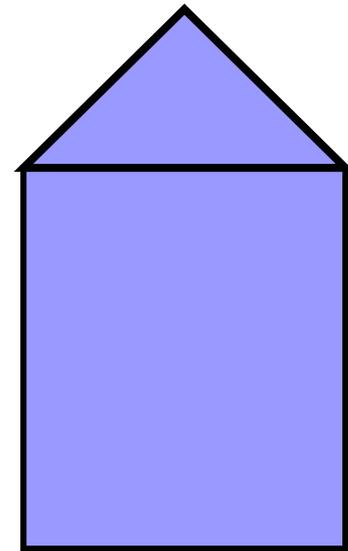
# Round One– 1745

- Since you invested your money, thereby making a tidy profit, build yourself **1 nice home** anywhere on the map
- Build the canal (it must run parallel to the water)



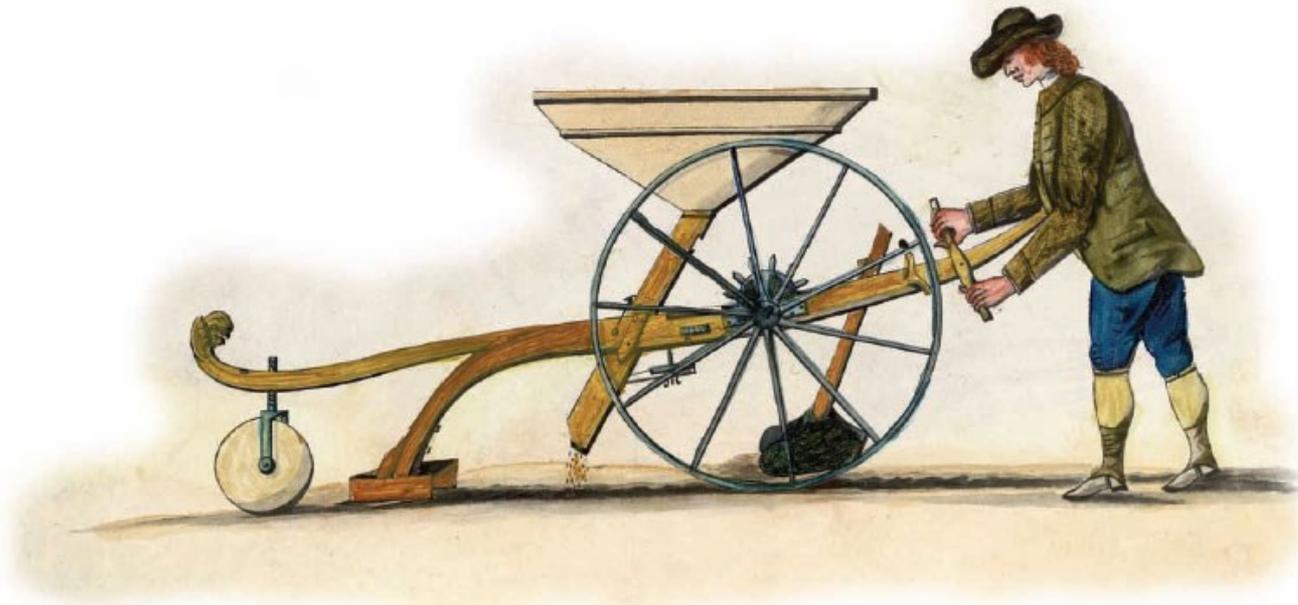
# Round Two– 1750

- Add 5 houses



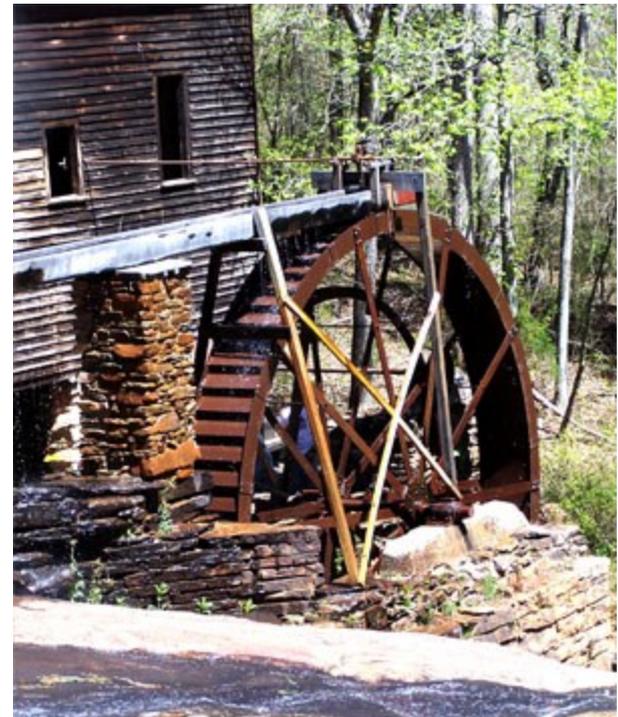
# Round Three— 1760

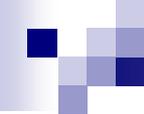
- Take away  $\frac{1}{2}$  your commons
- Add 5 houses
- Add 1 more nice house



# Round Four– 1773

- Add 1 factory
  - Factory must be on the river bank
  - Canal water does NOT move fast enough to power the factory machines
  - Do NOT add smoke to this factory!



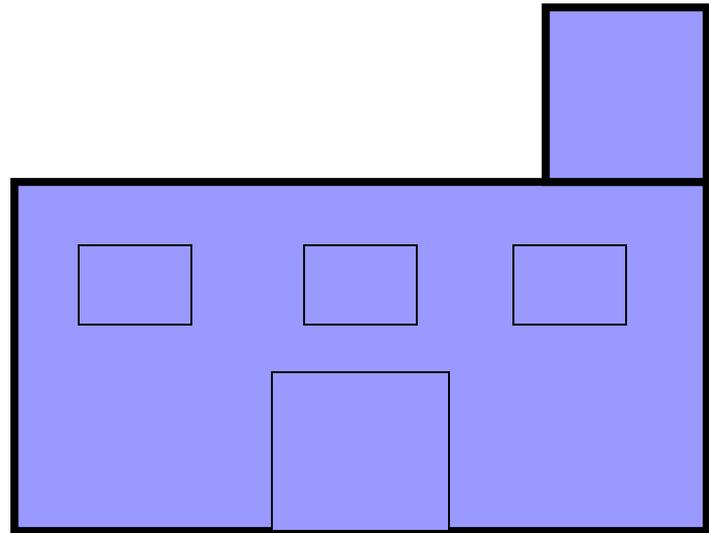


# Round Five– 1774

- Add 5 houses (total 25)
- 1 church
- 1 pub
- 1 store
- You may draw additional roads and 1 more bridge

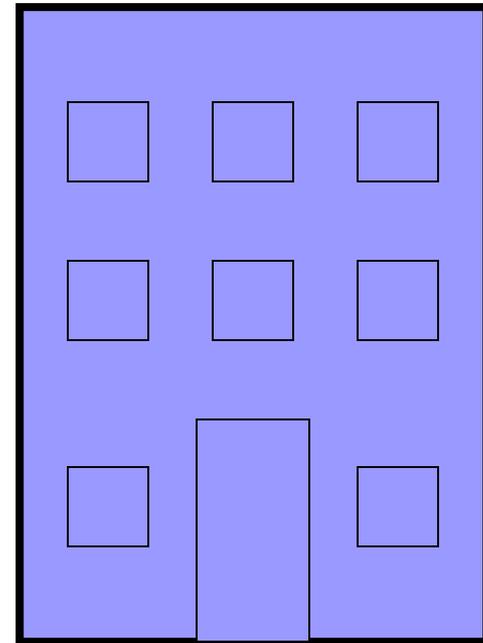
# Round Six– 1774 (still)

- Add 5 new factories



# Round Seven– 1780

- Add 5 tenements



# Round 8– 1781

- Add 1 store
- 1 pub
- 1 church
- 1 school (for boys of families wealthy enough to send kids to school)
- Workers work 6 days a week and Sundays are the only day of rest. People flock to churches—make them convenient for the tired feet of the workers



# Round 9– 1782

- Add 2 more pubs
- Destroy 5 houses
- Add 4 tenements

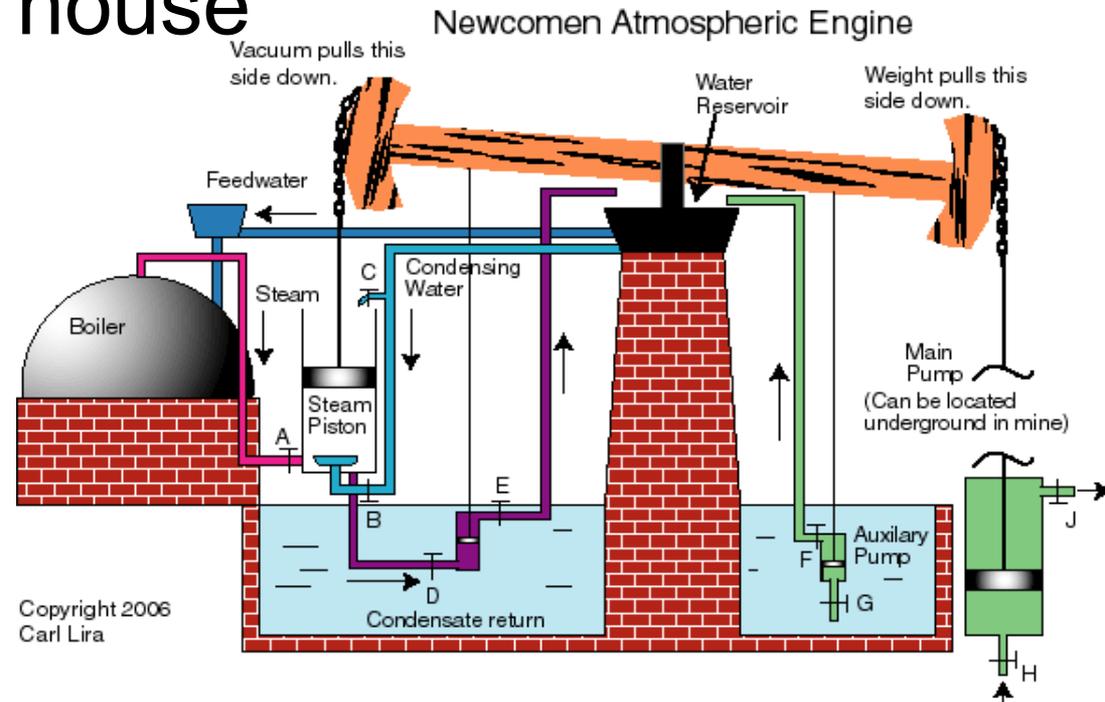


# Round 10– 1783

- Add 2 nice homes
- Add 1 more factory
- Add 15 houses for management personnel

# Round 11– 1785

- Add 10 factories with smoke
- Add smoke to all pre-existing factories
- Add 1 more nice house
- Add 5 houses
- Add 1 tenement





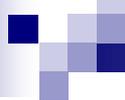
# Round 12– 1800

- Add 1 new coal mine
- Add 1 new iron bridge to replace the old wooden one
- Add 5 more houses



# Round 13– 1815

- Add 1 more coal mine
- Draw 1 cemetery



# Round 14– 1820

- Add 1 major railroad connecting your factories to your coal mines
  - The railroad should be one continuous line
- Draw one railroad station on the railroad line
- You may draw additional bridges if necessary (no more than 2)
- Add 5 more houses for railroad workers



# Round 15– 1827

- Add 1 jail
- Add 2 pubs
- Add 2 tenements



# Round 16– 1835

- Add 20 street lamps



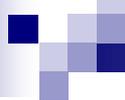
# Round 17– 1838

- Add 2 hospitals
- 1 more cemetery



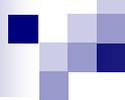
# Round 18– 1840

- Add 1 more railroad line passing east to west through your town
- Add 1 more railroad station
- Add 1 tenement for the new RR workers



# Round 19– 1842

- Add 1 theater and 1 museum
- Add 2 private schools (put a “P” on the school)
- Add 1 restaurant
- Add 1 nice house



# Round 20– 1845

- Add 1 cemetery
- Add 1 jail
- 1 hospital to accommodate the victims of urban life



# Round 21– 1850

- Add 20 houses
- 5 tenements
- 2 stores
- 1 church
- 5 factories
- 1 pub
- 3 nice houses

